

Illusions and Dreams

A One-Round Dungeons & Dragons® Living Greyhawk™
Furyondy Regional Adventure

Version 0.9

by Andrew Nuxoll

Reviewers: John du Bois, Jeffery A. Dobberpuhl, Britt F. Frey, Michelle Sharp

Playtesters: Michael Combs, Pete Cooney, John du Bois, Christopher Good, Megan Jobes and John Ratliff.

The Mage Council is sending you to the war weary County of Crystalreach where more than one candidate may be worthy of the Chamber of Four. This mission is particularly harrowing and fully successful outcomes may not be the norm. Chaotic aligned PCs are encouraged to be on their best behavior. Arcane spellcasters and members of the Mage Council, Furyondy Military, Twilight Hunters and church related meta-organizations are encouraged to play this scenario. Part of 4 of the Eight of Wands story arc. An adventure for APLs 4-10.

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

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

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at www.rpga.com.

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and MM are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at www.rpga.com.

For questions specific to this document, please e-mail your Triad at contact.fur@iuzlg.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session DM. You must be at least a HERALD-LEVEL GM to run this adventure. By sanctioning and reporting this adventure, you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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: PH, DMG, and MM.

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.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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

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

TIME UNITS AND UPKEEP

This is a standard Regional adventure, set in Furyondy. Characters native to that region pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

This story begins and ends with a Baklunish miscreant named Adar ibn Vahim. Adar, the son of a minor noble, was always a bit of rascal in his youth. On more than one occasion he avoided time in the stocks only because of his father's influence. As a result, his exasperated father sent him early into the Paighan (Ket's militia) where he might hope to learn some respect for the law while also earning his citizenship in Ket.

Instead, Adar's mischief merely found new grounds in the Paighan and he quickly drew the ire of his superiors. When Adar, at the age of 17, suddenly developed sorcerous talents it seemed certain he was bound for failure.

Instead the Adar's disaster was forestalled by a woman named Golbahar the Guiled, a Mother in Ket's Brotherhood of Sorcerers. While the Brotherhood is viewed with a jaundiced eye in Ket, Adar's superiors were all too happy to oblige when Golbahar managed to arrange for Adar's service to transfer to the Brotherhood.

Adar worked long days in service to his country and long nights training in the arcane arts with Golbahar. But since Adar was unable to pay for these gifts, he agreed to owe a debt to Golbahar upon gaining his citizenship. With this debt, Adar became an indentured servant called an "ushdar" to make his repayment.

Until Adar's debt was paid via his service, he was not considered a person but merely the property of Golbahar. Despite this shame, Adar reveled in his tutelage and quickly grew quite powerful. In time, he accompanied on

Golbahar on multiple adventures both inside and outside of Ket's borders.

It was during one such trip that Adar gained the friendship of a young and equally ambitious wizard named Feerak. Feerak spent long hours with Adar spinning tales of his exploits in service to the Empire of Iuz. While Adar stiffened at the mention of Old Wicked, he quickly softened to Feerak's tales and felt most keenly his resentment of Golbahar's strict discipline and ownership of him.

At the urging of Feerak, Adar stole away in the night with two of Golbahar's more powerful magical items. The two young arcane casters fled east until they reached the dread city of Delequenn on the eastern shore of Whyestil Lake. There Adar's talents were put to use forging magical weapons for Old Wicked's orcish armies. Adar's spirit grew sick at the depravities he witnessed in the lands Iuz yet he dared not leave for fear of reprisal. Years of fearful servitude taught Adar the art of keen observation while remaining nondescript. His magical talents also grew in that direction his mischievous ways were finally honed into powerful personal self-discipline and strength of character. Yet, Adar despaired for the loss of his country and his foolish betrayal of Golbahar which panged upon his conscience...

One fateful day in the fall of CY 595, Adar met Elaana Merene, a city guard who seemed to embody everything the Adar wished he could be. There, in the shadow of the Old One, a romance blossomed. As his relationship with Elaana grew she confided in him a frightening secret: She was a holy paladin of Heironeous, and the leader of a small cadre of spies sent to Dorakaa to spy upon the activities there. Adar felt his long suppressed internal conflict ignite and the shame of his evil deeds came flooding back. In a bevy of tears, he confessed his sins to the devoted Elaana and swore an oath to Heironeous to atone for them and to aid her and her companions in their quest. Adar was absolved and restored under the light of the Archpaladin.

But invoking the name of Heironeous in holy oath drew the attention of Iuz himself. That very night Adar was dragged from his bed and brought before a Lesser Boneheart who proclaimed that physical torture and death were too good for Adar. With a magical spell similar to *trap the soul*, Adar was drawn bodily into a magical prison within an unholy symbol of Iuz. Unlike, the spell, Adar was able to observe the world around him while remaining wholly undetectable. In other words, he was doomed for eternity of conscious imprisonment and inevitable madness.

It took Elaana three months of dangerous questioning to learn the fate of her lost love. She and a party of her comrades ambushed the hobgoblin cleric who bore the unholy symbol in which Adar was imprisoned. She slew the cleric, but not before most of her companions were slain by his bodyguard. Elaana and her sole remaining companion fled with the unholy symbol back towards Furyondy. They nearly made it. A border patrol found them as they tried to cross the Veng. Elaana's companion took an arrow in his throat and

Elaana, already badly injured, was hit squarely in the back of the head with a thrown hammer. She sunk lifelessly beneath the water.

Adar, who remained trapped in the unholy symbol around Elaana's neck, had watched impotently as his lover bore him toward safety at the risk of her own life. Now he watched as Elaana's lifeless body drifted to the bottom of the Veng. He knew he faced an eternity beneath the waves in his unholy prison. Yet, instead of despairing, he refused to yield.

In a burst of determined insight, Adar manifested his arcane power for the first time without benefit of material, somatic or verbal components. His presence in the unholy symbol around her neck allowed him to share a spell with her as he might with a familiar. As a result, Elaana's body was filled with false life and her eyes sprang open in her would-be watery grave. The injured paladin dragged herself onto the western shore of the Veng.

In time, Elaana's body healed but the blow to her head had left her with nearly complete amnesia of her adult life. She began to wander through eastern Crystalreach in search of herself. Her innate desire for good drove her to champion and defend the farmers and merchants she found there. But without the direction of her church, she turned to vigilantism. Until Elaana has recognized and atoned for her deeds she has lost her paladin abilities. With her unrelenting amnesia, she stands on the verge of being lost forever, but Adar sees how her situation mirrors his own and refuses to falter. He appears to her regularly using his illusion magic and, though she does not remember him, he has carefully rekindled their romance. Adar has encouraged Elaana's instinctive desire for goodness and aided her in small quests for justice in hopes that her divine calling will reawaken her memory.

Word of this "vigilante wizard's" deeds has spread throughout Furyondy and beyond as both rumor and bard's tale. Word has even reached into the Abbor-Alz where the signature features of the "vigilante wizard's" spellcasting were too close of a match to that of a renegade Ketite sorcerer named Adar ibn Vahim whose name still drove the vengeful Golbahar into fits of rage. Within a day, a small party of Ketites led by a powerful Brotherhood sorceress was on their way into the lands of King Belvor.

At the same time, Iuzian diviners have determined the fate of their lost cleric and have dispatched a pair of agents bent on revenge.

Our story begins as all these groups — Adar and Elaana, the Iuzian agents, the Ketite hunters, the humble rural citizens of Crystalreach and, of course, the PCs — are on a collision course for the small, unsuspecting town of Batlet...

ADVENTURE SUMMARY

INTRODUCTION

Once again, the PCs are called to the Mage Council headquarters in Chendl. Some PCs also receive instructions for their meta-organizations.

1: A MEETING WITH TELMUS

The PCs meet with Telmus and are given their mission: interview the wizard Ereland Manneth in the town of Fendrelean in Crystalreach. They are also asked to be on the lookout for another mysterious spellcasters who might be a candidate.

2: WIZARD HUNT

The PCs may ask around about the mystery wizard in Chendl or in small towns in Crystalreach.

3: WELCOMING PYRE

The PCs arrive at Fendrelean and perhaps gather information about Ereland Manneth and a recent raid on the town of Fendrelean.

4: ERELAND MANNETH

The PCs interview Ereland Manneth. He sets them on the trail of a mysterious vigilante wizard who warned Manneth about the raid. Manneth asks the PCs to find out more about her. Unbeknownst to Manneth or the PCs, this vigilante is Adar who is hidden in the unholy symbol around Elaana's neck.

5: SEE NO EVIL. HEAR NO EVIL.

The PCs' investigations into the location of the vigilante wizard point them toward the town of Batlet. During their journey, one of them receives a vision portending to their future and urging them to make haste toward Batlet.

6

The PCs arrive in Batlet to find a showdown between two other groups who are seeking the vigilante. One group is from Ket who seek to reclaim the wizard for crimes committed in that country. The other group is a pair of Iuzian assassins posing as hound archons. The confrontation rapidly reaches a violent conclusion that is joined by a mob of concerned citizens from the town.

7: WHAT TO DO WITH A LOST PALADIN?

The PCs interview the rescued "vigilante": a woman named Elaana who is an amnesiac. She denies being a spellcaster but persistent PCs can learn the source of her spellcasting - a sorcerer who is trapped within the unholy symbol of Iuz around her neck.

8: SPEAKING WITH ADAR

Adar himself appears to the PCs and begs them to find a way to release him from his prison. He also provides more background on his and Elaana's story.

9: DEMON IN A BOTTLE

The PCs stumble onto a way to free Adar when one of their own enters the unholy symbol to replace him. The demon guardian attacks and the trapped PC must defeat it to avoid Adar's fate. The other PCs may help, but only in a limited fashion.

10: INTERVIEW WITH ADAR IBN VAHIM

If the PCs decide that Adar is worthy of the Chamber of Four, the can interview him.

CONCLUSION

The PCs report back to Telmus. They describe the events of their adventure as well as their conclusions about Ereland Manneth and possibly also Adar.

PREPARATION FOR PLAY

Prior to this and any other Furyondy regional adventure, the DM should ask the PCs the following questions:

- Do you or any items you possess detect as evil?
- If items detect as evil, do you plan to bring them on this adventure?
- Are you presently wanted for any crimes in Furyondy?

If the PCs detect as evil or possess any items that do, be sure that they are aware that both are criminal acts in the kingdom and that they are likely to be arrested and prosecuted if captured.

You should make the following preparations specifically for this adventure:

- Determine which PCs have played previous adventures in the Eight of Wands story arc. These scenarios include:
 - FUR6-06 Invocation and Intrigue
 - FUR6-07 Conjuring Trouble
 - FUR7-01 A Tune of Transmutation
- PCs that have played FUR6-06 and have Lielenna's Foretelling on their adventure record may receive a vision during this adventure if they received the Idiot, Knight, Throne or Void cards.
- Encounter Six contains a complex combat involving multiple factions. It is *essential* that you prepare for this. If you find yourself running this module "cold" (i.e., without preparation) it is recommended you spend the first 20 minutes of the slot carefully reading Encounter 6B.
- For your convenience, additional supplemental materials are available on the Furyondy website including:
 - A high-resolution, full color version of the encounter map.
 - Pre-filled initiative cards for all the creatures in this scenario.

INTRODUCTION

This adventure begins when the PCs receive a summons from the Furyondy Mage Council. The circumstances that lead to this invitation vary depending upon who the PCs are and, in particular, what meta-organizations they belong to. Use the following "hooks" to get the PCs involved. If a PC is eligible for multiple hooks, they receive handouts for all of them.

- PCs who have successfully completed a previous scenario in this story arc **or** are members of the Furyondy Mage Council receive an invitation directly from Telmus. Give these PCs *Player's Handout #1*.
- Members of most of the major church meta-organizations receive a letter from their organization about the candidate they are about to interview. Members of the Church of Heironeous, Church of St. Cuthbert, Church of Rao and Church of Mayaheine receive *Player's Handout #2*. Members of the Church of Trithereon, Church of Pelor and FAST-C receive *Player's Handout #3*.
- Members of the Twilight Hunters receive some interesting information from their organization. Give these PCs *Player's Handout #4*.
- PCs who are eligible for none of the above hooks are presumed to be invited by one of the other PCs at the table who is eligible for a hook. Have the players determine at this point who was invited by whom.

If none of the PCs have played a previous adventure in the story arc, select one PC who has been selected based on personal merit to head the committee. Ideally this PC would be (in order of importance) a citizen of Furyondy, non-chaotic in alignment and a wizard or warmage. You should select the PC that seems closest to this ideal and give him/her *Player's Handout #5*. It is assumed that this PC has invited the other PCs at the table and is responsible for their behavior.

Finally, if any PC(s) received Lielenna's Foretelling in FUR6-06 Invocation and Intrigue and drew the Throne card, then pull the player(s) aside and read the following:

At dawn today, as you made your way to Furyondy Mage Council your eye was drawn to a hunched beggar crouched at the entrance to an alley. As you made eye contact, the rheumy-eyed man began to speak. Despite the distance between you, his words fell upon your ear as if he were standing at your side. They were most familiar words as well: the words of Lielenna, the old fortune teller you met in the Felldrake. "A man's nobility lies not in his lands or in his titles but in his heart. Beware legitimacy and perceived loyalty. Embrace humility and reconciliation."

The PC has just received a vision. If the PC talks to the beggar, she discovers that the beggar does not remember speaking to the PC. If the PC gives the beggar a coin she gains a boon: Each time during this adventure that she rolls a natural 1 on a d20, she may re-roll the result.

Before beginning, have the PCs introduce themselves to each other. The next encounter assumes that they traveled together to Chendl (or met up in the city).

1: A MEETING WITH TELMUS

The adventure begins when Telmus gives the PCs their new mission. Read the following introductory text:

As you approach the headquarters of the Furyondy Mage Council, you spot Telmus waiting for you at the front door. His visage is thoughtful and perhaps a little anxious but he brightens upon seeing you approach. "I'm glad to see you are on time," he says as he escorts you inside. "I need you to travel to the town of Fendrelean in the County of Crystalreach. Ereland Manneth is the garrison commander there and a wizard of no small skill. I'd like you to interview him as per usual. This part of your mission is simple. Ereland knows you are coming and, this time, I don't expect you to encounter any unusual mishaps along the way. Any questions?"

Give the players *Player's Handout #6 Map of Crystalreach* so they are familiar with the locations Telmus is describing.

Telmus waits quietly for the PCs to consider their mission. Answers to the most likely questions are as follows:

• Interview? As per usual?

If the players haven't played any of the previous adventures in the Eight of Wands story arc, this introduction may seem abrupt. In brief, the PCs have been selected to interview him as a candidate for the open position in Furyondy's Chamber of Four. You should consult *Appendix 3* for details on the PCs' involvement in the selection process.

• Are there other parts to our mission?

If the PCs ask this question, proceed to the next read-aloud text below.

• Tell us about Ereland Manneth.

"I have strict instructions to avoid biasing your opinion. All I can tell you is that he is a wizard. He commands the garrison at Fendrelean in Crystalreach. He is expecting you."

• Should we covertly investigate Ereland Manneth?

(The PCs may ask this question due to the fact that in previous adventures in this story arc the PCs were asked to watch for signs that the wizard or his liege may be in league with Thrommel.)

Telmus looks embarrassed if asked this question. "Ereland is a war hero and his liege is a paladin of Heironeous. If our king had only one allied province remaining it would be the County of Crystalreach. No covert investigation will be necessary."

• Who are the other candidates? or How many candidates are there?

"I'm not at liberty to give you that information and in any case I don't have that information to share."

• Are you a candidate?

Telmus laughs. "No I'm certain that I'm not."

• Can I apply for the position?

If the PC who asks is at least a 10th level arcane spellcaster **and** a member of the Furyondy Mage

Council then Telmus gives the PC an appraising look. "You can not apply for the position, of course. You can only be selected. However, I admit your arcane skill is well known and you may already be a candidate."

PCs who do not meet the arcane qualifications get blank look and the following response: "The Chamber of Four is reserved for only the most skilled arcanists whose loyalty is unimpeachable. I admire your ambition but I think the council would find you are not quite ready for such a post."

- **What's the pay?**

"I can offer you a fixed sum now, but it will render you ineligible for any future rewards the council would grant you for a particularly successful mission. Is that your wish?"

PCs who insist on negotiating their pay (or getting paid) now receive their money up front instead of at the end (see *Treasure* below) but are ineligible for the Influence of the Furyondy Mage Council on their adventure record.

Once the questions have ceased, Telmus continues:

"There is a secondary part to your mission. A few rumors have reached us recently of a new wizard who has appeared in Crystalreach. Even accounting for the exaggeration of rumor, he appears to be quite powerful. I'd like you to keep your ear to the ground. Ask around here in Chendl and at the towns and cities you stay in and see if you can find out more about this mysterious spellcaster. If you can find him and he seems worthy of the Chamber of Four, I'd like you to interview him as if he were a candidate."

Your first mission is to interview Ereland Manneth in Fendrelean. Your secondary mission is to find this mystery wizard."

The PCs can ask more questions at this point. Additional questions they may ask are as follows:

- **Exactly what rumors have you heard?**

"Whoever this wizard is, he seems to be acting a bit like vigilante. Both reports I've heard have been from caravan guards whose lives were saved from one of the Old One's (<spit!>) guerilla raids."

- **Where was he seen?**

"The first sighting was south and east of Morsten. The second sighting was closer to Fendrelean."

- **Where can we find these caravan guards?**

"They've likely moved on by now and I doubt you'd learn much from them. Wizards by nature are somewhat jealous of their privacy."

- **Any tips or leads?**

"I expect that Ereland will be far more useful than I can be if you need help to locate this wizard."

Here are some things that Telmus knows but does not share with the PCs short of a successful Intimidate check (opposed by Telmus' Sense Motive):

- Telmus has met Ereland Manneth on several occasions while Telmus was still apprenticed to Thimme de

Levine. Telmus considers Ereland a friend (though not a close friend). While Telmus' first choice for the position is his old master, Ereland is his favorite alternative.

- The candidates who have been examined to date are Afronidious of the Gold County and Satiana of the Duchy of the Reach.
- Telmus is aware that many council members feel Ereland is too young and inexperienced to be in the Chamber.
- Telmus has heard that the committee of churches has recommended Ereland Manneth for the post.
- Telmus also knows everything about Ereland that can be learned via Gather Information (see below).
- Telmus does not know who the other candidates are but he is fairly certain that his own master, Thimme de Levine is on the short list. Thimme played a peripheral role in *FUR6-06 Invocation and Intrigue* and will appear in future scenarios in this arc.

At the conclusion of the interview, a PC who played *FUR6-06 Invocation and Intrigue*, received Lielenna's foretelling and drew the Knight card receives a vision. Pull that player aside and read the following:

As you stand to leave Telmus' company you hear the voice of Lielenna, the fortune teller you met in the Felldrake Inn. "Do not search only those who are presented to you, brave one! The noble heart you seek beats in the chest of one who was once an enemy. Fair Furyondy needs your courage and your wisdom. Choose your actions wisely and act decisively."

As Lielenna's words fade you hear a sickening demonic voice saturated with malice, "We know this woman lives. Find her. Kill her. And, most importantly, bring me the symbol of the Old One that she bears." Another guttural, almost canine, voice answers. "Thank you, master. It shall be done as you say..."

DEVELOPMENT

If the PCs decide to find out more about Ereland Manneth or start their search for the mystery wizard then proceed to Encounter Two. If they decide to go to Fendrelean to interview Ereland Manneth proceed to Encounter Three.

Treasure: The PCs are paid APL x 50gp after they have completed the mission as long as they successfully interview Ereland and provide Telmus with their opinion of the candidate.

APL 4: Loot – 0 gp, Coin – 33 gp, Magic – 0 gp.

APL 6: Loot – 0 gp, Coin – 50 gp, Magic – 0 gp.

APL 8: Loot – 0 gp, Coin – 67 gp, Magic – 0 gp.

APL 10: Loot – 0 gp, Coin – 83 gp, Magic – 0 gp.

2: WIZARD HUNT

The PCs may wish to use Gather Information to find out more about one or both of their missions. The tables below should aid you with the results. Success yields all information up to the rolled DC.

PCs can also use Knowledge (local: Iuz's Border States) or Bardic Knowledge to discover the information in these tables.

Information about Ereland Manneth

DC 5	That two-timing sonofabitch ran off to Dyvers with my girlfriend <i>and</i> my purse! Is he a friend of yours?! (Note: This is, of course, false information and should be skipped if the PCs achieved a higher DC.)
DC 8	Ereland Manneth is a war hero. He's an officer in the military who was instrumental in our success at Molag.
DC 11	Manneth commands the garrison at Fendrelean in the County of Crystalreach. He is well liked by the townsfolk there.
DC 16	Manneth is actually a wizard even though he's in the military. I guess not all wizards are bad folk, just most of them.
DC 22	The northeastern part of Crystalreach has been targeted by a lot guerilla activity lately. I'm glad Manneth is out there. If anyone can beat the Old One (<spit!>) at his own game, it's Manneth.
DC 26	The guerillas have been less successful lately due to some vigilante wizard that's turned up. Manneth doesn't know whether to arrest him or let him be.

Information about the Mystery wizard

DC 16	Didn't a couple of wizards settle in Crystalreach after the Shield Lands fell? It might be one of them?
DC 23	I hear there's a mysterious new wizard wandering the countryside in Crystalreach. Some say he's on our side but others say he's a spy.
DC 26	I hear this mystery wizard stopped an entire band of orc guerillas all by himself.
DC 31	Yah, I seen her. I was guarding a caravan about 10 miles north of Fendrelean when we got jumped by a dozen orcs! I thought I was dead for sure but she just comes strolling out of woods as calm as you please. Suddenly there's a horrible black monster heaving out of the ground under them and dragging them to their doom! She's a strange wizard what with chainmail and a battleaxe. But she saved my life she did. Every single orc perished on the spot. We only lost a single man and that to a nasty falchion wound.

Rumors on the Road

In addition to information gathered, the PCs may also hear a few rumors as they travel across the Crystalreach.

- Not much goes on around here. We just keep a lookout for the occasional raiders and guerillas who are usually orcs.
- The guerilla attacks have declined dramatically since Molag was taken. We'll lick those monsters yet!
- Darben claims his wife is out to kill him. He's moved back in with his folks and left with three chilluns to raise on her own.
- Word is that we're set to move on the forces of the Old One (<spit!>) that are gathering north of Molag.
- A small band of Baklunish from the far West rode through town not long ago. I heard they were looking for some criminal.
- There used to be highwaymen on the road to Herldarn but there hasn't been an attack in over a month.

DEVELOPMENT

Ultimately, the mystery wizard can not be located without help from Ereland Manneth. When the PCs decide to travel to Fendrelean to interview him, proceed to Encounter 3.

3: WELCOMING PYRE

This encounter occurs as the party approaches Fendrelean to interview Ereland Manneth. Regardless of their mode of travel, the PCs always reach Fendrelean at mid-morning. Read the following:

The area around the road approaching Fendrelean is lightly wooded. Therefore, you detect the stink of burning flesh before you emerge from the trees and see the pyre outside the city walls. Perhaps two score of bodies, mostly orcs, are burning fitfully under the watch of a trio of Furyondy soldiers.

The walls surrounding the modest town are marked with dozens of battle scars, stains and scorch marks. The defense towers are all topped with siege engines and pairs of soldiers walk in neat patrols along the walls between.

Fendrelean has recently repelled a sizable raid that occurred the night before. The soldiers do not allow the PCs to approach the pyre unless they are members of the Furyondy Military, the Green Jerkins or Knights of the Hart meta-organizations and they make an unassisted DC 10 Diplomacy check. The soldiers are under strict orders to keep civilians away. As a result, other PCs must make an unassisted DC 21 Bluff check to convince the soldiers they are not civilians. Examining the bodies yields little information other than obvious signs of a violent death. If the PCs ask the soldiers about the bodies, they automatically gain the same information they would receive for a DC 12 Gather Information check in town (see below).

Creatures: PCs who cause too much trouble or attempt to bully their way past the guards find themselves facing a platoon of soldiers and their lieutenant who hurry down from the city gate. Unless the PCs stand down immediately the adventure is over regardless of whether the PCs fight or flee. Such PCs are guilty of Disorderly Conduct which is a Crime of Disrepute in the Kingdom of Furyondy. If caught, they are tried and given a default sentence of 2 TUs hard labor. Some PCs may have favors that mitigate this sentence.

If the PCs do stand down, they are taken immediately to Ereland Manneth (Encounter 4) who is unhappy but decides to ignore the incident.

CREATURES

ALL APLs (EL 2)

Human Warrior 1 (16): hp 8 each.

Human Fighter 2: hp 18.

Once the PCs enter the town, read the following:

About one in four of the people on the streets of Fendrelean wear a military uniform. The smell is surprisingly mild for a town of this size and the streets are clean. No less than three taverns are visible from inside the gate and you see several more as you walk the streets.

If the PCs want to go straight to Ereland Manneth they can easily find the garrison headquarters by asking around. If this happens, proceed to Encounter Four.

The PCs may wish to Gather Information in Fendrelean. 1d4 hours yields the following info:

- | | |
|-------|--|
| DC 5 | Raiders (mostly orcs) tried to sneak into the city last night. The garrison was ready and the raiders were detected and repelled with few casualties. |
| DC 7 | You ain't in the military? The army could use more folk like you. There's a 15 gp bonus to those who sign up. A feller could take a long time spending that much coin! |
| DC 9 | Word is that there's trouble in the southern part of the country. An army of undead has arisen from the area around Bronzeblood Haunt and begun rampaging in Willip. |
| DC 10 | Merchant traffic on the Veng River has picked up dramatically. Fendrelean's docks are truly active for the first time in a decade. |
| DC 12 | The orc raiders who attacked last night numbered over 100. They came from the south. |
| DC 14 | Raiders across the Veng have declined significantly since Molag was taken. Farmers have returned to long abandoned fields in eastern Crystalreach. |
| DC 15 | Many soldiers were called south to fight the undead. That left Fendrelean's defenses badly stretched. The only reason the orcs were beaten so handily was that we knew |

they were coming. Somebody tipped Ereland Manneth off and he was ready for them!

- | | |
|-------|--|
| DC 17 | A powerful wizard is wandering the rural areas south of Fendrelean. They say he's taken on a score of orcs at once and defeated them without a scratch. It must be Mordenkainen himself! |
| DC 19 | One of the Old One's (spit!) spies was captured two weeks ago. He managed to get close to a group of emissaries from Chendl. |
| DC 21 | It's said on the docks that many merchants are succumbing to the temptation to sell to Iuz's forces, which often pay three times Furyondy's market rates for foodstuffs and livestock. |

If the PCs Gather Information specifically about Ereland Manneth then use the following table instead:

- | | |
|-------|---|
| DC 7 | Manneth is a hero! He planned the Molag invasion that gave us all a bit of our lives back. |
| DC 12 | Manneth is usually at the garrison headquarters. It's easy to find. He's a virtuous man and willing to see visitors if your reasons are good. |
| DC 15 | Manneth is responsible for the remarkably low casualties last night. He got advance warning of the raid and his soldiers were expecting the orcs. |
| DC 18 | I expect Manneth will be asked to serve on the Chamber of Four. The town will be sorely hurt without him. |

DEVELOPMENT

When the PCs decide to go interview Ereland Manneth, proceed to the next encounter.

4: ERELAND MANNETH

The garrison headquarters is built in the style of old Ferrond. Though time has worn the decorative carvings that adorned it, the structure remains no less formidable. Two soldiers posted at the front door note your approach. They younger guard, hardly old enough to shave, hails you. "Welcome travelers. Captain Manneth is expecting you." He waves you toward the door.

Manneth makes a point of keeping informed of goings on both around and inside of his town. The PCs are a notable arrival and Manneth has been expecting them from Chendl anyway. He personally informed the guards that the PCs were coming.

Once the PCs proceed inside, they are escorted directly to Manneth's office. Read the following:

A massive oak map table sits comfortably in the center of Ereland Manneth's office. No maps are laid

upon it at the moment but several line the walls. Manneth is a large man in his early thirties with a close-cropped beard and fiery red hair. He wears the uniform of a military officer; however, two spell component pouches on his belt belie his vocation. "Welcome," he says with a mischievous grin, "to my humble 'laboratory'. I take it you're the committee from the Mage Council? Please take a seat. I took the liberty of having some wine brought from supply."

Manneth is welcoming and friendly. He is also exceptionally canny and candid. PCs who query him in a roundabout manner or ask veiled questions earns his dislike. Driving questions that demand candor earn his respect.

Manneth expects to be interviewed immediately but he's willing to make small talk at first. He does not dally longer than decorum demands. There is one topic he makes certain to bring up before the PCs leave (if the PCs don't bring it up first): last night's raid and the mystery wizard in the south who tipped him off to it (see Development below).

Here are some questions the PCs might ask:

- **What do you think of King Belvor?**
"He has my unwavering fealty."
- **Do you know anything about Karzalin's disappearance? / What do you think of Karzalin?**
"There are a lot of rumors about Karzalin. None of them have any basis in fact. I've met Karzalin on about a half dozen occasions. He's a brilliant man but he places little stock in the value of the Furyondy military."
- **What advice would you give King Belvor if you were on the Mage Council?**
"I would advise him to move more quickly in this war. If we are going to succeed we must attack hard and attack often."
- **How do you feel about adventurers?**
"A few of them are of noble heart. Most of them are mercenaries."
- **How do you feel about licensing magic users? / Are there any types of spellcasting you would outlaw?**
"I think licensing will do little good. I know it's an unpopular opinion but I believe we need more arcane talent if we're going to win this war. As long as you aren't using your spellcasting for ill I have no antipathy towards you."
- **What are your qualifications?**
"I am a wizard of no small power but, frankly, there are many others who are more powerful. I have great skill in the art of war, but I am no match for Thimme de Levine who is not only more powerful than I but also a dean at the Furyondy War College.
However, my motivation is my loyalty to my king. That may be my strength. If I am asked to serve, I will serve to the best of my ability."
- **Why do you want this position?**
"I don't. I will serve on the Chamber if asked but I think Furyondy is much better served by keeping me here on the front."
- **What are your religious beliefs? / How do you feel about ____ church/god?**

"I have respect for most faiths as long as they espouse virtue. I draw the most comfort from the tenets of Heironeous but my faith should have no bearing on your decision."

- **What do you think about half-orcs/centaurs/other?**
"All citizens of Furyondy deserve the rights and protections thereof. I respect those who are not, until I have reason to do otherwise."
- **What school/type of magic do you favor?**
"I have the most skill at divination but there is no magic that I eschew."
- **Where does the restoration of Crockport fit into your agenda?**
"Crockport doesn't have a viable defense and won't have any time soon. Still, that's got to be fixed as soon as it can be. In the mean time, we have to rely on Redoubt and Spinecastle to defend the capital."
- **Have you ever met Prince Thrommel? / What do you think about Prince Thrommel?**
"I've heard mixed rumors about him; some say that he has returned from Emridy Meadows to claim his birthright; others say he is to usurp the throne. If he still supports Belvor, I still support him. If not, I remain loyal to my liege."
- **What occurred during last night's raid?**
If the PCs ask this question, skip to the Development section below.

The PCs should get the impression that Manneth is going through with the interview out of a sense of duty. His answers are short and to the point. He would serve if asked, but he does not want the job and thinks his country would be better served by a different candidate.

If the PCs do not ask Erelend Manneth about last night's raid, he brings it up at the end of the interview.

"I make it my business to know what is going on both here and beyond. This is why I know you've been asked to do a preliminary investigation of other wizards in the area. I'm sure you've also heard about the raid last night. Tell me everything you know about it."

Manneth is using this imperative question to test the PCs to see if they are capable investigators. To earn his respect, they need to have learned that the he raid was unsuccessful because Fendrelean/Manneth was tipped off that the orcs were coming. The PCs can learn this via Gather Information checks in the previous encounter.

If the PCs did not find out about the tip off, he says the following with a concerned tone of voice:

"The raid was the largest body of orcs I've seen on this side of Veng in almost a year. They somehow managed to get within 3 miles of Fendrelean without my knowledge. In fact, they were only unsuccessful because I was tipped off."

If the PCs have already learned this information then Manneth is impressed. The PCs have met a key requirement for earning the Respect of Ereland Manneth on their adventure record. Read the following instead:

"The fact that you can discern that information so readily is a testament to the Mage Council's good judgment. You have earned a portion of my respect. The military could use more people like you."

In any case, Manneth suggests the following mission to the PCs.

"The person who warned me about the raid is a bit of a mystery. She is a vigilante of sorts who's been wandering about the countryside south of here. Vigilantes are bad news in Furyondy and usually it's not long before they are brought to heel. This woman may not be so easy. I've heard two independent, first-hand reports that indicate she is a powerful arcane spellcaster, perhaps a very powerful caster."

"I'd like you to put your talents to work to find this vigilante. Find out who she is, where she came from, and just what in the nine hells it is she wants. Perhaps she can be quelled without a fight. What do you say?"

Manneth's speech should yield some questions. Below is how he responds to the most likely ones. If the PCs fail to ask questions, Manneth at least makes sure they are informed of the wizard's last known location.

- **Where was she last seen?**

"She apparently rooted out a spy in Batlet last week. That's the freshest report I have. I recommend you ride south and start asking around."

- **How were you warned of the raid?**

"I received a message via magical means. A carrier pigeon with message attached alighted near me and vanished when I removed the message. It's relatively effective magic; my own spies use it." This effect was created by a quaal's feather token.

- **How do you know this wizard is so powerful?**

"I don't know but there are two disturbing hints. One report indicates she used a spell that summoned 'a thousand shadowy arms' to crush a band of orcs. Another person swore she saw a dragon with a deafening screech summoned from thin air."

- **What sorts of vigilante activities has the wizard been involved in?**

"She's mostly been wandering the countryside rooting out Iuz's guerilla troops. There was a report she also tracked down a band of highwaymen who were holding up caravans on the Morsten-Herldarn road."

- **Are we getting paid for this?**

"No." Manneth looks a little irked but not surprised to hear this question.

- **What else do you know?**

"Not much. I'm not even sure this wizard is a woman. Some say he's a Baklunish man. Others say he's a blue-skinned elf. Some say she's being escorted by an armored warrior. One account says she is an armored warrior. It's mostly garbled and unverified."

If the PCs impressed Manneth with their knowledge of the raid then he's willing to loan them horses if they don't have any already. He can also loan mundane equipment (i.e., core items in the *Player's Handbook*) worth up to 50 gp per PC. Anything the PCs don't return must be paid for.

DEVELOPMENT

Once the PCs are ready to head south and do so by conventional means then proceed to the next encounter. If the PCs are moving to Batlet quickly enough that they do not need to rest and do not stop to Gather Information along the way (e.g., *teleport*), then skip to Encounter Six.

5: SEE NO EVIL. HEAR NO EVIL.

As the PCs travel south it takes the PCs past a handful of farming villages. It takes a little more than a day to reach Batlet by horseback (1½ to 2 days on foot).

As a result, the PCs may stop one or more times to rest or gather information. If they stop to rest, then move to the Visions subsection. If they gather information, move to the Rumors subsection.

Visions

In most cases, the PCs have to stay the night somewhere. All of the villages along the way have a small room or a hay loft available for the PCs to sleep in exchange for a few coins (i.e., standard upkeep). So, the party should have little trouble finding a comfortable place to sleep.

At some point just as the PCs are preparing to move on again, one of the PCs has a vision. Ideally, this PC would be someone who played *FUR6-06 Invocation and Intrigue* and drew the Idiot card in Lielenna's foretelling. If no-one drew the Idiot, then select a PC who drew the Void card. If no PC drew the Void or Idiot, then select a lawful good cleric, paladin, monk or favored soul whose patron is Heironeous. If none of these are in the party either, select the PC you think is closest to this ideal.

The vision itself is contained in *Appendix 4: a Vision*. Pull the player aside with character record and dice before reading it.

The characters in the vision include Adar (the Baklunish man), Elaana (the short haired woman donning her gauntlets), Sister Kaylen the cleric of Iuz (the canine headed female humanoid) and the demon guardian who torments Adar in his prison.

The imagery in the vision is cryptic but there are multiple messages contained therein:

- The white charger implies a powerful presence (probably divine).
- The image of the axe turning to lightning in the woman's (Elaana's) gauntleted fist is a clear indication of her association with Heironeous. Allow the PCs a

DC 15 Knowledge (religion) check if they don't realize this on their own.

- The Baklunish man's (Adar's) screaming face melting into a grinning skull in the blood red sun shows the peril that he is in and hints that Iuz is the source of it.
- The canine-headed woman in the loft is one of the Iuzian agents. Her face transforming into a grinning skull indicates her association. This provides a big hint when players later encounter her posing as a hound archon.
- The scene of the Baklunish man (Adar) imprisoned in the darkened world and tortured by a "horrific figure" is, in fact, an image of his real situation. PCs with Knowledge (the planes) may make a check to recognize what sort of demon it is.
- The message to "Make Haste" is undisguised and genuine.

The PCs need not understand this vision (and most won't). The only thing that is important is that they understand they are being asked to move quickly to Batlet.

RUMORS

While they travel, the PCs may also decide to question the rural folk in hopes of pinpointing their quarry's location. Role-play these interactions if time allows or just provide a few rumors. A list of rumors about the vigilante wizard is provided below (or make up your own). In all cases, the speaker has heard that wizard is staying somewhere in or near Batlet.

- "That bastard killed my son, Perth! The poor lad's been missing for almost a month. My boy wouldn't just disappear like that. The wizard must'a taken him. I demand recompense! I'll give you two silver coins if you track that wizard down for me!"
- "That's funny. You're the second group of strangers that've come looking for that mysterious wizard..."
- If the PCs press for more details, the speaker extols at length on the fine quality of the riders' horses but can only describe the strangers as three Baklunish humans. (These are the Ketite hunters for the Brotherhood of Sorcerers.) They passed through a day before the PCs.
- "She's a champion of the people that's what she is! With her around to protect us, this is the safest I've felt in a decade. And what sort of n'er do well are you, wandering about and asking pointed questions like you're the king? You keep your filthy mitts offa her, y'hear?"
- "She's not a wizard at all. She's some foul servant of Old Wicked (<spit!>). She bear's his symbol about her neck. It was like to give me the shakes."
- "I've never met that wizard myself but my brother Ferrest had a most terrible pain in his leg for days and yet all he had to do was lay eyes on that wizard and, Cuthbert's will!, his leg was up to feeling better by the next morning! Now, that's powerful magic says I."

- "Oh, aye, I've seen this wizard. She's as mad as Old Wicked's maid and that's fer certain. She'd just as soon kill ya as look at ya."

DEVELOPMENT

Assuming the PCs heed the vision and travel immediately to Batlet then proceed to the next encounter once they come within sight of the town.

If the PCs delay long for any reason, they have missed their opportunity. They arrive to find the town in a tizzy over the recent events. They wizard they are seeking (a woman named Elaana) was murdered by a pair of canine-headed beings who fled. Another armed party was present and attempted to protect her but failed. One of them was killed and the other two fled to the South on horseback. The adventure is over at this point.

6A: BIG TROUBLE IN LITTLE BATLET

Batlet started as a small farming community that grew up as travel increased between Fendrelean and Castle Heart. Most of the buildings are small homes and huts with a sprinkling of two story buildings. Batlet sports a modest temple to Trithereon, the lasting influence of a particularly charismatic cleric. Many younger citizens have taken to his worship. The town is surrounded by a sturdy log palisade about 30 feet high that looks to be less than 20 years old.

Batlet has become a home of sorts of Elaana and Adar. Many citizens are aware of her doings and approve of them. She can usually find a bed and a warm meal here with no questions asked. In fact, she spent the previous night in the stable's loft.

The Ketites tracked her down to the stable and laid in wait. They cornered her as she left the building, and began questioning her aggressively about the whereabouts of Adar. Before they could get far, the Iuzians arrived disguised as hound archons. They claim to be the ordained servants of Heironeous sent to redeem the lost paladin. Neither group is anxious to risk attacking the other but neither do they yield their claim to her. No blood has been drawn, but the argument has persisted for some time and both sides are growing increasingly angry. Elaana and Adar have stayed mostly quiet, hoping the argument yields an avenue of escape. Meanwhile, word of the argument has reached the concerned citizens who have massed in the town square and are rushing to the gate to rescue Elaana (whom they view as a hero). If the PCs have hurried they arrive just in time to avert disaster. Read the following:

As you approach the town of Batlet, the road widens and shows sign of particularly heavy use. The town is modest but maintains a stout wooden palisade. The road strides brazenly into a large gate at the southwest corner of the city. To the west, an orchard stands proudly amongst a shallow sea of fallen cherry blossoms.

Your eye is drawn, however, to a large stable and yard nestled against the town's south wall. A handful of humanoids, most of them on horseback, has gathered around this building. The rising sun glints off of armor and drawn weapons: lances and swords. The sound of voices raised in anger drifts to your ears.

Refer to the map in Appendix 5 for the duration of this encounter. It is assumed that the PCs leave the road and directly approach the arguing groups. As they draw within 100 feet they can discern several things:

- The distant sounds of shouting within the city walls. A DC 19 Listen check reveals that the sound is rapidly drawing closer. (This is the approaching mob.)
- The only person who is not on horseback (a young woman) is the same one who appeared in the vision that one of the PCs had in the previous encounter. She is clearly surrounded by the people on horseback.
- The two riders to the south of the woman are not human, but instead have canine heads and fur. One of them bears a holy symbol of Heironeous. The PC who had the vision automatically recognizes the nearer one if he saw her in the vision. Any PC who succeeds at a DC 16 Knowledge (the planes) check recognizes them as hound archons. These Iuzians are actually jackalweres (or one jackalwere and one jackal lord at APLs 8 and 10) in disguise. The holy symbol is a fake; worshippers of Heironeous who succeed a Spot check opposed by Sister Kaylen's Forgery check realize this. A single PC who succeeds on *both* a Spot check (opposed by the Iuzians' Disguise check and modified by distance) and a DC 14 Knowledge (nature) check recognizes their true nature.
- The three riders to the west are Baklunish riders, one woman and two men. A DC 14 Knowledge (nature) check reveals that the men are riding an exceptional pair of war horses.
- A DC 23 Spot check coupled with a DC 5 Knowledge (religion) or Knowledge (local [Iuz's Border States]) check is sufficient to notice and recognize the unholy symbol of Iuz around Elaana's neck.

Read the following:

The Baklunish woman is in a fury. Her face is an intense shade of crimson and her arms move in violent gesticulations. "Enough! I give you a count of ten to stand away. I have orders to use force if necessary to reacquire the property of Golbahar and I will not hesitate to do so."

One of the dog-headed humanoids snarls in response to this. The woman's soldiers casually lower their lances as she begins to count with barely controlled wrath...1...2...

Ask the players for their PCs' reactions but if they hesitate continue to count aloud from one to ten to emphasize the fact that there is little time to act. If any PC attempts to calm the combatants using Diplomacy they must use a

rushed check (incurring a -10 penalty). Other PCs may assist the rushed check but also suffer the same -10 penalty on their rolls. If the PCs do not use Diplomacy and do not take provocative action, then proceed as if they had attempted a Diplomacy check and failed (see below).

If the PCs take sides with one party or the other then they automatically succeed on their Diplomacy check and get the best result with that party. Taking sides does not require much. It can be as simple as the PCs publicly declaring the fact that the jackalweres are not who they say they are. It can also involve any sort of agreement with the opinions of either party (e.g., "No person is property." or "We should hear this woman's explanations of Ketite law.") Siding with a party can influence the NPC decisions in the upcoming combat. If different PCs side with different factions then treat this as if the party had not sided with either.

As part of the Diplomacy, PCs may ask Nusrat for more details about the situations. There is only enough time for two questions to be asked before trouble erupts. Her answers to the most likely questions are listed below.

• What is the property of Golbahar?

Nusrat points at Elaana and speaks, "The woman you see there is an illusion. Beneath it is Adar ibn Vahim, an ushdar. He is indentured to my mistress until he repays his debt to her."

PCs who succeed at a DC 12 Knowledge (local [VTF]) check know what an ushdar is (see below).

Elaana is, of course, not an illusion. But Nusrat is convinced she is.

• Can I pay this debt?

"An infidel as ushdar? You amuse me."

• What is an Ushdar?

"An ushdar is a former citizen of Ket who gives up that citizenship to repay a debt or atone for a disservice. Aid me in collecting him and Golbahar will reward you."

• Who is Golbahar?

"A powerful sorceress in the Brotherhood of Sorcery. The Brotherhood is a powerful organization in my country. You would be wise not to draw her ire."

Whether they ask questions or not, possible outcomes of the PCs' Diplomacy are as follows:

DC 14 or less — Failure

Nusrat glares threateningly at the PCs and continues slowly counting to ten in a loud voice. Finishing this count takes another round. The PCs can use this round any way they wish but Diplomacy no longer avails the PCs. Sister Kaylen uses the round to cast a buff spell upon herself. Elfskinner (the jackalwere assassin) uses this round to begin to invisibly approach Elaana (see Encounter 6B).

DC 15–24 — Delay

With this result, Nusrat angrily recounts the situation from her perspective and is countered by Sister Kaylen. Read the following:

The Baklunish woman spits angrily upon the ground and addresses you: "This is no business of yours. The 'woman' you see there is nothing of the sort. He is a man named Adar ibn Vahim. Except that he is not a man but merely a coward and the property of Golbahar the Guiled. As such he is not even a person and therefore the laws of Furyondy do not protect him. These dog-headed idiots refuse to understand this."

The leader of the other party draws a long breath and responds in a calm voice that seems to resonate with stern intensity. "My path is clear. Heironeous wills that we redeem this woman. Her life hangs in the balance and I will not let this trio of whelps defy the Archpaladin's will! I urge you citizens to act on behalf of true justice!"

This exchange takes 2 rounds (one for each speaker). Ask the PCs what they are doing in the mean time as this may interrupt the speeches and trigger other actions on the part of the NPCs.

Elfskinner uses the distraction provided by this exchange as an opportunity to try to sneak up on Elaana. This triggers Spot and Listen checks from the Ketites and PCs (see Encounter 6B).

DC 25 or more

Circumstances prevent the PCs from benefiting from a result of 25 or higher on their Diplomacy check unless they side with one party or the other. If the PCs do not take a side then treat this result as if the Diplomacy check result was 15-24 (see above).

SIDING WITH THE KETITES

If the PCs side with the Ketites then Nusrat calms down considerably and agrees reluctantly to whatever course of action that the PCs suggest. Sister Kaylen makes a show of being willing to negotiate but this is just to provide a distraction for Elfskinner's approach on Elaana. A Sense Motive check (opposed by Sister Kaylen's Bluff) is sufficient to realize she is actually seething with anger. Move to Encounter 6B.

SIDING WITH THE 'HOUND ARCHONS'

If the PCs side with the Iuzians, then Sister Kaylen praises their wisdom while Nusrat silently fumes. She realizes she is outnumbered and does not want to sacrifice her fellows in a hopeless fight. This is the only situation in which Elfskinner does *not* try to approach Elaana.

When the mob arrives, the Ketites retreat southwest (along the road) without a fight. If the PCs attempt to placate the mob Sister Kaylen tries to aid them with her *enthrall* spell (which may backfire horribly). If negotiation with the mob fails, the Iuzians immediately attack Elaana with the intent to kill her before the mob can reach her. As a result, the mob treats the PCs and the Iuzians with equal hostility. Move to Encounter 6B but leave the Ketites out of the fight.

If this negotiation is successful, the mob disperses and the PCs must negotiate with the Iuzians for Elaana. Sister Kaylen introduces herself and uses whatever lies she thinks would convince the PCs to let her take Elaana. Elaana makes it clear she will not go with the Iuzians without a fight. Sister Kaylen then creates a diversion as before so that Elfskinner can attempt to sneak up on Elaana. In this situation, move to the next Encounter but leave the Ketites and the rioters out of the fight entirely.

6B: LET'S JUST CHEW OUR WAY OUT OF HERE

NOTE

This combat is tricky to run. Be mindful of the clock and do not allow it to run more than 75 minutes. If you are running this scenario without preparation, it is highly recommended you give your players a short break while you review the details of this encounter.

It is likely that the showdown outside Batlet's city walls results in bloodshed. Each of the five factions (the Iuzian "hound archons"; the Ketites, Elaana and Adar; the Batlet townsfolk and the PCs) has conflicting goals. What results is a free for all that could turn deadly for the parties involved.

Exactly how this begins depends upon the PCs:

- In most situations the combat begins because the jackalwere Elfskinner is attempting to sneak up on Elaana (see Tactics below). The Tactics section (below) assumes this is the case. The PCs and NPCs are entitled to Spot and Listen checks to notice Elfskinner's approach and react. If anyone succeeds, combat begins before Elfskinner attacks Elaana. Otherwise, combat begins with only Elfskinner acting in the surprise round to attack Elaana.
- If any player specifically states her PC is watching Elfskinner and not Sister Kaylen then that PC automatically gets to act in the surprise round (though she may not know where Elfskinner is).
- In some situations the PCs may try to move close to Elaana before Elfskinner is detected (probably to protect the paladin). The instant any PC (or visible spell effect created by a PC) moves within 30 feet of Elaana, combat erupts. Elfskinner moves to attack Elaana with Sister Kaylen's support and the Ketites attack the PCs.
- In rare cases, the PCs may attack one of the hostile parties (Ketites or Iuzians). In this case, the remaining party uses the opportunity to capture or kill Elaana.
- If the PCs do nothing, the Ketites likely attack the Iuzians (either as a result of Elfskinner's attack or due to Nusrat's fury).

CREATURES

APL 4 (EL 7)

Nusrat the Firebound: hp 21; Appendix 1.

Ket Hunters (2): hp 20; Appendix 1.

Heavy Warhorses (2): hp 30; MM 273.
Sister Kaylen: hp 52; Appendix 1.
Elfskinner: hp 65; Appendix 1.
Elaana Merene: hp 16; Appendix 1.
Adar ibn Vahim: hp 56; Appendix 1.
Wannabe Rioters (12): hp 4 each; Appendix 1.

APL 6 (EL 9)

Nusrat the Firebound: hp 31; Appendix 1.
Ket Hunters (2): hp 44; Appendix 1.
Heavy Warhorses (2): hp 30; MM 273.
Sister Kaylen: hp 66; Appendix 1.
Elfskinner: hp 82; Appendix 1.
Elaana Merene: hp 32; Appendix 1.
Adar ibn Vahim: hp 56; Appendix 1.
Minor Riot: hp 60; Appendix 1.

APL 8 (EL 11)

Nusrat the Firebound: hp 41; Appendix 1.
Ket Hunters (2): hp 68; Appendix 1.
Elite Heavy Warhorses (2): hp 43; Appendix 1.
Sister Kaylen: hp 84; Appendix 1.
Elfskinner: hp 100; Appendix 1.
Elaana Merene: hp 56; Appendix 1.
Adar ibn Vahim: hp 56; Appendix 1.
Riot: hp 135; Appendix 1.

APL 10 (EL 13)

Nusrat the Firebound: hp 51; Appendix 1.
Ket Hunters (2): hp 94; Appendix 1.
Elite Heavy Warhorses (2): hp 43; Appendix 1.
Sister Kaylen: hp 102; Appendix 1.
Elfskinner: hp 117; Appendix 1.
Elaana Merene: hp 80; Appendix 1.
Adar ibn Vahim: hp 56; Appendix 1.
Fearsome Riot (2): hp 135; Appendix 1.

*Nusrat and the Iuzians are on light riding horses (AC 13, 19 hp) that do not participate in the combat and are not figured into the EL. These horses flee if attacked (dislodging their riders).

IMPORTANT

The PCs are *absolutely not* meant to fight all the combatants listed above. The EL for each encounter is set assuming the PCs participate in a chaotic free-for-all melee where attacks are flying in all directions, not just at the PCs. Unless the PCs are incredibly foolish and attack Elaana they should find themselves with an intense challenge but not overwhelming odds.

This combat is difficult to run not only because of the large number of NPC combatants but also because of the need to maintain a balanced fight in a multitude of possible situations. To make the combat easier, consider taking the following steps:

- Prepare an initiative card (or a similar aid) for each combatant. Highlight information about the tactics on the back of each card. As noted in the Preparation for

Play, initiative cards are available on the Furyondy website.

- Run similar combatants on the same initiative. Groups that this tactic is particularly applicable to are: the Ketite hunters and their horses; Elaana and Adar; Elfskinner and his shadow companion; and the rioters (mob).

Tactics

Each faction has a set of goals that largely determine their behavior in the combat. Some tactics are provided for each faction but it is quite possible they are not reasonable in the ensuing chaos. In this case, use the factions' goals as a guideline.

IUZIANS

Primary Goal: Kill Elaana. The Iuzians focus their attacks on her if it is tactically feasible.

Secondary Goal: Avoid death, capture or discovery of their true identity.

APL 4

If given a distraction before combat starts, it takes Elfskinner two rounds to reach Elaana. When the PCs arrive, he already has a *potion of invisibility* secreted in his hand. He dismounts stealthily using his horse as cover (a move action) and consumes the potion (a standard action). He then moves adjacent to Elaana at full speed (taking the -10 penalty to his Move Silently check) and attacks. If any PCs or NPCs succeed at a Spot or Listen check to detect Elfskinner then the next round becomes the surprise round. Only those who detected Elfskinner are entitled to act in the surprise round. Elfskinner attacks Elaana exclusively (making her his Dodge opponent) until he believes she is dead or he drops below 10 hit points. Then he retreats using Tumble and Mobility. Remember that anyone within 30 ft. of Elfskinner must contend with his sleep gaze once he becomes visible.

Sister Kaylen stays at the edge of the fracas and uses her spells. As long as she is not in melee, she uses her *enchantment* spells upon those who get close to Elfskinner. If attacked in melee, she uses those spells in her own defense instead. She retreats if reduced below 10 hit points.

APL 6

If given a distraction before combat starts, it takes Elfskinner two rounds to reach Elaana. Elfskinner dismounts stealthily using his horse as cover (a move action) and moves at half speed toward Elaana while hiding in plain sight (a move action). On the next round, he finishes the movement and uses his death attack. If any PCs or NPCs succeed at a Spot or Listen check to detect Elfskinner then the next round becomes the surprise round. Only those who detected Elfskinner are entitled to act in the surprise round. Elfskinner uses his

shock and awe spell in the surprise round. He attacks Elaana exclusively (making her his Dodge opponent) until he believes she is dead or he drops below 15 hit points. Then he retreats using Tumble and Mobility. Remember that anyone within 30 ft. of Elfskinner must contend with his sleep gaze once he becomes visible.

Sister Kaylen stays at the edge of the fracas and well away from the mob. As long as she is not in melee, she uses her *enchantment* spells upon those who get close to Elfskinner. If attacked in melee, she uses those spells in her own defense instead. She retreats if reduced below 15 hit points.

APL 8

Elfskinner's tactics are the same as APL 6 except that his shadow companion accompanies him and aids him as best it can. Elfskinner uses his *dagger of venom* to poison Elaana if he scores a hit with it. Elfskinner retreats if reduced below 25 hit points.

Sister Kaylen pre-cast *freedom of movement* before confronting the Ketites. She uses her *flame strike* in round one (making sure to catch Elaana in the area of effect if the paladin still lives). In round two, she uses a *greater command* (flee) and moves toward the fracas. In the third round, she uses a *divine power* or *righteous might* and resorts to melee. If dropped below 50 hit points, she uses a round to heal herself with *cure critical wounds*. She retreats if subsequently reduced below 25 hit points.

APL 10

Elfskinner's tactics are the same as APL 6 except that his shadow companion accompanies him and aids him as best it can. Elfskinner uses his *dagger of venom* to poison Elaana if he scores a hit with it. If reduced below 30 hit points, Elfskinner uses his Shadow Jump ability to move to the other side of the stable wall.

Sister Kaylen pre-cast *freedom of movement* and *spell immunity* (to *fireball* and *Otiluke's resilient sphere*) before confronting the Ketites. She uses her *blade barrier* in round one to deter others from reaching Elfskinner and Elaana. She follows that with activating her *boots of speed*. In round two, she uses *divine power* or *righteous might*. If feasible, she uses *flame strike* and/or her other *greater command* rather than entering melee. If dropped below 50 hit points, she spends a round to cast *heal* on herself. She retreats if subsequently reduced to 35 hit points.

KETITES

Primary Goal: Capture Elaana alive.

Secondary Goal: Avoid death. The Ketites do not take foolish risks with their lives but they do fight ferociously until seriously injured.

APL 4

If possible, the hunters perform a Spirited Charge upon Elaana. Knocking Elaana out prevents her from escaping so they can focus on fighting off the 'hound archons' and

the PCs. If they can't reach Elaana, the hunters direct their attacks at whoever is the biggest threat to her. If multiple individuals are equally threatening, the hunters prefer opponents they can use their Ride-By Attack feat upon. If they are unable to Ride-By Attack, the hunters engage in melee with their horses.

The hunters attack for non-lethal damage (and order their horses not to attack) until someone (other than Elaana) attacks them for lethal damage. It does not matter who the instigator of the lethal damage is (Iuzians, PCs or the mob). It also doesn't matter whether the source of the damage is a weapon, a spell, or something else. The exception to this rule is Elaana: the hunters *always* attack Elaana for non-lethal damage. There hunters retreat if reduced to 5 hit points.

Nusrat already cast *mage armor* before confronting Elaana. Once combat starts, she casts *mirror image* at first opportunity. She uses her *lesser metamagic rod of enlarge* to stay near the fracas but not be in it. In subsequent rounds, she readies an action to use her *orb of fire* spell to disrupt spellcasting from other spellcasters. She uses *guided shot* before her readied action if she expects her target to have cover. If neither she nor her hunters have been attacked for lethal damage yet then she does not disrupt spells she can not identify as damage dealing spells (using her Spellcraft). If attacked while mounted, Nusrat attempts to use her horse for cover. If reduced to 5 hit points she retreats.

APL 6

The hunters' tactics are the same as at APL 4 except that they retreat if reduced below 10 hit points.

Nusrat already cast *mage armor* before confronting Elaana. Once combat starts, she casts *mirror image* at first opportunity. She tries to stay near the fracas but not be in it.

In subsequent rounds her actions depend upon the actions of others. If she or her companions have been attacked for lethal damage, her fiery nature gets the better of her and she drops *fireballs* where they do the most damage. She uses her *lesser metamagic rod of sculpting* to keep Elaana and her hunters out of the area of effect.

If no lethal damage has been dealt to her or her comrades, then she readies a *scorching ray* to disrupt any spellcasters who cast spells that she can identify as damage dealing spells with her Spellcraft.

If attacked while mounted, Nusrat attempts to use her horse for cover. If reduced to 10 hit points she retreats.

APL 8

The hunters' tactics are the same as at APL 4 except that they retreat if reduced below 15 hit points.

Nusrat already cast *greater mage armor* and *false life* before confronting Elaana. Once combat starts, she casts *mirror image* at first opportunity. She tries to stay near the fracas but not be in it.

In subsequent rounds, she uses *Otiluke's resilient sphere* on Elaana until the paladin is captured.

Once Elaana is in a resilient sphere (or dropped) Nusrat's actions depend upon the actions of others. If she or her companions have been attacked for lethal damage, her fiery nature gets the better of her and she drops *fireballs* where they do the most damage. She uses her *lesser metamagic rod of sculpting* to keep Elaana and her hunters out of the area of effect.

If no lethal damage has been dealt to her or her comrades, then she uses *Otiluke's resilient sphere* on those that she perceives as the biggest threat.

If attacked while mounted, Nusrat attempts to use her horse for cover. If reduced to 10 hit points she retreats.

APL 10

The hunters' tactics are the same as at APL 4 except that they use their *Deadly Charge* on Elaana (though still for non-lethal damage). They retreat if reduced below 20 hit points.

Nusrat already cast *greater mage armor* and *false life* before confronting Elaana. She also used *greater magic weapon* on her comrades' lances. Once combat starts, she uses *mirror image* at first opportunity. She also uses *swift fly* every round until she reaches a safe perch on the stable roof where she has cover and a clear shot on most of the combatants.

In subsequent rounds, she uses *Otiluke's resilient sphere* on Elaana until the paladin is captured.

Once Elaana is in a resilient sphere (or dropped) Nusrat's actions depend upon the actions of others. If she or her companions have been attacked for lethal damage, her fiery nature gets the better of her and she drops empowered *fireballs* where they do the most damage without injuring Elaana or her hunters.

If no lethal damage has been dealt to her or her comrades, then she uses *Otiluke's resilient sphere* on those that she perceives as the biggest threat.

If reduced to 15 hit points she retreats.

ELAANA

Primary Goal: Avoid capture and death without fleeing.

Like the PCs, Elaana also had a vision this morning and recognizes the PCs as a possible ally. The same vision also warned her about the threat that the jackalweres pose. The Ketites, however, are a complete surprise.

ALL APLS

Elaana does not attack anyone unless they attack her first. She also makes a point of using non-lethal damage against those who afford her the same privilege. If no-one is adjacent to her and attacking her, she takes the full defense special action. Once she is being attacked in melee, she returns in kind using *Power Attack* and even her *Sneak Attack* if she can achieve a flank with a potential ally. Also, note that Elaana *cannot* use her *smite* (or *Divine Might* feat at higher APLs) because she has lost her paladin abilities.

Elaana does not flee even if given the opportunity. She fights bravely and to the death.

ADAR

Primary Goal: Protect Elaana.

Adar is aware of the details of Elaana's vision. He is also aware of the Ketites' motives but can not share this information with Elaana without giving himself away to them.

ALL APLS

Adar places a *greater mage armor* and *false life* upon Elaana at dawn and dusk every day so these spells are already in place when the fight begins. As long as Elaana remains uninjured, Adar refrains from casting spells because he does not want to give himself away to the Ketites. The moment Elaana is injured (even for non-lethal damage), he begins spellcasting. He starts with an *invisibility* on Elaana hoping she uses it to escape (she doesn't). On subsequent rounds, he uses a heightened (to 4th level) *cone of dimness* if he can catch multiple attacking creatures in it. Otherwise, he uses *shadow well* on the most threatening individual. Adar does not cast spells on the PCs if they have not attacked Elaana but he uses non-lethal spells on the rioters. He never uses *Evard's black tentacles* for fear that the rioters might stumble into it.

Remember that all Adar's spells must have the Silent Spell and Still Spell metamagic feats applied to them. As a result all his spells take up a slot two levels higher than normal. He also cannot cast his 5th and 6th level spells at all or use *suggestion*. Adar can cast spells with a range of personal or touch upon Elaana.

If Elaana becomes unconscious, Adar is effectively blinded because the unholy symbol is trapped between her prone body and the ground. If Elaana is stable, Adar uses *invisibility* on her to protect her. If she is dying, he instead creates a *major image* of an old woman by Elaana's side begging for someone to help her.

If the unholy symbol containing Adar is not being worn by a living creature, Adar loses his ability to cast spells that affect the Material Plane.

THE RIOTERS

Primary Goal: Protect Elaana.

Regardless of when the combat starts, the rioters appear just outside the city gate at the end of the surprise round. Regardless of the initiative rolls, the rioters always act last in any given combat round. Due to mob mentality, they attack for lethal damage.

APL 4

The rioters double move toward Elaana until they are adjacent to her. They move around any creatures in their path but otherwise do not hesitate to move right past them provoking attacks of opportunity.

Once in place around Elaana, the rioters attack those who are attacking her. To streamline the running of the combat, feel free to simplify the process of attacking with all the rioters. An easy way to do this is to assume that there is a percent chance equal to 10% times the number of attacking rioters that one of the rioters scores a hit that round. If there is a hit, determine the victim randomly.

If Elaana drops, one of the rioters attempts to stabilize her each round. If six or more of the rioters are dropped, the remainder flee in all directions.

APLS 6–10

The rioters double move toward Elaana until they are adjacent to her and trample creatures that don't get out of the way. Once the mob reaches Elaana, they form a protective ring around her and attack anyone who moves within 10 feet of her (including the PCs). The mob does not grapple anyone.

If Elaana drops, the mob attempts to stabilize her each round.

DEVELOPMENT

Any PC who directly killed any of the rioters during the combat receives the *Welcome to Greylode* entry on their adventure record. The PCs are not culpable for deaths caused by NPCs. PCs who use mind controlling magic on the mob (e.g., *calm emotions* or *dominate monster*) are also guilty of a crime, although no one is there to prosecute them for it. Nevertheless, warn PCs of their impending transgression if they decide to do this.

If the PCs are victorious and Elaana is still conscious, she convinces the mob to calm down and they disperse. Trusting in her vision, Elaana agrees to any reasonable course of action the PCs propose.

If Elaana is unconscious but stable, Adar uses *false life* to awaken her. If Elaana is unconscious and dying, he maintains his old woman illusion but (since he can not see what's going on) he does not attempt to disperse the mob.

If the PCs are victorious but Elaana has perished (or is dying), the mob defends her body until the PCs convince them they mean no harm with a DC 25 Diplomacy check. The PCs receive a +10 circumstance bonus on this check if they did not attack Elaana or the mob. They receive an additional +5 circumstance bonus if they offer to heal her or promise to show proper respect for Elaana's body. The PCs may retry this check but each time the DC increases by 2.

If the PCs succeed on the check, the mob disperses. If they ultimately fail the check then they can not acquire the unholy symbol containing Adar. In this circumstance, the sorcerer can not be freed and you should skip the corresponding encounters.

If the PCs fail to rescue Elaana or acquire the unholy symbol then the adventure is over. Proceed to Conclusion D.

Treasure: The Iuzians' equipment is forfeit to the PCs if the assassins are killed or captured.

APL 4: Loot – 95 gp, Coin – 0 gp, Magic – *wand of lesser vigor* (62 gp each), *potion of invisibility* (25 gp each).

APL 6: Loot – 69 gp, Coin – 0 gp, Magic – *dagger +1* (191 gp each), *potion of invisibility* (25 gp each).

APL 8: Loot – 69 gp, Coin – 0 gp, Magic – *dagger of venom* (691 gp each).

APL 10: Loot – 69 gp, Coin – 0 gp, Magic – *dagger of venom* (691 gp each), *boots of speed* (1,000 gp each).

If the PCs loot the Ketites (dead or alive) the stolen property is eventually retrieved by Furyondian authorities and it does not show up on their adventure record. PCs who loot the Ketites also receive the *Ire of the Brotherhood of Sorcery* on their adventure record.

If PCs don't loot the Ketites, there is a minor "diplomatic incident" between the two countries once Nusrat and her hunters are identified by Furyondian authorities. Shortly after they are extradited to Ket, a nameless benefactor sends the following treasure (identical to what they gave up for not looting) to the PCs via courier:

APL 4: Loot – 142 gp, Coin – 0 gp, Magic – *lesser metamagic rod of enlarge* (250 gp each), *potion of cure moderate wounds* x2 (50 gp each).

APL 6–10: Loot – 142 gp, Coin – 0 gp, Magic – *lesser metamagic rod of sculpt spell* (450 gp each).

7: WHAT TO DO WITH A LOST PALADIN?

Once the PCs have rescued Elaana, they may be at a loss with what to do with her. This is likely to lead to a significant interrogation of the lost paladin. Role-play Elaana as a self-confident and commanding individual who is bravely facing a dire situation. She is quite grateful to the PCs but she is not easily cowed by them.

If Elaana is not with the PCs but they have the unholy symbol, then their only source of information is to examine it. Skip to the "Examining the Unholy Symbol" subsection below.

When conducting this encounter it is important to understand what Elaana does not know, what she knows and is willing to reveal and what she knows and won't share without a good convincing.

Elaana does NOT know:

- Her Past. She does not know she was a paladin. She does not know she was a spy.
- Adar's Past. Adar has told her vague things about their past together, but Elaana does not know of his escape from indentured servitude or the details of his service to Iuz.

Elaana knows and is willing to share the following information:

- She is the vigilante who has been acting in Crystalreach recently.
- She is the one who warned Ereland Manneth about the guerilla raid.

- She was severely injured a few months ago and has subsequently lost her memory.
- Her oldest post-amnesia memory is of recuperating from a serious injury in an abandoned goblin cave near the shore of the Veng River.
- She is a citizen of Furyondy.
- She knows how to move about in Crystalreach without being spotted. She has contacts in a few places where she can stay for free and get a meal.

Elaana knows the following information but does not share it unless the PCs earn her trust:

- Adar is a Baklunish human sorcerer who originates from Ket and is trapped inside the unholy symbol around her neck.
- She and Adar were lovers before he was trapped in the unholy symbol. She loves him still.
- Adar uses his spells to protect her and aid her.
- Adar also speaks of her having a destiny to fulfill: that she must rediscover herself. As a result, he has been less than forthcoming with details of her past for he fears that by telling her this, her past will be truly lost.
- She knows of the limitations of the unholy symbol (that it must be worn for Adar to be able to cast spells that affect the outside world).
- She knows that some other evil entity is trapped within the unholy symbol with Adar. It tortures him constantly.
- She has deduced from her conversations with Adar that even if he were released from his prison he would still be in danger. She suspects its source is somewhere in the Empire of Iuz.
- She has also deduced that she has spent time in the Empire of Iuz as well.

While Elaana trusts the PCs to protect her, she does not yet trust them with knowledge of Adar. If asked about the spellcasting that came from her, she denies casting any spells. This is the truth but also a deception of a sort and the PCs are entitled to a Sense Motive check to note this.

If the PCs persist *and* they have never been rude or unkind to her then Elaana responds by quizzing them on their own aims and motives. If they are evasive (and she detects this) then she refuses to share further information. If they are truthful (or good liars) she decides to trust them and shares her information about Adar.

If the PCs make a serious attempt to destroy the unholy symbol, Elaana flees from them if possible or (if not possible) shares her knowledge about Adar's presence within it and begs them to stop. Adar also defends Elaana to the best of his current ability (assuming the symbol is worn).

EXAMINING THE UNHOLY SYMBOL

Even if the PCs earn Elaana's trust, she does not allow them to take the unholy symbol from around her neck

under any circumstances. They may examine it as much as they wish but it may not leave her person.

If examined under a *detect magic* spell (or similar), the unholy symbol radiates strong Conjuration magic. A DC 33 Spellcraft check identifies that the unholy symbol is the focus of a variant *trap the soul* spell. The symbol also radiates a moderate evil aura. A DC 15 stonemasonry, Craft (metalworking), Profession (miner) or similar check is sufficient to recognize that the unholy symbol is wrought primarily from mithral laced with another unidentifiable metal. Both metals have been blackened with an unknown substance. If the result exceeds DC 25 then the PC knows that the second metal is thinaun. A DC 27 Knowledge (the planes) check identifies the blackening agent as demonic life blood.

The unholy symbol does not feel particularly unusual. If any PC wears the unholy symbol, he detects nothing in particular.

The unholy symbol has hardness 17 and 15 hit points. If it is destroyed, Adar and the demon are both killed instantly. The unholy symbol disappears and is replaced by Adar's body which bears wounds appropriate to the manner in which the PCs destroyed the unholy symbol. For example, if the PCs melted the unholy symbol with acid then Adar's body bears horrible acid burns.

Freeing Adar with magic requires a *limited wish* followed immediately by a *remove curse* from a caster of at least 15th level. A DC 35 Spellcraft check identifies this solution.

DEVELOPMENT

It's likely the PCs eventually decide to take Elaana to an authority. This is probably Ereland Manneth but it may be Telmus or a church. Elaana agrees to any of these destinations. She knows she and Adar are in danger now and hopes to find safety with a more powerful entity. Even if the PCs decide to do nothing with Elaana she asks to accompany them.

If the PCs refuse Elaana's company or are unable to win Elaana's trust (likely because they are rude or unkind to her) then the adventure is over for them. Proceed to Conclusion D.

8: SPEAKING WITH ADAR

If the PCs have rescued Elaana, then Adar has been watching them intently. This encounter occurs when Adar decides he trusts them and is willing to reveal himself to them in hopes that they may be able to free him from his prison.

If the PCs have the unholy symbol but Elaana is not with them (likely because of her death) then Adar can not see the PCs unless one of them is wearing the unholy symbol. In such a case, this encounter still occurs.

This encounter should preferably occur after the PCs have had a chance to rest and recover from their fight to rescue Elaana. In addition, Adar would prefer to wait until Elaana is asleep so that he can tell them more about her

than he currently wishes her to know about herself. As a result, Adar likely appears to them on the second night after the fight about an hour after Elaana has fallen asleep.

This delay raises an issue for parties who choose to take Elaana to Ereland Manneth. The trip back to Fendrelean only takes a bit more than a day. For the sake of the plot, PCs who choose this course of action find out that Manneth has left town for a day to investigate rumors of another raiding party in the north. The PCs are free to follow him or remain overnight in Fendrelean for his return. In either case, Adar has time to reveal himself to them on his own terms.

The following read-aloud text assumes that Adar appears at night when Elaana and most of the PCs are sleeping. You may have to adjust this text to account for other situations. Read the following to those who are on watch:

You've been on watch for about an hour. All has been still and quiet and you've seen no one. Suddenly, you hear a soft sound behind you.

You turn to see a tall Baklunish man standing near the sleeping figures of your compatriots. He is a young man with a handsome face framed by a short head of hair and a neatly trimmed goatee. He is dressed in the traditional style of those who hail from the far West. When he speaks his voice hums with the lavish accent heard in that part of the world.

"Good evening. My name is Adar ibn Vahim. Please don't be alarmed. I bear you no ill will."

If the PC who had the vision is on watch, she immediately recognizes him as the same man from her vision.

The PCs are free to react as they wish. If they PCs don't move to awake their companions, Adar suggests they do so. He only asks that they do not wake Elaana so that he might share information with them that he would prefer to keep from her for the time being. Adar is compliant with any reasonable requests the PCs make (e.g., "move away from our friends").

Adar has manifested via a major image spell. Once the PCs begin speaking with him they are entitled to a DC 20 Will save to recognize this. If confronted with his illusory status, Adar freely admits this with a pained expression.

Once the PCs have settled and are paying attention to him he says the following:

"The woman you are traveling with is many things. She is a paladin of noble Heironeous and a spy in the service of Furyondy. But she is also my redeemer and most of all my beloved. You have my eternal debt for your acts of bravery on her behalf.

"Thus it is with shame that I must beg of you another favor. The vile symbol my love wears about her neck is more than it appears. It is a prison and I am its prisoner. The attacks upon Elaana have made it clear that as long as I remain in this state she will be vulnerable. You have proven yourselves to be

most formidable and resourceful. Therefore, for her sake, beg you to find a way to release me."

Doubtless this soliloquy raises several questions. Adar answers truthfully and to the best of his ability. Some expected questions include:

- **Who are you? /Tell us more about you.**

"I'm a former citizen of Ket and a former ushdar to the Brotherhood of Sorcerers. I made a foolish decision several years ago and betrayed my owner for the 'marvels' of the Empire of Iuz. I would be there still, toiling for the greater evil were it not for Elaana."

- **How did Elaana get amnesia?**

"After I was imprisoned she and her compatriots rescued me. It was an act so selfless that I am ashamed to have been its instigation. Ultimately, only Elaana survived the attempt but only just. She sustained a severe blow to the head as she tried to cross the Veng River."

- **Why were you imprisoned?**

"When Elaana brought me to realize my folly I adopted Heironeous as my patron. I swore upon his name that I would atone. Such oaths are sometimes audible to the Old One..."

- **How were you imprisoned?**

"The Boneheart who bound me within the symbol used a foul ritual that seemed mostly arcane in nature. I was unable to fathom it further."

- **What's your prison like?**

"I am bound fast in an endless void. A demon keeps me company here. It is unable to kill me but that does not prevent it from inflicting pain. It tortures me even now but no torture it can inflict is as great as being able to see into this world while remaining nearly powerless to affect it."

- **How do we know you're not evil?**

"My fears are the same as yours. Perhaps I am evil. I have spent many years in the unwitting service of evil and its taint has left an indelible mark upon me. . I do not ask you to free me for my sake. Certainly I deserve the eternity of imprisonment that Old Wicked has designed for me. It is for Elaana's sake that I beg this favor from you."

- **What's in it for us?**

"I have little to offer you. I am penniless and without influence. All that I have left is my life. Free me. Allow me to protect Elaana and I will serve you in whatever manner you choose for as long as you wish."

- **Are you the one casting spells?**

"As long as someone wears that foul symbol, I am able to influence the material world with some of my magics."

- **What approach do you suggest for freeing you?**

"I can only tell you what not to do. Destroying my prison will bring my instant death."

- **Have you ever thought about being on the Furyondy Chamber of Four?**

"I have not heard of this Chamber you speak of but Furyondy is my adopted country now. If you would only free me, I will serve you or our country in any way you wish. It seems I am doomed to be ushdar again but I will serve gladly if it brings safety to Elaana."

DEVELOPMENT

Once the interview is over, Adar asks the PCs to awaken Elaana so he can tell her that they know of her plight. This knowledge means that Elaana now trusts the PCs with the unholy symbol if they wish to handle it or wear it.

The PCs may decide to take Adar to an authority. This is fine and Adar agrees to any sane plan that the PCs come up with.

9: DEMON IN A BOTTLE

Freeing Adar requires two steps. First, another creature must be willing to risk her own life to save the life of Adar. Specifically, the PC must hold or wear the unholy symbol and will herself inside the prison. This “loophole” in the prison exists because its creator was simply unable to imagine someone would make this sacrifice.

The second step is to destroy the guardian demon. If the PC fails, then she is merely imprisoned herself (though only her soul is drawn in and not her body).

Discovering this formula should not be easy but PCs who make a serious attempt are entitled to hints. For example, a PC who prays or uses spells to contact her deity receives a strong hint that she must enter the prison to free Adar.

PCs who are creative with spells or other mechanics to enter the symbol should be rewarded with a hint or even partial success. For example, a wizard who tries to use *dimension door* to enter the unholy symbol finds herself holding the symbol and beginning to enter it.

The process of entering the symbol takes a full minute and only one PC may attempt it at a time. The PC knows that it is working as soon as she attempts it. When this happens, read the following to the player:

As you concentrate upon the symbol, you immediately feel a soft pulling on the center of your being as if someone had reached inside your and grasped you from the center. The pulling is feeble at first, much more like a child's tug on the sleeve than some monstrously strong hand.

The image of Adar wavers and he speaks in a hushed whisper. "You are doing... something. I warn you there is great danger here. Know that you risk your life if you proceed."

The tug is feeble but insistent. The PC can not proceed unless he “helps” by following the lead of the tug. When the PC does this, read the following to that PC:

You mentally will yourself to follow the gentle pull and slowly, ever so slowly, you sense the world around you dim and darken. The breeze seems to flow through you rather than against your skin. You are no longer “here” but somewhere else... A dark plane bathed in a feeble and sourceless light. In the near distance you hear someone call out in a voice

laden with raw emotion. “Prepare yourself! The demon seeks you even now!”

Read the following to the other players:

Adar's illusory self abruptly winks out. <PC's Name> collapses gently to the ground in a state of wide-eyed trance. His/Her chest rises and falls in a steady rhythm but he/she no longer seems aware of his/her surroundings.

Simultaneously, a shimmering form takes shape next to him/her. It resolves itself into the form of Adar. This Adar is much worse for wear than the one you saw a moment before. His hair is long and unkempt and his naked body bears a mass of bruises and slashes. Elaana gasps and runs to his side. He returns her embrace warmly but also fixes you with bloodshot eyes. “We must act quickly. Help me.” He places a hand on your friend. Lend him/her what aid you can through the conduit he/she has created.

This Adar is not an illusion. As he was released by the PC who is now in the unholy symbol Adar became aware, to some degree, of the nature of the prison. He rapidly briefs the party on the fate of the unconscious PC. Give them *Players' Handout 7: Aiding the Prisoner*. Also give *Players' Handout 8: Stats Tracker Crib sheet* to the player whose PC is now trapped in the unholy symbol.

TRAPS

As the PC enters the unholy symbol, they are hit by a multi-spell trap, which automatically goes off every minute during the combat. The PC may Search and/or Disable Device during the combat if he or she chooses. For all traps, the first spell listed is triggered first (so any penalties to save the spell bestows applies to the save against the second spell).

APL 4 (EL 4)

Bane and doom trap: CR 4; magic device; location trigger (the prison plane); automatic reset (1 minute); multiple traps (one bane trap and one doom trap); spell effect (bane, 1st-level cleric, DC 11 Will save negates), spell effect (doom, 1st-level cleric, DC 11 Will save negates); Search DC 26; Disable Device DC 26; Market value 41,000 gp.

APL 6 (EL 6)

Crushing despair and slow trap: CR 6; magic device; location trigger (the prison plane); automatic reset (1 minute); multiple traps (one crushing despair trap and one slow trap); spell effect (crushing despair, 5th-level wizard, DC 14 Will save negates), spell effect (slow, 5th-level wizard, DC 14 Will save negates); Search DC 28; Disable Device DC 28; Market value 607,500 gp.

APL 8 (EL 8)

Three bestow curse trap: CR 8; magic device; location trigger (the prison plane); automatic reset (1

minute); multiple traps (three *bestow curse* traps); spell effect (*bestow curse*, 7th-level wizard, -4 penalty on attack rolls, saves, ability checks, and skill checks, DC 16 Will save negates), spell effect (*bestow curse*, 7th-level wizard, -6 penalty to highest ability score, DC 16 Will save negates), spell effect (*bestow curse*, 7th-level wizard, 50% chance that the target will not act in a given round, DC 16 Will save negates); Search DC 29; Disable Device DC 29; Market value 1,722,000 gp.

APL 10 (EL 10)

Greater dispel magic, dirge, and phantasmal disorientation trap: CR 10; magical device; location trigger (the prison plane); automatic reset (1 minute); multiple traps (*greater dispel magic* trap, *dirge* trap, *phantasmal disorientation* trap); spell effect (targeted *greater dispel magic*, 11th-level wizard), spell effect (*dirge*, 12th-level bard, DC 19 Fortitude save negates), spell effect (*phantasmal disorientation*, 11th-level druid, DC 19 Will save negates); Search DC 31, Disable Device DC 31; Market value 4,182,000 gp.

The party has ten rounds to prepare for the demon's arrival (so the trap will activate for the second time the same round the demon arrives). Do not tell them how long they have but ask them how they are preparing. Even though only one PC is fighting, you should consider having everyone roll initiative to adjudicate the sharing of the other PCs.

The prison is essentially an eternal plane shrouded in *darkness* as the spell (treat it as caster level 5th if necessary). Once the demon arrives the PC in the unholy symbol must defeat it in one-on-one combat (with the shared abilities from her comrades).

CREATURES

The demon that is in the symbol varies depending upon APL. In all cases the demon is unable to use any ability it has to summon other demons.

Note: The EL has been adjusted to account for the unusual circumstances of this combat.

APL 4 (EL 7)

Elaana Merene: hp 16; Appendix 1.

Adar ibn Vahim: hp 56; Appendix 1.

Abyssal Ravager: hp 22; Appendix 1.

APL 6 (EL 9)

Elaana Merene: hp 32; Appendix 1.

Adar ibn Vahim: hp 56; Appendix 1.

Babau: hp 66; MM 40.

APL 8 (EL 11)

Elaana Merene: hp 56; Appendix 1.

Adar ibn Vahim: hp 56; Appendix 1.

Palrethee: hp 60; Appendix 1.

APL 10 (EL 13)

Elaana Merene: hp 80; Appendix 1.

Adar ibn Vahim: hp 56; Appendix 1.

Bebelith: hp 150; MM 42.

Tactics

Adar aids the PC as best he can by casting his non-illusion buff spells upon the PC and/or granting his spellcasting ability to that PC in whatever manner seems most helpful.

Depending upon the situation and APL, Elaana grants the PC her BAB, her Strength, her Power Attack feat, or her sneak attack ability (whichever is of the most use).

The demon's tactics vary by APL:

APL 4

The abyssal ravager is fairly unimaginative. It charges into attack at first opportunity. If both the demon and the PC have been injured the abyssal ravager retreats and maintains a safe distance while it waits for the secondary effect of its poison. Then it charges in again.

APL 6

The babau demon attempts to sneak up upon the PC using the concealment granted by the surrounding darkness. If successful, it gains a surprise round action (which it uses to sneak attack).

APL 8

The palrethee demon maintains its ability to *see invisibility* while moving toward the PC's location. It approaches the PC openly and taunts the "mortal" with the hopelessness of the situation. Once engaged, it delays the first round hoping that the PC charges so it can unleash a full attack.

APL 10

The bebelith seethes with overconfidence. It openly approaches the PC and charges in at first opportunity. It uses a full power attack until that tactic is obviously ineffective. It does not attempt a grapple until reduced below 40 hit points (since it finally realizes the danger it is in). The bebelith is unable to use its *plane shift* ability while trapped within the unholy symbol.

DEVELOPMENT

If the PCs are successful in defeating the demon then unholy symbol loses its ability to entrap anyone. The PC's soul returns to her body.

The imprisoned PC can not actually die on that plane but once reduced to -10 hit points or less, she can not be healed for 24 hours. The demon uses this time to bind her soul-self so that she can not act to free herself. The unholy symbol is now resistant to the presence of the other PCs. Subsequent attempts to rescue their party member fail.

Unlike Adar, the PC's body is still on the Material Plane. As a result, as long as the unholy symbol is around

the PC's neck, she can act normally as if her soul was in her body. Without the symbol she is catatonic. This PC receives a special additional AR detailing her condition.

In either case, Adar has been freed from his prison. True to his word, Adar offers his services to them in any non-evil manner they desire as long as it does not require him to stay away from Elaana.

10: INTERVIEW WITH ADAR IBN VAHIM

This encounter occurs if the PCs decide to interview Adar ibn Vahim for the Chamber of Four. This is a decision they must reach on their own and they are under no obligation to do so. As a result, it is quite possible this encounter may not occur. Simply skip to the appropriate conclusion.

If the PCs do raise the subject of the Chamber of Four and Adar's possible role in it, his reaction is mostly shock, followed by a strong sense of flattered determination.

Answers to commonly asked questions are listed below:

- **What service could you provide to Furyondy as a member of the Chamber of Four?**

"I am but a humble sorcerer but my battle is now the same as yours. I vow to wage unending war upon the Old One until I have witnessed his defeat or have died in the attempt. My experiences on the other side offer me an insight into the workings of his empire that I think will be quite valuable."

- **What will you do about your abandoned servitude? Haven't you violated your own country's laws?**

"I have renounced my citizenship in Ket and hereby request citizenship and asylum in Furyondy. By giving up my citizenship, I am no longer bound by my country's laws. I will send word of this to Golbahar the Guiled along with a public declaration of my shame. She will no longer seek me out. She would lose too much face to have one as undesirable as me in her household."

- **What do you think of Thrommel's attempts to usurp the throne?**

"I fear I know little of this Prince. When last I heard he was missing. Has he returned to the kingdom only to undermine it? If so, he is a traitor to the crown regardless of his lineage."

- **What do you think of King Belvor?**

"I have never met him, of course, but I share his deep set hatred for Old Wicked."

- **What do you think about Satiana / Karzalin / Thimme / corruption in the Mage Council?**

"Corruption is something I'm quite familiar with as I was once a source of it rather than its eradicator. I know the ways of the corrupt better perhaps than they know themselves. Rooting out the evil there is a task I would embrace with relish. But I, of all people, can appreciate the value of forgiveness. King Belvor would probably find me to be swift to apprehend but slow to condemn."

- **What advice would you give King Belvor if you were on the Mage Council?**

"The war with Iuz must remain our highest priority. The number of lives lost in the cause pales compared to the number of lives that will be destroyed if we do not act. I think our king already understands this."

- **What assurance do we have that you will not return to your wicked ways? / How do we know you are not a spy for Iuz?**

"My evil past is a valid cause for great concern both on your part and on my own. I must not forget my errors."

- **How do you feel about adventurers?**

"An adventure is a fine thing. An act in service to the greater good is finer still. Adventurers must earn my good will just as any other."

- **Are there any types of magic/magic-users you think should be outlawed? / How do you feel about licensing/controlling magic users?**

"In my former homeland, there is some control of magic use but it does little good. Ultimately, I think spellcasting is like any other power. It can not be controlled by bureaucracy. The use of it, however, can be controlled by others who have access to it. I witnessed that sort of control in the Empire."

- **What would you hope to gain, personally, from this position?**

"I wish most of all to earn your gratitude. I am forever in your debt."

- **What are your religious beliefs? / How do you feel about ____ church/god?**

"Heironeous is my patron now. I have no ill will toward others who might have selected another. Even worshippers of Iuz often do so more out of fear than real devotion. Wickedness comes from within not from without. I have learned that lesson to my sorrow."

Answer other questions as best you can. The PCs should get the general impression that Adar is unfailingly earnest and honest. He has a wealth of experience with the works of Iuz and corruption. He is rather inexperienced in the art of politics.

DEVELOPMENT

If any PC is a member of the Twilight Hunters, she has been given a mission to attempt to recruit Adar into that organization. If this PC remembers this mission, she should have no trouble catching Adar alone at some point during the next few days. Role-play this interview briefly. Adar is interested in the offer and agrees to learn more about the organization with the PC's guidance. Ultimately he decides to join and, as a result, the PC has earned an influence point with the Twilight Hunters.

It is possible that some Twilight Hunters may attempt to recruit Elaana into the organization. If this happens, she refuses but admits that Adar might be a good candidate.

CONCLUSION

Once you have completed the conclusion, if this is the premiere, please complete the Critical Event Summary at the end of the event and return it to the Furyondy Plots coordinator, John du Bois, or RPGA HQ. While you do not need to advise the players of the questions (and it is preferable you do not), please make them aware you ARE completing this bit of paperwork and that their actions do make a difference. Any PC actions that are not adequately covered by the questions but may become relevant in future modules or for the region in general should be explained on the backside of the paper.

Once the PCs return to Chendl, Telmus listens quietly as their recount the details of their adventure. If time is available, feel free to role-play this final encounter with Telmus. At the least, gather feedback from each player about what they recommend to the Mage Council regarding Ereland Manneth. If the PCs interviewed Adar ibn Vahim, Telmus listens with interest and asks for their opinions on him as well. For each candidate, Telmus insists that each PC give a recommendation for or against (no abstentions). PCs that still refuse to give a non-neutral opinion do **not** receive the *Influence with the Furyondy Mage Council* on their Adventure Record.

IMPORTANT

Regardless of which conclusion the PCs receive, if they successfully rescued Elaana they receive a valuable clue from her (see the section titled "A Valuable Clue" below).

CONCLUSION A

If the PCs were successful in rescuing Adar and killing the guardian demon, read the following:

As you conclude your interview with Telmus he gives you a small smile. "I must admit I am impressed with your success in this mission. Not only have you performed your assigned task admirably but you've also done your country a great service. I assure you that the Council will be most generous with its thanks. In addition, as a result of this mission you remain at the top of my list for future interview committees though I'm certain your next foray won't be nearly as harrowing as this one."

CONCLUSION B

If the party rescued Adar but one of the PCs was imprisoned within the unholy symbol, read the following:

As you conclude your interview with Telmus he gives <imprisoned PC> an apologetic look. "I'm pleased that your party has performed its assigned task but I'm sorry to hear of your set back. I will encourage the Council will devote whatever resources it can to freeing you from this

imprisonment. It will also be most generous with its thanks to all of you. In addition, as a result of this mission you remain at the top of my list for future interview committees though I'm certain your next foray won't be nearly as harrowing as this one."

CONCLUSION C

If the PCs learned of Adar's imprisonment but did not free him, read the following:

As you conclude your interview with Telmus he gives you a small smile. "You have performed this mission well despite your run-in at Batlet. I assure you that the Council will do its best to understand the nature of this unholy symbol and the woman who bore it. The Council will also be most generous with its thanks to you. In addition, as a result of this mission you remain at the top of my list for future interview committees though I'm certain your next foray won't be nearly as harrowing as this one."

CONCLUSION D

If the PCs failed to learn of Adar's imprisonment, read the following:

As you conclude your interview with Telmus he gives you a small smile. "You have performed this mission well despite your run-in at Batlet. I assure you that the Council will be most generous with its thanks to you. In addition, as a result of this mission you remain at the top of my list for future interview committees though I'm certain your next foray won't be nearly as harrowing as this one."

CONCLUSION E

If the PCs failed to interview Ereland Manneth for any reason, read the following:

Telmus frowns unhappily as you recount the events of your trip to Crystalreach. "The Council will not be happy with how this unfolded. Another committee will have to be formed and sent to Crystalreach. There will be significant delay. The king will undoubtedly be disappointed as well. I urge you to be more careful if you are fortunate enough to find future work for the Mage Council."

A VALUABLE CLUE

Regardless of which conclusion the PCs receive, if they successfully rescued Elaana you should also read the following:

A few weeks after your return to Chendl a letter reaches you from Elaana Merene. The ministrations of her church have restored her memories and she thanked you once again for saving her life [and restoring her beloved]. She also related the following missive:

"While I was on my last mission, I had the fortune to learn of the arrival in the city of a spy from Furyondy. I arranged to be on duty when she left town. I did not get a chance to see her face but she was human with long brown hair. Her most distinctive feature was her animal companion: a white tiger.

"Since you are clearly involved in the dealings with the Mage Council, I urge you to keep an eye on any council members who meet this description. Whoever this individual is, she is almost certainly also a spy..."

GUIDELINES FOR DISTRIBUTING ADVENTURE RECORD ITEMS

Influence with the Furyondy Mage Council: PCs receive this AR item if they did not insist on negotiating their pay up front *and* interviewed Ereland Manneth *and* registered a clear opinion for or against him.

Gratitude of Adar ibn Vahim: PCs who successfully rescued both Elaana and Adar receive this item.

Respect of Ereland Manneth: PCs who impressed Ereland Manneth with their knowledge of the guerilla raid *and* succeeded in saving Elaana's life *and* did not earn the Ire of the Brotherhood of Sorcery (see below) *and* did not kill any rioters in Batlet *and* reported back to Manneth with what they found earned this item. PCs who receive the Ire of the Brotherhood of Sorcery (see below) do not gain this item.

Influence Point:

- Members of the church of Heironeous receive this favor if Elaana is successfully rescued *or* if the majority of the party recommended Ereland Manneth's selection for the Chamber of Four.
- Members of the church of Trithereon, Pelor or FAST-C receive this favor if the majority of the party recommended against Ereland Manneth's selection for the Chamber of Four.
- Members of the Twilight Hunters receive this favor if they rescued Adar ibn Vahim from his prison and recruited him into their organization.

Ire of the Brotherhood of Sorcery: If any PCs killed or looted a Ketite in Encounter Six, *all* PCs receive this item. This Ire negates the Respect of Ereland Manneth (see above).

Welcome to Greylode: If any of the PCs killed one or more rioters during Encounter Six, that PC receives a prison sentence in Castle Greylode. The default sentence is 52 TUs *and* the loss of a hand (which requires a regenerate spell to restore). The PC in question may spend one or more influence points with Furyondy organizations (including any influence points earned during this adventure) to avoid having his hand severed and reduce this sentence as follows:

# of influence points spent	Resulting sentence
1	26 TUs
2	13 TUs
3	8 TUs

Regardless of the sentence, if this PC is a member of the Furyondy Military, Green Jerkins or Knights of the Hart he immediately loses that membership as a result of his conviction and may not rejoin until a period of 52 TUs after serving his sentence.

EXPERIENCE POINT SUMMARY

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

ENCOUNTER SIX

Survive the fracas at Batlet.

APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp

ENCOUNTER NINE

Encounter the trap in the unholy symbol:

APL 4	120 xp
APL 6	180 xp
APL 8	240 xp
APL 10	300 xp

Defeat the guardian demon in the unholy symbol.

APL 4	210 xp
APL 6	270 xp
APL 8	330 xp
APL 10	390 xp

STORY AWARDS

Objective 1: Prevent the death or capture of Elaana Merene

APL 4	40 xp
APL 6	60 xp
APL 8	80 xp
APL 10	100 xp

Objective 2: Free Adar ibn Vahim from the unholy symbol

APL 4	40 xp
APL 6	60 xp
APL 8	80 xp
APL 10	100 xp

DISCRETIONARY ROLEPLAYING AWARD

APL 4	55 xp
APL 6	60 xp
APL 8	65 xp
APL 10	70 xp

TOTAL POSSIBLE EXPERIENCE:

APL 2 675 xp
APL 4 900 xp
APL 6 1125 xp
APL 8 1350 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.

ENCOUNTER ONE: A MEETING WITH TELMUS

APL 4: Loot – 0 gp, Coin – 33 gp, Magic – 0 gp.
APL 6: Loot – 0 gp, Coin – 50 gp, Magic – 0 gp.
APL 8: Loot – 0 gp, Coin – 67 gp, Magic – 0 gp.
APL 10: Loot – 0 gp, Coin – 83 gp, Magic – 0 gp.

ENCOUNTER 6B: BIG TROUBLE IN LITTLE BATLET

APL 4: Loot – 95 gp, Coin – 0 gp, Magic -- *wand of lesser vigor* (62 gp each), *potion of invisibility* (25 gp each).

APL 6: Loot – 69 gp, Coin – 0 gp, Magic – *dagger +1* (191 gp each), *potion of invisibility* (25 gp each).

APL 8: Loot – 69 gp, Coin – 0 gp, Magic – *dagger of venom* (691 gp each).

APL 10: Loot – 69 gp, Coin – 0 gp, Magic – *dagger of venom* (691 gp each), *boots of speed* (1,000 gp each).

If the PCs defeated the Ketites and treated them with respect, then they also this treasure:

APL 4: Loot – 142 gp, Coin – 0 gp, Magic -- *lesser metamagic rod of enlarge* (250 gp each), *potion of cure moderate wounds* x2 (50 gp each).

APL 6-10: Loot – 142 gp, Coin – 0 gp, Magic – *lesser metamagic rod of sculpt spell* (450 gp each).

TOTAL POSSIBLE TREASURE

APL 4: L: 237 gp; C: 33 gp; M: 387 gp - Total: 657 gp

APL 6: L: 211 gp; C: 50 gp; M: 666 gp - Total: 927 gp

APL 8: L: 211 gp; C: 67 gp; M: 1141 gp - Total: 1419 gp

APL 10: L: 211 gp; C: 83 gp; M: 2141 gp - Total: 2435 gp

ADVENTURE RECORD ITEMS

Influence with the Furyondy Mage Council: You have earned an Influence Point with the Furyondy Mage Council. If you have the *ring of the arcane*, you may expend this favor and pay 1,800 gp to upgrade the ring. It now allows you to, 1/day, spontaneously convert one 1st-level arcane spell or spell slot to *disguise self*.

Gratitude of Adar ibn Vahim: You have earned the devoted gratitude of Adar ibn Vahim. As a result, Adar is willing to teach you one of the following limited spells: *silent portal*¹, *instant diversion*², *claws of darkness*¹, *cone of dimness*¹, *shadow well*¹, *shadowy grapppler*¹.
¹Spell Compendium ²Races of the Dragon

Respect of Ereland Manneth: Half the TU cost for joining the Furyondy Military is waived. If you are already a member, you receive a 2 TU discount on your next two years' service. Alternatively, you may spend this favor plus one other Influence Point with the Furyondy Military to purchase any one specific weapon from MIC p243 worth less than 7,000gp, EXCEPT: *biting arrow* or *bolt*, *slaying arrow*, *greater slaying arrow*, *viperblade*, or relics.

Influence Point: You have earned an Influence Point with the organization listed below. Until you spend this Influence Point, you are granted Regional access to the following items: *globe of sunlight*, *metamagic wandgrip*, *ring of invisibility*, *ring of instant escape*.

Ire of the Brotherhood of Sorcery: Your treatment of Nusrat and her hunters has earned you an influential

enemy in Ket. Should you ever be convicted of a crime in that region, your sentence is doubled.

Welcome to Greylode: You have been convicted of murdering one or more citizens of the town of Batlet. Due to the good word of the Mage Council your sentence has been reduced to _____ TUs at Castle Greylode. If you are a member of the Furyondy Military, Green Jerkins, or Knights of the Hart, you are expelled from that organization and may not rejoin until 52 TUs after serving your sentence.

ITEM ACCESS

APL 4:

- *Lesser metamagic rod of enlarge spell* (Adventure; DMG)
- *Wand of lesser vigor* (Adventure; SpC; 750 gp)

APL 6 (all of APL 4 plus the following):

- *Lesser metamagic rod of sculpt spell* (Adventure; CL 17th; *Complete Arcane*)

APL 8 (all of APLs 4-6 plus the following):

- *Dagger of venom* (Adventure; DMG)

APL 10 (all of APLs 4-8 plus the following):

- *Boots of speed* (Adventure; DMG)

SUPPLEMENTAL ADVENTURE RECORD:

Imprisoned in the Unholy Symbol: Your soul has been imprisoned within an ornate unholy symbol of Iuz. The symbol has the following properties:

- Radiates moderate evil and strong conjuration.
- Hardness 17 and 15 hit points. If destroyed, you are killed instantly.
- If killed while your soul is trapped in the symbol or by the destruction of the symbol, a *resurrection* spell is required to bring you back to life. If the symbol is still intact, it must be destroyed before you can be resurrected.
- The symbol occupies the neck slot and must be worn at all times. If it is removed, you become Dazed and Helpless until it is replaced.
- The demon within the symbol tortures you, making you perpetually distracted. You suffer a -6 Circumstance penalty on Initiative rolls and Concentration, Spot, and Listen checks.
- If the unholy symbol is visible, you receive a -4 Circumstance penalty on Diplomacy checks with good or lawfully-aligned creatures. These penalties stack when dealing with lawful good creatures. You are also likely to be arrested in countries which oppose Iuz.
- Your presence in the symbol incurs a -10 penalty on saving throws vs. spells and special abilities that attempt to displace your soul (e.g., possession or *magic jar*).

Your soul can be freed by a *limited wish* followed immediately by a *remove curse* of at least CL 15. You may also request a special mission from the Furyondy Triad.

MULTIPLE ENCOUNTERS

ADAR IBN VAHIM

CR 12

Male human aristocrat 1/sorcerer 12

CG Medium humanoid (human)

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

Languages Baklunish, Common

AC 11, touch 11, flat-footed 10
(+1 Dex)

hp 56 (currently 16) (13 HD)

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

Speed 30 ft. (6 squares)

Melee *claws of darkness* +6/+1 (1d8)

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

Atk Options Heighten Spell, Silent Spell, Still Spell

Sorcerer Spells Known (CL=12th):

6th (3/day*)—*shadowy grappler*

5th (5/day*)—*persistent image* (DC 22), *shadow evocation* (DC 22)

4th (7/day)—*evard's black tentacles*, *shadow conjuration* (DC 21), *shadow well* (DC 21)

3rd (7/day)—*cone of dimness* (DC 20), *greater mage armor*, *major image* (DC 20), *suggestion** (DC 18)

2nd (7/day)—*claws of darkness*, *darkvision*, *detect thoughts* (DC 17), *false life*, *invisibility*

1st (8/day)—*disguise self*, *instant diversion* (DC 18), *magic missile*, *shield*, *unseen servant*

0 (6/day)—*dancing lights*, *detect magic*, *ghost sound* (DC 17), *light*, *message*, *prestidigitation* (DC 15), *read magic*, *resistance*, *silent portal*

*Adar can not use these spells while in the unholy symbol. All others must be made silent, still and eschewed (taking up a slot two levels higher).

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

SQ none

Feats Eschew Materials, Greater Spell Focus (Illusion), Heighten Spell, Silent Spell, Spell Focus (Illusion), Still Spell

Skills Bluff +13, Concentration +17, Diplomacy +11, Gather Information +9, Knowledge (Arcana) +17, Knowledge (Local) +3, Knowledge (Nobility and Royalty) +3, Sense Motive +5, Spellcraft +19

Possessions none

6B: LET'S JUST CHEW OUR WAY OUT OF HERE

NUSRAT THE FIREBOUND CR 4

Female human sorcerer 4

LN Medium humanoid (human)

Init -1; **Senses** Spot +0, Listen +0**Languages** Common**AC** 13, touch 9, flat-footed 13

(-1 Dex, +4 armor*)

hp 21 (4 HD)**Fort** +3, **Ref** +0, **Will** +4

*mage armor pre-cast

Speed 30 ft. (6 squares)**Melee** spiked gauntlet +1 (1d4-1)**Ranged** light crossbow +1 (1d8-1)**Base Atk** +2; **Grp** +1**Combat Gear** *lesser metamagic rod of enlarge***Sorcerer Spells Known** (CL=4th):2nd (4/day)—*mirror image*1st (7/day)—*guided shot*, *mage armor*, *lesser orb of fire*0 (6/day)—*acid splash*, *dancing lights*, *detect magic*, *flare* (DC 15), *light*, *message***Abilities** Str 8, Dex 8, Con 14, Int 10, Wis 10, Cha 18**Feats** Jinnbond (Efreeti), Elemental Focus, Spell Focus (Evocation)**Skills** Concentration +9, Knowledge (Arcana) +4, Spellcraft +4, Ride +2**Possessions** combat gear plus crossbow bolts (x10), light crossbow, spiked gauntlet

KET HUNTER CR 2

Female human fighter 2

LN Medium humanoid (human)

Init +1; **Senses** Spot -1, Listen -1**Languages** Baklunish, Common**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 20 (2 HD)**Fort** +5, **Ref** +1, **Will** -1**Speed** 30 ft. (6 squares)**Melee** falchion +5 (2d4+4/18-20)**Melee** masterwork lance +7 (1d8+4/x3)**Melee** sap +5 (1d6+3)**Ranged** composite (+2 Str bonus) shortbow +3 (1d6+2/x3)**Base Atk** +2; **Grp** +5**Atk Options** Ride-By Attack, Spirited Charge**Combat Gear** *potion of cure moderate wounds* (DC 14)**Abilities** Str 16, Dex 12, Con 14, Int 10, Wis 8, Cha 8**Feats** Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (Lance)**Skills** Handle Animal +4, Intimidate +0, Knowledge (Nobility and Royalty) +2, Ride +8**Possessions** chain shirt, falchion, masterwork lance, sap, composite (+2 Str bonus) shortbow

HEAVY WARHORSE

CR 2

N Large animal

Init +1; **Senses** low-light vision, scent, Spot +4, Listen +5**Languages** none**AC** 14, touch 10, flat-footed 13; Mounted Combat (by rider)

(-1 size, +1 Dex, +4 natural)

hp 26 (4 HD)**Fort** +7, **Ref** +5, **Will** +2**Speed** 50 ft. (10 squares)**Melee** 2 hoofs +6 (1d6+4) and bite +1 (1d4+2)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +11**Abilities** Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6**Feats** Endurance, Run**Skills** Listen +5, Spot +4**Possessions** bit and bridle, military saddle

SISTER KAYLEN

CR 5

Female jackalwere, hybrid form cleric 3

NE Medium humanoid (jackalwere, hybrid form)

Init +7; **Senses** darkvision 60 ft., low-light vision, Spot +4, Listen +4**Languages** Common**AC** 23, touch 13, flat-footed 20

(+3 Dex, +5 armor, +2 shield, +3 natural)

hp 52 (7 HD); DR 5/iron**Fort** +9, **Ref** +8, **Will** +9**Speed** 20 ft. in breastplate (4 squares), base movement 30 ft.**Melee** heavy mace +7/+2 (1d8+1) and bite +2 (1d6+1)**Ranged** light crossbow +9 (1d8)**Base Atk** +6; **Grp** +4**Atk Options** Divine Metamagic(Quickened Spell), Sleep Gaze (DC 15)**Special Actions** spontaneous casting (inflict), rebuke undead 10/day (+3, 2d6+6, cleric level 3)**Combat Gear** *wand of lesser vigor* (DC 11)**Cleric Spells Prepared** (CL=3rd):2nd—*cure moderate wounds*, *enthrall*^P (DC 16), *hold person* (DC 19)1st—*cause fear* (DC 15), *command*^P (DC 18), *cure light wounds*, *obscuring mist*0—*detect magic* (x2), *detect poison*, *guidance***D:** Domain spell. Deity: luz. Domains: Trickery, Tyranny**Abilities** Str 12, Dex 16, Con 14, Int 10, Wis 18, Cha 16**SQ** alternate form**Feats** Greater Spell Focus (Enchantment), Improved Initiative, Spell Focus (Enchantment)**Skills** Bluff +6, Concentration +12, Disguise +10**Possessions** crossbow bolts (x10), breastplate, light crossbow, heavy mace, heavy steel shield

ELFSKINNER**CR 5**

Male jackalwere, hybrid form ranger 3
 CE Medium humanoid (jackalwere, hybrid form)
Init +5; **Senses** darkvision 60 ft., low-light vision,
 Spot +4, Listen +4

Languages Common, Elven

AC 21, touch 14, flat-footed 17; Dodge, Mobility
 (+4 Dex, +4 armor, +3 natural)

hp 65 (7 HD); DR 5/iron

Fort +11, **Ref** +12, **Will** +1

Speed 30 ft. (6 squares)

Melee masterwork scimitar +11/+6 (1d6+3/18-20)
 and bite +6 (1d6+3)

Melee masterwork scimitar +9/+4 (1d6+3/18-20) and
 masterwork dagger +9 (1d4+1/19-20) and bite +4
 (1d6+3) with Two Weapon Combat

Base Atk +7; **Grp** +10

Atk Options Combat Reflexes, Sleep Gaze (DC 12)

Combat Gear *potion of invisibility*

Abilities Str 17, Dex 20, Con 18, Int 12, Wis 10, Cha
 10

SQ alternate form, favored enemy: humanoids (elf),
 two-weapon combat, wild empathy

Feats Combat Reflexes, Dodge, Endurance, Mobility,
 Track

Skills Disguise +2, Hide +14, Listen +4, Move Silently
 +14, Perform (Dance) +5, Spot +4, Survival +2

Possessions masterwork chain shirt, masterwork
 dagger, masterwork scimitar

ELAANA MERENE**CR 2**

Female human rogue 1/paladin 1

NG Medium humanoid (human)

Init -1; **Senses** Spot +1, Listen +5

Languages Abyssal, Common, Orc

AC 17, touch 9, flat-footed 17

(-1 Dex, +6 armor*, +2 shield)

hp 16 + 1d10+10 temporary hp* (2 HD)

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

*due to precast spells from Adar

Speed 30 ft. (6 squares)

Melee battleaxe +4 (1d8+3/x3)

Melee gauntlet +4 (1d3+3)

Base Atk +1; **Grp** +4

Atk Options Power Attack, Sneak Attack (+1d6)

Combat Gear *Quaal's feather token (bird)*

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

SQ trapfinding

Feats Power Attack, Skill Focus (Bluff)

Skills Bluff +10, Diplomacy +7, Disguise +7, Forgery
 +4, Gather Information +7, Knowledge (Local) +4,
 Listen +5, Ride +2, Sense Motive +5

Possessions battleaxe, chain shirt, *cloak of*
charisma +2, *ring of mind shielding*, heavy steel
 shield

RIOTER**CR ½**

Male or Female human commoner 1

Medium humanoid (human)

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

Languages Common

AC 10, touch 10, flat-footed 10

hp 4 (1 HD)

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

Speed 30 ft. (6 squares)

Melee club +0 (1d6)

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

Abilities Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha
 10

Feats varies (combat irrelevant)

Skills varies (combat irrelevant)

Possessions club

ENCOUNTER NINE**ELAANA MERENE (SEE ENCOUNTER SIX)****ABYSSAL RAVAGER****CR 5**

CE Large outsider

Init +4; **Senses** darkvision 60ft, scent; Spot +4,
 Listen +6

Languages none

AC 17, touch 13, flat-footed 13

(-1 size, +4 Dex, +4 natural)

hp 22 (3 HD)

Immune poison

Resist acid 10, cold 10

Fort +6, **Ref** +7, **Will** +4

Speed 50 ft. (10 squares)

Melee string +4 (1d4+4 plus poison)

Space 10ft.; **Reach** 5 ft.

Base Atk +2; **Grp** +9

Abilities Str 17, Dex 19, Con 17, Int 6, Wis 12, Cha 8

SQ outsider traits

Feats Track, Weapon Focus (Sting)

Skills Jump +9, Listen +7, Move Silently +10, Sense
 Motive +7, Spot +7, Survival +7

Poison (Ex): An abyssal ravager delivers its poison
 (Fortitude save DC 14) with each successful sting
 attack. The initial and secondary damage is the same
 (2d6 points of Strength damage).

6B: LET'S JUST CHEW OUR WAY OUT OF HERE

NUSRAT THE FIREBOUND

CR 6

Female human sorcerer 6

LN Medium humanoid (human)

Init -1; **Senses** Spot +0, Listen +0**Languages** Common**AC** 13, touch 9, flat-footed 13

(-1 Dex, +4 armor*)

hp 31 (6 HD)**Fort** +4, **Ref** +1, **Will** +5; +4 vs fire effects

*mage armor pre-cast

Speed 30 ft. (6 squares)**Melee** spiked gauntlet +2 (1d4-1)**Ranged** light crossbow +2 (1d8-1)**Base Atk** +3; **Grp** +2**Combat Gear** *lesser metamagic rod of sculpt spell***Sorcerer Spells Known** (CL=6th):3rd (4/day)—*fireball* (DC 22)2nd (6/day)—*mirror image*, *scorching ray*1st (7/day)—*guided shot*, *mage armor*, *magic missile*,
*lesser orb of fire*0 (6/day)—*acid splash*, *dancing lights*, *detect magic*,
flare (DC 16), *light*, *message*, *prestidigitation* (DC 14)**Abilities** Str 8, Dex 8, Con 14, Int 10, Wis 10, Cha 18**Feats** Jinnbond (Efreet), Elemental Focus, Spell Focus (Evocation), Greater Spell Focus (Evocation)**Skills** Concentration +11, Knowledge (Arcana) +5, Spellcraft +7, Ride +3**Possessions** combat gear plus crossbow bolts (x10), light crossbow, spiked gauntlet

KET HUNTER

CR 5

Female human fighter 5

LN Medium humanoid (human)

Init +1; **Senses** Spot -1, Listen -1**Languages** Baklunish, Common**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

hp 44 (5 HD)**Fort** +6, **Ref** +2, **Will** +0**Speed** 30 ft. (6 squares)**Melee** falchion +8 (2d4+4/18-20)**Melee** masterwork lance +10 (1d8+6/x3)**Melee** sap +8 (1d6+3)**Ranged** composite (+2 Str bonus) shortbow +6 (1d6+2/x3)**Base Atk** +5; **Grp** +8**Atk Options** Power Attack, Spirited Charge**Abilities** Str 17, Dex 12, Con 14, Int 10, Wis 8, Cha 8**Feats** Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (Lance), Weapon Specialization (Lance)**Skills** Handle Animal +6, Intimidate +0, Knowledge (Nobility and Royalty) +4, Ride +11**Possessions** chain shirt, falchion, masterwork lance, sap, composite (+2 Str bonus) shortbow

HEAVY WARHORSE

CR 2

N Large animal

Init +1; **Senses** low-light vision, scent, Spot +4, Listen +5**Languages** none**AC** 14, touch 10, flat-footed 13; Mounted Combat (by rider)

(-1 size, +1 Dex, +4 natural)

hp 26 (4 HD)**Fort** +7, **Ref** +5, **Will** +2**Speed** 50 ft. (10 squares)**Melee** 2 hoofs +6 (1d6+4) and bite +1 (1d4+2)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +11**Abilities** Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6**Feats** Endurance, Run**Skills** Listen +5, Spot +4**Possessions** bit and bridle, military saddle

SISTER KAYLEN

CR 7

Female jackalwere, hybrid form cleric 5

NE Medium humanoid (jackalwere, hybrid form)

Init +7; **Senses** darkvision 60 ft., low-light vision, Spot +4, Listen +4**Languages** Common**AC** 23, touch 13, flat-footed 20

(+3 Dex, +5 armor, +2 shield, +3 natural)

hp 66 (9 HD); DR 5/iron**Fort** +10, **Ref** +10, **Will** +10**Speed** 20 ft. in breastplate (4 squares), base movement 30 ft.**Melee** heavy mace +8/+3 (1d8+1) and bite +3 (1d6+1)**Ranged** light crossbow +7 (1d8)**Base Atk** +7; **Grp** +5**Atk Options** Sleep Gaze (DC 15)**Special Actions** spontaneous casting, rebuke undead 10/day (+3, 2d6+8, cleric level 5)**Cleric Spells Prepared** (CL=5th):3rd—*deeper darkness*, *cure serious wounds*, *discern lies*^D (DC 17)2nd—*enthral*^P (DC 18), *hold person* (x3, DC 19)1st—*cause fear* (DC 15), *command*^P (x2, DC 18), *cure light wounds*, *obscuring mist*0—*detect magic* (x2), *detect poison*, *guidance* (x2)**D:** Domain spell. Deity: luz. Domains: Trickery, Tyranny**Abilities** Str 12, Dex 16, Con 14, Int 10, Wis 19, Cha 16**SQ** alternate form**Feats** Greater Spell Focus (Enchantment), Improved Initiative, Lightning Reflexes, Spell Focus (Enchantment)**Skills** Bluff +8, Concentration +14, Disguise +10

Possessions crossbow bolts (x10), breastplate, light crossbow, heavy mace, heavy steel shield

ELFSKINNER

CR 7

Male jackalwere, hybrid form assassin 1/ranger 3/shadowdancer 1

CE Medium humanoid (jackalwere, hybrid form)

Init +5; **Senses** darkvision 60 ft., low-light vision, Spot +4, Listen +4

Languages Common, Elven

AC 21, touch 14, flat-footed 17; Dodge, Mobility (+4 Dex, +4 armor, +3 natural)

hp 82 (9 HD); DR 5/iron

Fort +11, **Ref** +16, **Will** +1

Speed 30 ft. (6 squares)

Melee masterwork scimitar +12/+7 (1d6+4/18-20) and bite +6 (1d6+4)

Melee masterwork scimitar +10/+5 (1d6+4/18-20) and +1 dagger +10/+5 (1d4+3/19-20) and bite +4 (1d6+4) with Two-Weapon Combat

Ranged +1 dagger +13/+8 (1d4+3/19-20)

Base Atk +7; **Grp** +11

Atk Options Death Attack (DC 12), Sleep Gaze (DC 12), Sneak Attack (+1d6), Combat Reflexes

Abilities Str 18, Dex 20, Con 18, Int 12, Wis 10, Cha 10

SQ alternate form, , wild empathy, favored enemy: humanoids (elf), two-weapon combat, hide in plain sight (shadows), poison use

Feats Combat Reflexes, Dodge, Endurance, Improved Two-Weapon Fighting, Mobility, Track

Skills Disguise +9, Hide +20, Listen +4, Move Silently +15, Perform (Dance) +5, Spot +4, Survival +2, Tumble +7

Possessions cloak of elvenkind, +1 dagger, masterwork chain shirt, masterwork scimitar

ELAANA MERENE

CR 4

Female human rogue 1/ex-paladin 3

NG Medium humanoid (human)

Init -1; **Senses** Spot +1, Listen +5

Languages Abyssal, Common, Orc

AC 17, touch 9, flat-footed 17 (+1 Dex, +6 armor*, +2 shield)

hp 32 + 1d10+10 temporary hp* (4 HD)

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

*due to precast spells from Adar

Speed 30 ft. (6 squares)

Melee battleaxe +6 (1d8+3/x3)

Melee gauntlet +6 (1d3+3)

Base Atk +3; **Grp** +6

Atk Options Power Attack

Abilities Str 17, Dex 8, Con 14, Int 10, Wis 12, Cha 16

SQ sneak attack, trapfinding

Feats Devoted Inquisitor, Power Attack, Skill Focus (Bluff)

Skills Bluff +13, Diplomacy +9, Disguise +7, Forgery +4, Gather Information +7, Knowledge (Local) +4, Listen +5, Ride +2, Sense Motive +5

Possessions battleaxe, chain shirt, cloak of charisma +2, ring of mind shielding, heavy steel shield, Quaal's feather token (bird)

MINOR RIOT

CR 7

(Mob of humans with 15 negative levels)

LN Gargantuan humanoid (mob of Medium humans)

Init +4; **Senses** Spot -11, Listen -11

Languages Common

AC 6, touch 6, flat-footed 6

hp 60 (15 HD)

Fort +4, **Ref** -6, **Will** +2

Speed 20 ft. (4 squares)

Melee mob (5d6)

Space 20 ft.; **Reach** 0 ft.

Base Atk +7; **Grp** +19

Atk Options expert grappler, trample 2d6 (Reflex 17 half)

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10

Feats Improved Initiative, Great Fortitude, Improved Bull Rush, Improved Overrun

Skills Listen -11, Spot -11

Expert Grappler (Ex) A mob can maintain a grapple without penalty and still make attacks against other targets normally. A mob is never considered flat-footed while grappling.

Mob Anatomy (Ex) A mob is not subject to critical hits or sneak attacks. It cannot be flanked, tripped, grappled, or bull rushed. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains 30 negative levels breaks up as if reduced to 0 hp. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but they never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. A mob can occupy the same space as a creature, since it tramples over and moves around its victims. It can move through squares occupied by enemies and vice versa without impediment, although a mob provokes an attack of opportunity if it does so. A mob can move through openings large enough for its component creatures.

9: DEMON IN A BOTTLE

ELAANA MERENE (SEE ENCOUNTER 6B)

6B: LET'S JUST CHEW OUR WAY OUT OF HERE

NUSRAT THE FIREBOUND CR 8

Female human sorcerer 8

LN Medium humanoid (human)

Init -1; **Senses** Spot +0, Listen +0**Languages** Common**AC** 15, touch 9, flat-footed 15

(-1 Dex, +6 armor*)

hp 41 +1d10+8 temporary hp* (8 HD)**Fort** +4, **Ref** +1, **Will** +6; +4 vs. fire effects

*greater mage armor and false life pre-cast

Speed 30 ft. (6 squares)**Melee** spiked gauntlet +3 (1d4-1)**Ranged** light crossbow +3 (1d8-1)**Base Atk** +4; **Grp** +3**Combat Gear** lesser metamagic rod of sculpt spell**Sorcerer Spells Known** (CL=8th):4th (3/day)—*Otiluke's resilient sphere* (DC 20)3rd (6/day)—*fireball* (DC 21), *greater mage armor*2nd (7/day)—*false life*, *mirror image*, *scorching ray*1st (7/day)—*burning hands* (DC 19), *guided shot*,
magic missile, *lesser orb of fire*, *shield*0 (6/day)—*acid splash*, *dancing lights*, *detect magic*,
flare (DC 16), *light*, *message*, *prestidigitation* (DC 14), *read magic***Abilities** Str 8, Dex 8, Con 14, Int 10, Wis 10, Cha 19**Feats** Jinnbond (Efreeti), Elemental Focus, Greater Spell Focus (Evocation), Spell Focus (Evocation)**Skills** Concentration +13, Knowledge (Arcana) +6, Spellcraft +8, Ride +4**Possessions** combat gear plus crossbow bolts (x10), light crossbow, spiked gauntlet

KET HUNTER CR 8

Female human fighter 8

LN Medium humanoid (human)

Init +1; **Senses** Spot -1, Listen -1**Languages** Baklunish, Common**AC** 15, touch 11, flat-footed 13

(+1 Dex, +4 armor)

hp 68 (8 HD)**Fort** +8, **Ref** +3, **Will** +3**Speed** 30 ft. (6 squares)**Melee** falchion +12/+7 (2d4+6/18-20)**Melee** masterwork lance +14/+9 (1d8+8/19-20/x3)**Melee** sap +12/+7 (1d6+4)**Ranged** composite (+2 Str bonus) shortbow +9/+4 (1d6+2/x3)**Base Atk** +8; **Grp** +12**Atk Options** Power Attack, Ride-By Attack, Spirited Charge, Trample**Abilities** Str 18, Dex 12, Con 14, Int 10, Wis 8, Cha 8**Feats** Iron Will, Improved Critical (Lance), Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Lance), Weapon Specialization (Lance)**Skills** Handle Animal +10, Intimidate +2, Knowledge (Nobility and Royalty) +4, Ride +14**Possessions** falchion, full plate mail, masterwork lance, sap, composite (+2 Str bonus) shortbow

ELITE HEAVY WARHORSE CR 3

N Large animal

Init +2; **Senses** low-light vision, scent, Spot +3, Listen +4**Languages** none**AC** 15, touch 11, flat-footed 13

(-1 size, +2 Dex, +4 natural)

hp 43 (4 HD)**Fort** +9, **Ref** +6, **Will** +1**Speed** 50 ft. (10 squares)**Melee** 2 hoofs +10 (1d6+7) and bite +7 (1d4+3)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +14**Abilities** Str 24, Dex 14, Con 20, Int 2, Wis 11, Cha 6**Feats** Multiattack, Weapon Focus (Hoof)**Skills** Listen +4, Spot +3**Possessions** bit and bridle, military saddle

SISTER KAYLEN CR 9

Female jackal lord cleric 1

LE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft., Spot +6, Listen +6**Languages** Common, Infernal**AC** 22, touch 11, flat-footed 21

(+1 Dex, +5 armor, +2 shield, +4 natural)

hp 84 (9 HD); DR 10/magic**Fort** +8, **Ref** +9, **Will** +14**Speed** 20 ft. in breastplate (4 squares), base movement 30 ft.**Melee** heavy mace +10/+5 (1d8+2) and bite +5 (1d10+2)**Melee** bite +10 (1d10+2) and 2 claws +5 (1d4+2)**Ranged** light crossbow +9 (1d8)**Base Atk** +8; **Grp** +10**Special Actions** spontaneous casting, rebuke undead 11/day (+4, 2d6+5, cleric level 1)**Cleric Spells Prepared** (CL=9th):5th—*greater command*^D (DC 24), *flame strike* (DC 21), *righteous might*4th—*confusion*^D (DC 23), *cure critical wounds*, *divine power*, *freedom of movement*3rd—*blindness/deafness* (DC 19), *deeper darkness*, *discern lies*^D (DC 19), *dispel magic*2nd—*bear's endurance*, *bull's strength*, *enthrall*^P (DC 20), *hold person* (x4, DC 21)1st—*cause fear* (DC 17), *command*^D (x3, DC 20), *cure light wounds* (x2), *obscuring mist*0—*detect magic* (x3), *detect poison*, *guidance* (x2)**D:** Domain spell. Deity: luz. Domains: Tyranny, Trickery**Abilities** Str 14, Dex 12, Con 18, Int 10, Wis 23, Cha 18

Feats Greater Spell Focus (Enchantment), Improved Initiative, Lightning Reflexes, Spell Focus (Enchantment)
Skills Bluff +10, Concentration +16, Disguise +10
Possessions crossbow bolts (x10), breastplate, light crossbow, heavy mace, heavy steel shield

ELFSKINNER **CR 9**
Male jackalwere, hybrid form assassin 1/ranger 3/shadowdancer 3
CE Medium humanoid (jackalwere, hybrid form)
Init +5; **Senses** darkvision 60 ft., low-light vision, Spot +4, Listen +4
Languages Common, Elven
AC 21, touch 14, flat-footed 21; Dodge, Mobility (+4 Dex, +4 armor, +3 natural)
hp 100 (11 HD); DR 5/iron
Fort +12, **Ref** +17, **Will** +2; Evasion
Speed 30 ft. (6 squares)
Melee *dagger of venom* +14/+9 (1d4+3/19-20)
Melee masterwork scimitar +14/+9 (1d6+4/18-20)
Melee masterwork scimitar +12/+7 (1d6+4/18-20) and *dagger of venom* +12/+7 (1d4+3/19-20 plus *poison* DC 14) and bite +8 (1d6+4) with Two-Weapon Fighting
Ranged *dagger of venom* +15/+10 (1d4+3/19-20 plus *poison* DC 14)
Base Atk +9; **Grp** +13
Atk Options Death Attack (DC 12), Sleep Gaze (DC 12), Sneak Attack (+1d6), Combat Reflexes
Abilities Str 18, Dex 20, Con 18, Int 12, Wis 10, Cha 10
SQ alternate form, wild empathy, favored enemy: humanoids (elf), two-weapon combat, hide in plain sight (shadows), poison use, uncanny dodge, shadow illusion, summon shadow
Feats Combat Reflexes, Dodge, Endurance, Improved Two-Weapon Fighting, Mobility, Track
Skills Disguise +10, Hide +23, Listen +4, Move Silently +18, Perform (Dance) +5, Spot +4, Survival +2, Tumble +14
Possessions *cloak of elvenkind*, *dagger of venom*, masterwork chain shirt, masterwork scimitar

ELFSKINNER'S SHADOW **CR 3**
CE Medium undead
Init +2; **Senses** darkvision 60 ft., Spot +7, Listen +7
Languages none
AC 13, touch 13, flat-footed 11; Dodge (+2 Dex, +1 deflection)
hp 17 (3 HD)
Immune turn or rebuke, poison, sleep effects, paralysis, stunning, disease, death effects, mind-affecting effects, nonmagical attacks, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion effects, any effect requiring a fortitude save, raise dead and reincarnate spells
Fort +1, **Ref** +3, **Will** +4
Speed fly 40 ft. (8 squares) good maneuverability
Melee incorporeal touch +3 (1d6 Str)

Base Atk +1; **Grp** +1
Abilities Str --, Dex 14, Con --, Int 6, Wis 12, Cha 13
Feats Alertness, Dodge
Skills Concentration +1, Hide +8, Listen +7, Search +4, Spot +7

ELAANA MERENE **CR 7**
Female human rogue 1/ex-paladin 6
NG Medium humanoid (human)
Init -1; **Senses** Spot +1, Listen +5
Languages Abyssal, Common, Orc
AC 17, touch 9, flat-footed 17 (+1 Dex, +6 armor*, +2 shield)
hp 56 +1d10+10 temporary hp* (7 HD)
Fort +7, **Ref** +3, **Will** +3
*due to precast spells from Adar
Speed 30 ft. (6 squares)
Melee battleaxe +9/+4 (1d8+3/x3)
Melee gauntlet +9/+4 (1d3+3)
Base Atk +6; **Grp** +9
Atk Options Power Attack
Abilities Str 17, Dex 8, Con 14, Int 10, Wis 12, Cha 16
SQ sneak attack, trapfinding
Feats Devoted Inquisitor, Divine Might, Power Attack, Skill Focus (Bluff)
Skills Bluff +13, Diplomacy +9, Disguise +7, Forgery +4, Gather Information +10, Knowledge (Local) +4, Listen +5, Ride +5, Sense Motive +5
Possessions battleaxe, chain shirt, *cloak of charisma* +2, *ring of mind shielding*, heavy steel shield, *Quaal's feather token* (bird)

RIOT (MOB OF HUMANS) **CR 8**
LN Gargantuan humanoid (mob of Medium humans)
Init +4; **Senses** Spot +4, Listen +4
Languages Common
AC 6, touch 6, flat-footed 6
hp 135 (30 HD)
Fort +11, **Ref** +9, **Will** +17
Speed 20 ft. (4 squares)
Melee mob (5d6)
Space 20 ft.; **Reach** 0 ft.
Base Atk +22; **Grp** +34
Atk Options expert grappler, trample 2d6 (Reflex 25 half)
Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10
Feats Improved Initiative, Great Fortitude, Improved Bull Rush, Improved Overrun
Skills Listen +4, Spot +4

Expert Grappler (Ex) A mob can maintain a grapple without penalty and still make attacks against other targets normally. A mob is never considered flat-footed while grappling.

Mob Anatomy (Ex) A mob is not subject to critical hits or sneak attacks. It cannot be flanked, tripped, grappled, or bull rushed. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures

bestows two negative levels on the mob. A mob that gains 30 negative levels breaks up as if reduced to 0 hp. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but they never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. A mob can occupy the same space as a creature, since it tramples over and moves around its victims. It can move through squares occupied by enemies and vice versa without impediment, although a mob provokes an attack of opportunity if it does so. A mob can move through openings large enough for its component creatures.

reduction is overcome), but at the same time the attacker takes 1d6+8 points of fire damage (spell resistance applies; caster level 8th). Weapons with exceptional reach, such as longswords, do not endanger their users in this way.

Summon Tanar'ri (Sp): The palrethee can not use this ability inside the unholy symbol.

9: DEMON IN A BOTTLE

ELAANA MERENE (SEE ENCOUNTER SIX)

PALRETREE DEMON

CR 8

CE Medium outsider

Init +3; **Senses** darkvision 60ft, Spot +12, Listen +12

Languages none

AC 23, touch 13, flat-footed 20; Combat Expertise, Dodge

(+3 Dex, +10 natural)

hp 60 (8 HD); DR 10/good

Fort +9, **Ref** +9, **Will** +7

Immune fire, electricity, poison

Resist acid 10

Weakness vulnerable to cold

Speed 30 ft. (6 squares)

Melee *flaming longsword* +1 +9/+4 (1d8+7/19-20 plus 1d6 fire)

Melee 2 slams +12 (+12 melee 1d8+)

Base Atk +8; **Grp** +12

Atk Options Combat Expertise

Abilities Str 19, Dex 16, Con 16, Int 13, Wis 12, Cha 11

SQ demonic burn, fiery shield, summon tanar'ri, tanar'ri traits, fire subtype, outsider traits

Feats Weapon Focus (Longsword), Dodge, Combat Expertise

Skills Bluff +11, Diplomacy +17, Hide +14, Intimidate +2, Knowledge(Arcana) +12, Listen +12, Sense Motive +12, Search +12, Spellcraft +14, Spot +12

Possessions *flaming longsword* +1

Demonic Burn (Ex): Any creature hit by a palrethee's slam attack must succeed at a Reflex save (DC 17) or catch fire. The flame burns for 1d4 rounds (see *Catching on Fire* in Chapter 3 of the *Dungeon Master's Guide*). A burning creature can take a move-equivalent action to put out the flame.

Fiery Shield (Sp): A palrethee is wreathed in scorching flames that cause damage to each creature that attacks it with a natural or hand-held melee weapon. Such an attack deal normal damage to the palrethee (assuming its damage

6B: LET'S JUST CHEW OUR WAY OUT OF HERE

NUSRAT THE FIREBOUND CR 10

Female human sorcerer 10
 LN Medium humanoid (human)
Init -1; **Senses** Spot +0, Listen +0
Languages Common

AC 15, touch 9, flat-footed 15
 (-1 Dex, +6 armor*)

hp 51 +1d10+10 temporary hp* (10 HD)

Fort +5, **Ref** +2, **Will** +7; +4 vs. Fire effects
 *greater mage armor and false life pre-cast

Speed 30 ft. (6 squares)

Melee spiked gauntlet +4 (1d4-1)

Ranged light crossbow +4 (1d8-1)

Base Atk +5; **Grp** +4

Atk Options Empower Spell

Combat Gear lesser metamagic rod of sculpt spell

Sorcerer Spells Known (CL=10th):

5th (3/day)—greater fireburst (DC 23)

4th (5/day)—orb of fire (DC 20), Otiluke's resilient sphere (DC 20)

3rd (7/day)—fireball (DC 21), greater mage armor, greater magic weapon

2nd (7/day)—false life, swift fly, mirror image, scorching ray

1st (7/day)—burning hands (DC 19), guided shot, magic missile, lesser orb of fire, shield

0 (6/day)—acid splash, dancing lights, detect magic, flare (DC 16), ghost sound (DC 14), light, message, prestidigitation (DC 14), read magic

Abilities Str 8, Dex 8, Con 14, Int 10, Wis 10, Cha 19

Feats Jinnbond (Efreeti), Elemental Focus, Empower Spell, Greater Spell Focus (Evocation), Spell Focus (Evocation)

Skills Concentration +15, Knowledge (Arcana) +7, Spellcraft +9, Ride +5

Possessions combat gear plus crossbow bolts (x10), light crossbow, spiked gauntlet

KET HUNTER CR 10

Female baklunish human fighter 8/cavalier 2
 LN Medium humanoid (baklunish human)

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

Languages Baklunish, Common

AC 15, touch 11, flat-footed 13
 (+1 Dex, +4 armor)

hp 94 (10 HD)

Fort +11, **Ref** +3, **Will** +6

Speed 30 ft. (6 squares)

Melee falchion +14/+9 (2d4+6/18-20)

Melee masterwork lance* +17/+12 (1d8+10/19-20/x3)

Melee sap +14/+9 (1d6+4)

Ranged composite (+2 Str bonus) shortbow +11/+6 (1d6+2/x3)

Base Atk +10; **Grp** +14

Atk Options Deadly Charge, Power Attack, Ride-By Attack, Spirited Charge, Trample

*Nusrat has pre-cast *greater magic weapon* on each hunter's lance

Abilities Str 18, Dex 12, Con 14, Int 10, Wis 8, Cha 8

Feats Iron Will, Improved Critical (Lance), Improved Toughness, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Lance), Weapon Specialization (Lance)

Skills Handle Animal +12, Intimidate +4, Knowledge (Nobility and Royalty) +6, Ride +18

Possessions falchion, full plate mail, masterwork lance, sap, composite (+2 Str bonus) shortbow

ELITE HEAVY WARHORSE CR 3

N Large animal

Init +2; **Senses** low-light vision, scent, Spot +3, Listen +4

Languages none

AC 15, touch 11, flat-footed 13
 (-1 size, +2 Dex, +4 natural)

hp 43 (4 HD)

Fort +9, **Ref** +6, **Will** +1

Speed 50 ft. (10 squares)

Melee 2 hoofs +10 (1d6+7) and bite +7 (1d4+3)

Space 10 ft.; **Reach** 5 ft.

Base Atk +3; **Grp** +14

Abilities Str 24, Dex 14, Con 20, Int 2, Wis 11, Cha 6

Feats Multiattack, Weapon Focus (Hoof)

Skills Listen +4, Spot +3

Possessions bit and bridle, military saddle

SISTER KAYLEN CR 11

Female jackal lord cleric 3

LE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft., Spot +6, Listen +6

Languages Common, Infernal

AC 22, touch 11, flat-footed 21
 (+1 Dex, +5 armor, +2 shield, +4 natural)

hp 102 (11 HD); DR 10/magic

Fort +9, **Ref** +10, **Will** +15

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.

Melee heavy mace +12/+7 (1d8+2) and bite +7 (1d10+2)

Melee bite +12 (1d10+2) and 2 claws +7 (1d4+2)

Base Atk +10; **Grp** +9

Special Actions spontaneous casting, rebuke undead 11/day (+4, 2d6+7, cleric level 3)

Cleric Spells Prepared (CL=11th):

6th—*blade barrier* (DC 22), *heal*, *mislead*^P

5th—*greater command*^P (x2, DC 24), *flame strike* (DC 21), *righteous might*

4th—*confusion*^D (DC 23), *cure critical wounds*, *divine power*, *freedom of movement*, *spell immunity*

3rd—*blindness/deafness* (x3, DC 19), *deeper darkness*, *discern lies*^D (DC 19), *dispel magic*

2nd—*bear's endurance, bull's strength, enthrall^P* (DC 20), *hold person* (x4, DC 21)

1st—*cause fear* (DC 17), *command* (x2, DC 20), *cure light wounds* (x3), *obscuring mist*

0—*detect magic* (x3), *detect poison, guidance* (x2)

D: Domain spell. Deity: luz. Domains: Tyranny, Trickery

Abilities Str 14, Dex 12, Con 18, Int 10, Wis 23, Cha 18

Feats Greater Spell Focus (Enchantment), Improved Initiative, Lightning Reflexes, Spell Focus (Enchantment)

Skills Bluff +11, Concentration +18, Disguise +11

Possessions breastplate, *boots of speed*, heavy mace, heavy steel shield

ELFSKINNER

CR 11

Male jackalwere, hybrid form ranger 3/shadowdancer 4/assassin 2

CE Medium humanoid (jackalwere, hybrid form)

Init +5; **Senses** darkvision 60 ft., low-light vision, Spot +12, Listen +4

Languages Common, Elven

AC 21, touch 14, flat-footed 21; Dodge, Mobility (+4 Dex, +4 armor, +3 natural)

hp 117 (13 HD); DR 5/iron

Fort +12, **Ref** +19, **Will** +2

Speed 30 ft. (6 squares)

Melee masterwork scimitar +16/+11/+6 (1d6+4/18-20)

Melee masterwork scimitar +14/+9/+4 (1d6+4/18-20) and *dagger of venom* +15/+10 (1d4+3/19-20 plus *poison* DC 14) and bite +11 (1d6+4) with Two-Weapon Fighting

Ranged *dagger of venom* +17/+12/+7 (1d4+3/19-20 plus *poison* DC 14)

Base Atk +11; **Grp** +15

Atk Options Death Attack (DC 13), Sleep Gaze (DC 12), Sneak Attack (+1d6), Combat Reflexes

Abilities Str 19, Dex 20, Con 18, Int 12, Wis 10, Cha 10

SQ alternate form, wild empathy, favored enemy: humanoids (elf), two-weapon combat, hide in plain sight (shadows), death attack, poison use, sneak attack, uncanny dodge, evasion, shadow illusion, summon shadow, shadow jump, save vs. poison

Feats Combat Reflexes, Dodge, Endurance, Improved Two-Weapon Fighting, Mobility, Track, Weapon Finesse

Skills Disguise +10, Hide +25, Listen +4, Move Silently +20, Perform (Dance) +5, Spot +12, Survival +2, Tumble +14

Possessions *cloak of elvenkind*, *dagger of venom*, masterwork chain shirt, masterwork scimitar

ELFSKINNER'S SHADOW

CR 3

CE Medium undead

Init +2; **Senses** darkvision 60 ft., Spot +7, Listen +7

Languages none

AC 13, touch 13, flat-footed 11; Dodge

(+2 Dex, +1 deflection)

hp 17 (3 HD)

Immune turn or rebuke, poison, sleep effects, paralysis, stunning, disease, death effects, mind-affecting effects, nonmagical attacks, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion effects, any effect requiring a fortitude save, raise dead and reincarnate spells

Fort +1, **Ref** +3, **Will** +4

Speed fly 40 ft. (8 squares) good maneuverability

Melee incorporeal touch +3 (1d6 Str)

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

Abilities Str --, Dex 14, Con --, Int 6, Wis 12, Cha 13

Feats Alertness, Dodge

Skills Concentration +1, Hide +8, Listen +7, Search +4, Spot +7

EIAANA MERENE

CR 10

Female human rogue 1/ex-paladin 9

NG Medium humanoid (human)

Init -1; **Senses** Spot +1, Listen +5

Languages Abyssal, Common, Orc

AC 17, touch 9, flat-footed 17

(+1 Dex, +6 armor*, +2 shield)

hp 80 +1d10+10 temporary hp (10 HD)

Fort +8, **Ref** +4, **Will** +4

*due to precast spells from Adar

Speed 30 ft. (6 squares)

Melee battleaxe +14/+9 (1d8+4/x3)

Melee gauntlet +13/+8 (1d3+4)

Base Atk +9; **Grp** +13

Atk Options Power Attack

Abilities Str 18, Dex 8, Con 14, Int 10, Wis 12, Cha 16

SQ sneak attack, trapfinding

Feats Devoted Inquisitor, Divine Might, Power Attack, Skill Focus (Bluff), Weapon Focus (Battleaxe)

Skills Bluff +15, Diplomacy +9, Disguise +7, Forgery +4, Gather Information +12, Knowledge (Local) +4, Listen +5, Ride +6, Sense Motive +5

Possessions battleaxe, chain shirt, cloak of charisma +2, ring of mind shielding, heavy steel shield, Quaal's feather token (bird)

RIOT (MOB OF HUMANS)

CR 8

LN Gargantuan humanoid (mob of Medium humans)

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

Languages Common

AC 6, touch 6, flat-footed 6

hp 135 (30 HD)

Fort +11, **Ref** +9, **Will** +17

Speed 20 ft. (4 squares)

Melee mob (5d6)

Space 20 ft.; **Reach** 0 ft.

Base Atk +22; **Grp** +34

Atk Options expert grappler, trample 2d6 (Reflex 25 half)

Abilities Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10

Feats Improved Initiative, Great Fortitude, Improved Bull Rush, Improved Overrun

Skills Listen +4, Spot +4

Expert Grappler (Ex) A mob can maintain a grapple without penalty and still make attacks against other targets normally. A mob is never considered flat-footed while grappling.

Mob Anatomy (Ex) A mob is not subject to critical hits or sneak attacks. It cannot be flanked, tripped, grappled, or bull rushed. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains 30 negative levels breaks up as if reduced to 0 hp. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but they never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. A mob can occupy the same space as a creature, since it tramples over and moves around its victims. It can move through squares occupied by enemies and vice versa without impediment, although a mob provokes an attack of opportunity if it does so. A mob can move through openings large enough for its component creatures.

9: DEMON IN A BOTTLE

ELAANA MERENE (SEE ENCOUNTER 6B)

APPENDIX 2: NEW RULES ITEMS

FEATS

DEVOTED INQUISITOR

Your faithful service to your patron deity involves training and methods that many paladins consider questionable. By using the unconventional methods of rogues and assassins you have learned to deliver devastating sneak attacks against evil foes.

Prerequisite: Smite evil, sneak attack.

Benefit: When you successfully use your sneak attack ability and your smite evil ability against the same foe in a single attack you can potentially daze your foe. An opponent affected by both abilities must make a Will saving throw (DC 10 + ½ your character + your Cha modifier) or be dazed for 1 round.

In addition, you can multiclass freely between the paladin and rogue classes. You must still remain lawful good in order to retain your paladin abilities and take paladin levels. You still face the normal XP penalties for having multiple classes more than one level apart.

Source: *Complete Adventurer* 107

DIVINE MIGHT [DIVINE]

You can channel energy to increase the damage you deal in combat.

Prerequisites: Str 13, turn or rebuke undead ability, Power Attack.

Benefits: As a free action, spend one of your turn or rebuke undead attempts to add your charisma bonus to your weapon damage for 1 full round.

Source: *Complete Warrior* 106

JINNBOND

You are descended from the genies summoned to Oerth by the ancient Baklunish in the dying days of the Suel-Baklunish wars. You might bear some physical or psychological mark of your ancestry, such as a fiery disposition thanks to an efreeti ancestor or uniformly blue eyes from the blood of a marid.

Region: Baklunish

Benefit: Select one type of genie: dao (earth), djinni (air), efreeti (fire), or marid (water). The benefits of this feat vary by the type of your genie ancestor.

Efreeti: You receive a +4 bonus on saving throws against fire effects. You also add +2 to the DC of saving throws for any spells with the fire descriptor that you cast as a sorcerer. This benefit stacks with the Spell Focus and Greater Spell Focus feats if the spell you cast is from your chosen school.

Special: You may only take this feat as a 1st level character.

Source: *Dragon* #119 60

ELEMENTAL FOCUS

The Baklunish folk have always enjoyed a close relationship with the elements, and your skill with elemental spells continues a tradition that dates back hundreds of years before the Invoked Devastation.

Region: Baklunish

Benefit: Add +1 to the Difficulty Class of all saving throws against spells you cast with the air, earth, fire or water descriptors. This bonus stacks with similar bonuses granted by the Spell Focus and Greater Spell Focus feats.

Source: *Dragon* #119 58

SCULPT SPELL [METAMAGIC]

You can alter the area of your spells.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot-radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot radius) or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball deals the same amount of damage, but affects a 20-foot radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

Source: *Complete Arcane* 83

ITEMS

METAMAGIC ROD OF SCULPTING

The wielder can cast up to three spells per day whose areas can be modified as though using the Sculpt Spell feat.

Strong (no school); CL 17th; Craft Rod, Sculpt Spell; Price: 5,400 gp (lesser), 21,600 gp (normal), 48,600 gp (greater).

Source: *Complete Arcane* 146

SPELLS

CLAWS OF DARKNESS

Illusion (Shadow)

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes; see text

When you cast this spell, your hands become shadowy claws. Starting on your next action, you can use the claws to make unarmed attacks if they were natural weapons. (You attack with one claw and can use the other claw for an off-hand attack. If you have multiple attacks, you use them normally when attacking with the claws.) Attacks with the claws are melee touch attacks. Each claw deals 1d8 points of cold damage. If you grapple an opponent, you deal claw damage with each successful grapple check, and the grappled target is under the effect of a *slow* spell for as long as you maintain the grapple. An opponent that makes a

successful Fortitude save is not *slowed* and it cannot be *slowed* by this casting of *claws of darkness*.

You can extend the claws up to six feet, which gives you a natural reach of 10 feet, or retract them as a free action.

When the spell is in effect, you cannot cast spells with component other than verbal ones, nor can you carry items with your hands. Any magic items worn on your hands are temporarily absorbed and cease functioning while the spell is active.

Source: *Spell Compendium* 47

CONE OF DIMNESS

Illusion (Phantasm) [Mind-Affecting]

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

Creatures in the cone must succeed on a Will save or believe darkness has engulfed them, rendering them blinded. A creature that makes its initial Will save suffers no ill effects. A creature that fails its initial save can attempt a new saving throw each round until it succeeds or the spell expires. Failing the subsequent saving throws results in continued blindness. Success on a later save means the creature feels its vision beginning to clear, although its vision remains dim and hazy for the remainder of the spell. This results in a 20% miss chance for any attack the creature makes.

Source: *Spell Compendium* 50

DIRGE

Evocation [Sonic]

Level: Bard 6

Components: V, S

Casting Time: 1 round

Range: 50 ft.

Area: All enemies within a 50-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

Your song draws the energies of death and destruction down on your enemies. Each round, any enemy in the area takes 2 points of Strength and Dexterity damage. Subjects can attempt a Fortitude save each round to negate the damage, but a successful save does not prevent damage in future rounds.

FIREBURST

Evocation [Fire]

Level: Sorcerer/wizard 2, warmage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Effect: Burst of fire extending 5 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Source: *Spell Compendium* 93

FIREBURST, GREATER

Evocation [Fire]

Level: Sorcerer/Wizard 5, warmage 5

Effect: Burst of fire extending 10 ft. from you

This spell functions like *fireburst*, except that it affects creatures within 10 feet of you and deals a maximum of 15d8 points of damage to each one.

Source: *Spell Compendium* 94

FLY, SWIFT

Transmutation

Level: Bard 2, druid 3, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

This spell functions like *fly* (see page 232 of the Player's Handbook), except as noted above.

Source: *Spell Compendium* 96

GUIDED SHOT

Divination

Level: Ranger 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While this spell is in effect, your ranged attacks do not take a penalty due to distance. In addition, your ranged attacks ignore the AC bonus granted to targets by anything less than total cover and also ignore the miss chance granted to targets by anything less than total concealment.

This spell does not provide any ability to exceed the maximum range of the weapon with which you are attacking, nor does it confer any ability to attack targets protected by total cover.

Source: *Spell Compendium* 108

INSTANT DIVERSION

Illusion (Figment)

Level: Bard 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal; see text

Target: You

Duration: 1 round

One or more illusory doubles of you appear, spinning off from your original location as you turn in a circle. You create one double plus one for every four caster levels you have (minimum one, maximum five). You are then free to go elsewhere while your doubles move away in a manner of your choosing. The doubles move at your speed and can emit minor sounds such as foot steps or metal clanking, but they can only be made to move, withdraw or run.

Any successful attack against an illusory double destroys it. A double's Armor Class is equal to 10 + your size modifier + your Dex modifier. Figments seem to react normally to area spells (such as looking though they are burned or dead after being hit by a *fireball*).

Source: *Races of the Dragon* 113

MAGE ARMOR, GREATER

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Source: *Spell Compendium* 136

ORB OF ACID

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4, warlock 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Source: *Spell Compendium* 150

ORB OF ACID, LESSER

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warlock 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Source: *Spell Compendium* 150

ORB OF FIRE

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4, warlock 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like orb of acid, except that it deals fire damage. In addition, a creature struck by an orb of fire must make a Fortitude save or be dazed for 1 round instead of being sickened.

Source: *Spell Compendium* 151

ORB OF FIRE, LESSER

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 1, warlock 1

Effect: One orb of fire

This spell functions like lesser orb of acid, except it deals fire damage.

Source: *Spell Compendium* 151

PHANTASMAL DISORIENTATION

Illusion (Phantasm) [Mind-Affecting]

Level: Druid 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: One minute/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

The target of a *phantasmal disorientation* spell must make a Will save after this spell is cast to discern true landmarks from phantasmal ones. If the save succeeds, the creature moves and acts normally. If the save fails,

it instead moves in a direction 90 degrees to either side (equal chance of going left or right), and cannot target any creature with ranged attacks or ranged spells. Because of the disorientation, the subject doesn't realize it's headed in the wrong direction until it meaningfully interacts with its environment (by making an attack or manipulating an object such as a door, for example). For the duration of the spell, an affected creature must succeed on a Will save each round to move normally.

A *phantasmal disorientation* spell affects only the direction of movement and attacks made at range. Creatures subject to it can still make melee attacks, cast personal or touch spells, or otherwise act normally.

SHADOW WELL

Illusion (Shadow)

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

You cause the target's shadow to become a temporary gateway to a pocket realm within the Plane of Shadow. The target must make a Will saving throw or be pulled into the gateway. Inside the pocket realm the creature sees a deserted, gloomy duplicate of the real world, while shadowy phantasms stalk and taunt it without casting actual harm. Each round, the creature can attempt another Will save to return from the *shadow well*. Otherwise, the subject returns to the real world when the spell's duration expires.

Being rapped in a *shadow well* can be terrifying; upon returning to the real world, the subject must succeed on another Will save or be frightened for 1d4 rounds.

Upon leaving the pocket realm, the subject reappears in the spot it had been in when the *shadow well* spell was cast. If this spot is filled with a solid object, the subject appears in the nearest adjacent enemy space.

Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *shadow well* spell, although a *plane shift* spell allows it to flee to another plane as normal. The target might still be come frightened upon leaving.

Source: *Spell Compendium* 186

SHADOWY GRAPPLER

Illusion (Shadow)

Level: Sorcerer/Wizard 6

Components: V, S, M

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will partial; see text

Spell Resistance: Yes

Upon casting this spell, you create a shadowy force that automatically grabs the target (PH 156). The shadowy force immediately attempts to establish a hold on the target with a grapple check bonus equal to the DC of this spell. If the target succeeds on its saving throw the grapple check bonus of the *shadowy grapppler* is cut in half. For example, a sorcerer with a 16 Charisma who casts this spell create a *shadowy grapppler* with a grapple check bonus of +19 if the target fails its save and +9 if the target makes it save.

Every round on your turn, the *shadowy grapppler* makes a grapple check against the target. Once it has a hold, the shadowy force attempts to pin the target on the following round. If the grapppler establishes a pin it uses the option to prevent the target from speaking. The grapppler always attempts to maintain a grapple or work toward a pin. A *shadowy grapple* occupies the same square as the target and moves with the target for as long as the spell lasts. Other creatures cannot join the grapple, either to assist the target or the grapppler.

Material Component: A dried squid tentacle.

Source: *Spell Compendium* 186

SILENT PORTAL

Illusion (Glamour)

Level: Assassin 1, sorcerer/wizard 0

Components: S

Casting Time: 1 standard action

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

Target: One portal

Duration: 1 minute/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This simple cantrip negates the sound of opening and closing a single portal (door, window, gate, drawer, chest lid, or the like). Even the squeakiest door opens with out a sound when under the effect of this spell. *Silent portal* covers on the normal means of opening and closing the targeted portal. Breaking a window or kicking in the door still makes noise, but opening a door that is loosely hanging by its hinges does not (since this is the normal way a door would be opened). Portals composed of magical energy are not affected by this spell.

In the case of magic or even intelligent portals, spell resistance and a Will save (DC 10 + caster's ability modifier + other modifiers as appropriate) apply.

Source: *Spell Compendium* 190

APPENDIX 3: PROCESS FOR SELECTING A REPLACEMENT MEMBER FOR THE CHAMBER OF FOUR

1. Furyondy is a monarchy. The ultimate decision is being made by King Belvor. However it is likely that the opinions of the Chamber of Four and other selected delegations will weigh heavily on his decision.
2. When the first Chamber members were selected, King Belvor heard input from two delegations: a delegation of churches (made up of a representative of each major church in the land plus FASTC) and a delegation of nobles (with one representative selected by the leader of each province). This time around, Belvor has defined a third delegation: a delegation of adventurers selected and managed by the newly coined Furyondy Mage Council. His intent is that the adventurers in question be dominated by wizards but he's graciously left the delegation member selection up to the Council.
3. The size of the adventurers' delegation is determined by the Mage Council but can not exceed seven members.
4. Each of these delegations interviews each candidate. Each delegate registers an opinion on each candidate and these opinions are passed to the sponsoring organization (noble, church or mage council) which may alter the opinions, add to them, censor them or simply pass them on as they see fit.
5. The sponsoring organization weighs the advice of the delegation and provides a written opinion to King Belvor and the Chamber of Four. This opinion outlines the delegation's opinions of the candidate and makes a preliminary recommendation.
6. Once all the candidates have been interviewed, each sponsoring organization collects a final recommendation from their delegation. They, in turn, form their own final recommendation to the King (also forwarded to the Chamber of Four). The sponsoring organization has the option to completely ignore the input from the delegation. However, this is ultimately a poor political move since word of such actions tends to get out and discredit the sponsor.

APPENDIX 4: A VISION

Take the player aside to narrate the following vision. Before you begin, inform the player that you will read the text only once and will not repeat anything unless there is a misheard word or phrase.

Begin by reading the following:

Abruptly, you open your eyes and find yourself standing back out on the main road. A mourning dove calls softly to the new dawn. The air seems fresh and clean as you breathe it in. Yet, the world about you seems...unfinished in an indescribable way.

Your attention is drawn to a small scraping sound on the dirt and you turn to see large white horse standing on the road next to you. The stallion whinnies and sharply stamps his hoof on the ground, drawing several large sparks. The horse radiates a strong sense of purpose and even urgency.

What do you do? If the player chooses to mount the horse immediately continue to section 1 (below). If the player chooses do anything else first go to section 8.

1. Read the following:

The instant your feet are in the stirrups the horse is away at a gallop. The countryside rolls away behind you at supernatural speed and the scenery becomes a blur. Ahead a small walled town comes into view. Without slowing you hurtle into the nearest buildings and find yourself standing unharmed and motionless on your own feet.

You are in a hay loft that has served as a bed for a young woman with short blonde hair and an intense look on her face. She sits up and slips on her boots, then a weapon belt and a pair of gauntlets. Standing before her is a well-groomed Baklunish man in fine clothes. Creases of worry mar his face as he watches the woman. She smiles comfortingly at him and bends to take her battleaxe from the floor. As she raises the axe in her gauntleted fist, it flashes for just an instant into a bolt of lightning.

Have the PC make a Will save (DC 20). On success continue to section 2. On failure skip to section 3.

2. Read the following:

You stare intently at the Baklunish man and suddenly realize that he is an illusion. His form becomes mostly transparent.

Have the PC make a DC 20 Sense Motive check. On success continue to section 3. On failure, skip to section 4.

3. Read the following:

You realize by the way the woman interacts with the Baklunish man that she also knows that he is an illusion. Yet, she speaks to him as if he were real.

Continue to section 4.

4. Have the PC make a DC 25 Spot check. On success, continue to section 5. On failure. Skip to section 6.

5. Read the following:

Behind the Baklunish man you make out a humanoid figure hiding in the shadows. Its head, however, seems canine. As it turns to you it transforms into a grinning human skull. The scene before you fades into blackness.

Continue to section 6.

6. Read the following:

As your eyes adjust to the darkness you can make out the figure of a naked man. His wrists are bound and he is chained to stone plinth. His mouth is clamped shut in a rictus of pain. Before him is something that looks like a magical gate or window. Through it you can just make out the form of a young woman with short blonde hair donning a pair of gauntlets. She seems at once to be nearby and vastly far away. As you turn back to the imprisoned man you recognize that he is the same Baklunish man you saw moments before. A horrific figure slides out of the shadows behind him and gives him an almost loving caress. The man flinches from the touch and shudders violently.

Continue to section 7.

7. Read the following:

A single phrase echoes through your mind with a voice of earnest authority: "Make haste." You realize your eyes are closed and open them. You are back with your party and the sun is dawning.

Stop reading here. Do not read or reread any other sections.

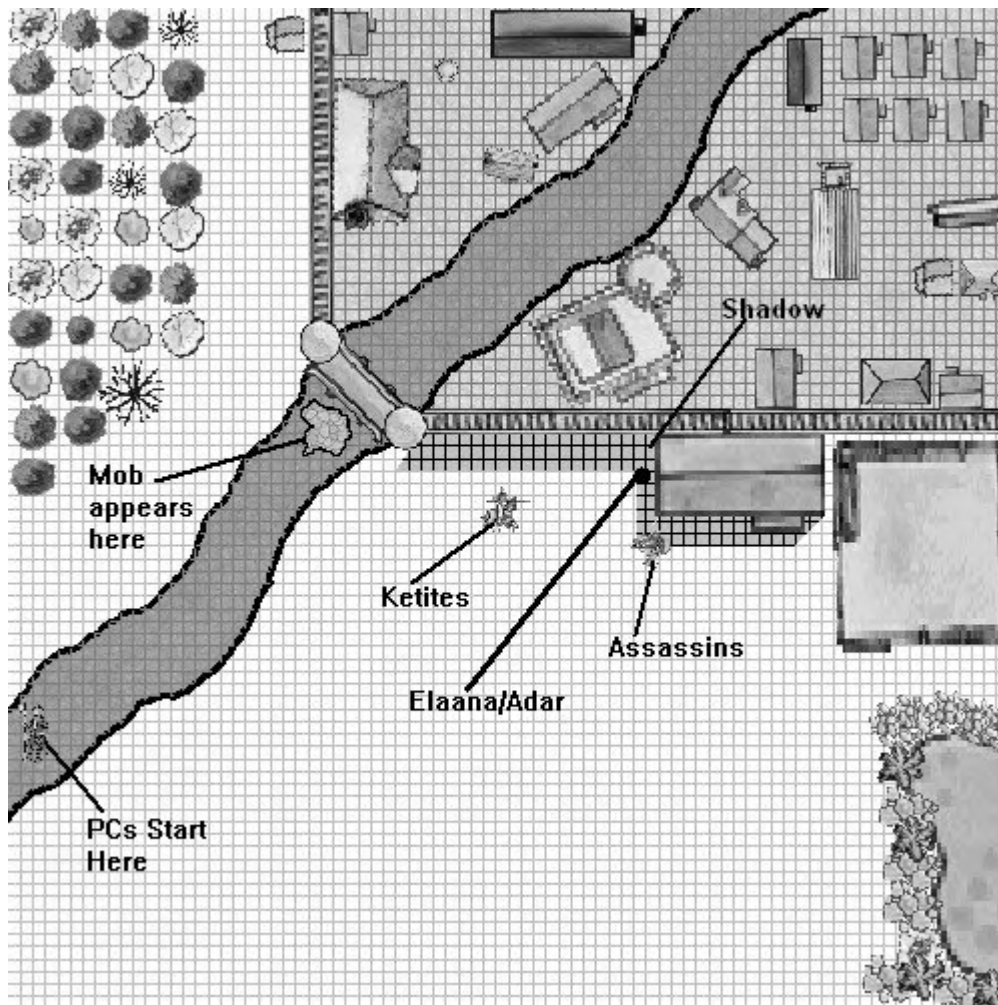
8. Read the following:

The world suddenly seems to spin with your gaze and the vertiginous motion makes you lose your footing. You fall hard and find yourself lying on your side on the road. The sun is rising from the horizon at a supernatural speed. Simultaneously it begins to darken in color. In mere moments it is nearly noon and the sun has taken a blood red hue. It shifts into the face of a Baklunish man with a look of pain and fear on his face before melting into a grinning skull. Your vision fades into blackness.

Skip to section 6.

APPENDIX 5: SHOWDOWN IN BATLET

This map depicts the locale for Encounter 6. A high-resolution, full color version of this map will be posted on the Furyondy website.



PLAYERS' HANDOUT 1: A LETTER FROM TELMUS

I hope this letter finds you in good health and in good spirits. You will be pleased to hear that the Furyondy Mage Council has found your previous work most helpful and would like to employ your services again. Thus, consider this a formal summons to Chendl from the Furyondy Mage Council. Contact me when you arrive and I'll arrange for your room and board. Once all those whom I seek have arrived we'll arrange a formal meeting where I will be permitted to provide more details.

If you are unable to help me this time, please send your regrets with the courier who delivered this to you. If you do come, please do not hesitate to bring along a few of your most trusted companions.

Kind Regards,

Telmus

Office of Royal Decrees

Furyondy Mage Council

Note to Player: Your PC is entitled to free standard upkeep for this scenario.

PLAYERS' HANDOUT 2: ORDERS FROM THE CHURCH (HEIRONEIOUS/ST.
CUTHBERT/RAO/MAYAHEINE)

Word has reached us that the Mage Council has recently summoned you for a new mission. Recent delegations from the other committees have been sent to Crystalreach. So, it is my expectation that you'll be sent there as well. Please notify us immediately if that is not the case.

The sole notable candidate in Crystalreach is Ereland Manneth, a commander in the Furyondy Military. Manneth's service to the throne has been exemplary, especially in light of his most recent successes with in the former Horned Lands. His troop movements are well planned and minimize the loss of life while maintaining high morale.

Your superiors all agree that he would be a strong stabilizing influence in the Chamber of Four. As a result, the Church has recommended his appointment. Unfortunately, some sources indicate that the nobility have given a less favorable review. It would seem your committee may wield the deciding opinion. The decision is your own, of course, but I urge you to think carefully on the good of your country and your church when discussing Ereland Manneth's merits with your fellow committee members.

On another note, I urge you to tread carefully while in the county. Unlawful elements are active there and two spies were recently captured attempting to eavesdrop on our own committee members. Keep a close eye on those around you, even your party members.

I trust the enclosed coin will be sufficient to pay for your expenses. If you think it is necessary you may bring a few companions to aid you (at your own expense). I also need not remind you to keep this message confidential.

Yours in the exalted presence,

Brother Michel de la Coure

Chief Scribe of the Church

Note to Player: Your PC is entitled to free standard upkeep for this scenario.

PLAYERS' HANDOUT 3: ORDERS FROM THE CHURCH (TRITHERION/FAST— C/PELOR)

Word has reached us that the Mage Council has recently summoned you for a new mission. Recent delegations from the other committees have been sent to Crystalreach. So, it is my expectation that you'll be sent there as well. Please notify us immediately if that is not the case.

The prime candidate in Crystalreach is Ereland Manneth, a commander in the Furyondy Military. Manneth's service to the throne has been exemplary, but his experience is the least of all the candidates we have seen so far. I also fear he may be a lapdog for some of the stodgier churches in the region. If we are to win this war with the Old One we must have a Chamber willing to take risks and make sacrifices for the greater good of the kingdom.

Your superiors all agree that he would be an uninspired and stagnating influence in the Chamber of Four. Unfortunately, the Church committee as a whole has voted to recommend his appointment. However, some sources indicate that the nobility have given a less favorable review. It would seem your committee may wield the deciding opinion. The decision is your own, of course, but I urge you to think carefully on the good of your country and your church when discussing Ereland Manneth's merits with your fellow committee members.

On another note, I urge you to tread carefully while in the county. Unlawful elements are active there and two spies were recently captured attempting to eavesdrop on our own committee members. Keep a close eye on those around you, even your own party members.

I trust the enclosed coin will be sufficient to pay for your expenses. If you think it is necessary you may bring a few companions to aid you (at your own expense). I also need not remind you to keep this message confidential.

Yours in the exalted presence,

Brother Michel de la Cour

Chief Scribe of the Church

Note to Player: Your PC is entitled to free standard upkeep for this scenario.

PLAYERS' HANDOUT 4: A MESSAGE FROM "THE ORGANIZATION"

As you entered a village square this afternoon, a half-elf girl of approximately twelve summers approached you with the following letter. The text within was written in a low clearance cipher known to most members of the Twilight Hunters. The decoded text was as follows.

We have uncovered evidence that Thrommel may be attempting to influence the king's decision regarding the replacement for Karzafin. Certainly there is evidence that his activity has increased of late. We can only guess that one of the candidates is his agent but are unable to determine who this might be.

This makes your assignment even more critical than before. The Mage Council is about to send you to interview a candidate in Crystalreach named Erelend Manneth. Unfortunately, due to some recent failures by other agents (including a pair of junior agents that were apprehended in Fendrelean) we have almost no helpful information for you about him. Given his service to the kingdom it's likely he's clean but you should still keep your eye out. We must rely solely on your observations at this point.

We also expect you may be asked to investigate the activities of a vigilante wizard in the area. While this person's actions are rough around the edges, we feel his heart is in the right place. If you have a similar opinion and have the chance to speak with him in secrecy, please confer tactfully with this individual about the possibility of joining our organization. With direction, we expect his abilities could do us and our country a lot of good.

I urge you to keep alert and watch for treachery from both inside and outside of your party. Thrommel's agents can be anywhere, and if your allegiance is discovered you may be in danger. Your safety and continued membership in your committee is your most important priority. Don't do anything brash or stupid.

You will find sufficient coin to cover your expenses waiting for you at the safehouse in Worlende. Bring someone with to watch your back but try to avoid anyone you don't trust absolutely. Destroy this letter when you are finished reading it.

Note to Player: Your PC is entitled to free standard upkeep for this scenario.

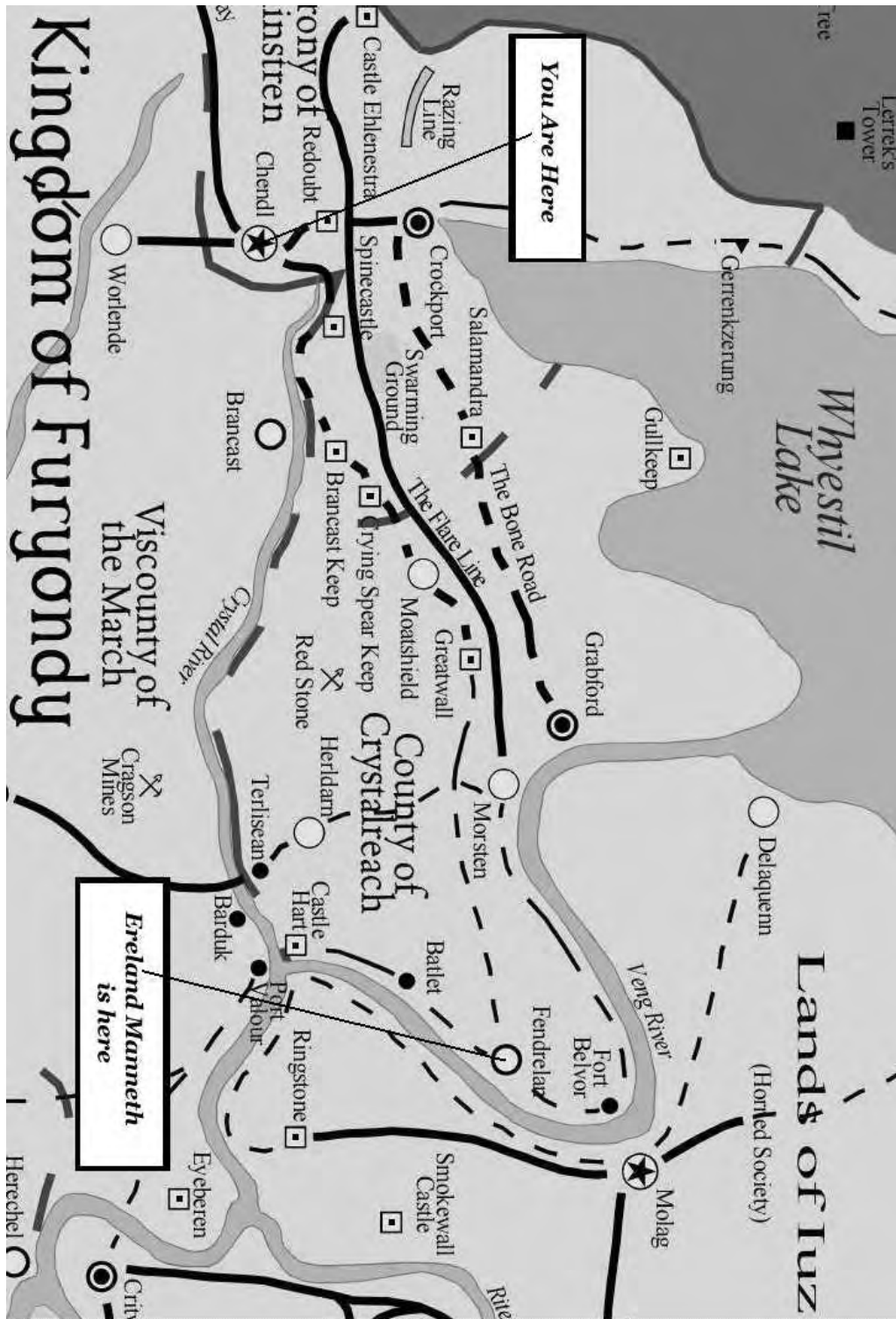
The Furyondy Mage Council has recently undertaken a project of great importance to the country. Your purported skills in the area of "special investigations" qualify you to assist us with this endeavor. We expect this assignment will require approximately two weeks of your time and should not place you in undue peril. Payment will be commensurate with services rendered. If you are successful, you may be asked to perform other tasks for us in the future. The Mage Council is known for its generosity to its retainers.

If you are interested, please report to me at the Mage Council headquarters in Chendll. If you know of other candidates whom you feel may meet our needs you may extend this invitation them as well.

Sincerely,

Telmus

*Office of Royal Decrees
Furyondy Mage Council*



PLAYERS' HANDOUT 7: AIDING THE PRISONER

Your fellow party member's soul is now trapped in unholy symbol prison. She (or he) can not escape unless the demon is killed. As we speak, the demon is seeking the PC in order to kill her. The PC can not leave the unholy symbol unless she defeats the demon. We have only a few moments to prepare. Here is what I know or can guess:

- Anyone who touches the trapped PC can see through that PC's eyes and sense what that PC senses.
- Any spells cast upon the PC will affect him/her as normal in both places. (Hint: Healing spells are a good idea.)
- As an immediate action, you can share some of your self with the PC in the unholy symbol. Only one quality can be shared at a time though it can be exchanged with another immediate action. Since only one swift or immediate action is allowed per round, the shared quality can be changed only once per round.

The sharing can manifest in many ways (but remember only **one** of these):

- **Share equipment** – you can share a single material object with the PC in the unholy symbol. If this object is destroyed or has charges used in the other place, then it is destroyed/used in the prime material plane as well. Items of equipment appear on the recipient in the same place that they are on the donor. Thus, for example, shared armor appears on the recipient fully donned. Shared weapons appear in a sheath or in hand as appropriate. If the recipient does not have that "slot" available, the donated item appears on the ground at her feet instead.
- **Share a feat** – you can share a single feat with the other PC even if she doesn't meet the prerequisites.
- **Share a skill** – you can share his base ranks in a single skill with the PC in the unholy symbol.
- **Share a special ability** – you can share a single special ability (e.g., flurry of blows, or evasion) with the other PC.
- **Share ability score** – you can grant the PC in the unholy symbol the benefit of one of his own base ability scores. Thus, for example, a rogue might share his Dexterity with the PC. Ability boosting items (e.g., gloves of Dexterity) would not be included. If the PC has sustained ability score damage, this damage still applies to the new score (i.e., it can not be negated in this manner).
- **Share saving throw** – you can grant the PC in the unholy symbol your base saving throw modifier for one of the saves (Fort, Ref or Will).
- **Share BAB** – you can grant the PC in the unholy symbol your martial prowess.
- **Share spellcasting ability** – As a special case of the ability to share a special ability, you can grant your spellcasting ability to the PC in the unholy symbol. All the normal restrictions (e.g., arcane spell failure chance) still apply and the recipient of the spellcasting ability. The recipient can only cast spells that the donor PC knows or has prepared. To cast a spell the recipient PC must have a number of hit dice equal to twice the level of the spell minus 1. Thus if an 8th level sorcerer grants his spellcasting ability to a 5th level human fighter, that fighter can only cast spells of 3rd level or lower. The effects of the spell, however, use the donating PC's base spellcasting stat. Thus, if the fighter in the above example cast *fireball* it would do 8d6 points of damage and the saving throw DC would be set as if the sorcerer had cast the spell directly. If you grant your spellcasting ability, then your spell components also manifest upon the recipient.

PLAYERS' HANDOUT 8: STATS TRACKER CRIB SHEET

Use this crib sheet (and a pencil!) to keep track of your current stats. Start by using your own stats. As each PC donates something to you, remove the benefit from the old donation first (if there is one) and adjust your stats. Then write down the new donation and adjust your stats.

NPC/PC's Name		Donated Ability						
Str	Total	Base	Enh. Bonus	Luck	Rage			
Dex	Total	Base	Enh. Bonus	Luck				
Con	Total	Base	Enh. Bonus	Luck	Rage			
Int	Total	Base	Enh. Bonus	Luck				
Wis	Total	Base	Enh. Bonus	Luck				
Cha	Total	Base	Enh. Bonus	Luck				
Initiative:	Total	Dex	Feat	Haste	Marshal Aura	Other		
Hit Points:	Total	HD	Con x Level	False Life	Aid			
Armor Class	Total	Dex	armor	shield	deflection	natural	Luck	dodge
Touch AC:	Total	Dex			deflection	natural	Luck	dodge
Flat-footed AC:	Total		armor	shield	deflection	natural	luck	
Speed	Total	Base Adj	Enh. Bonus					
Fortitude:	Total	Base	Con	Resistance	Luck	Feat	Racial	Class
Reflex:	Total	Base	Dex	Resistance	Luck	Feat	Racial	Class
Will:	Total	Base	Wis	Resistance	Luck	Feat	Racial	Class
Melee Attack:	Total	BAB	Str	Feat	Power Attack	Morale	Haste	Enh Bonus
Melee Dmg:		Weapon	Str		Power Attack	Other	Other	
Ranged Attack:	Total	BAB	Dex	Feat		Morale	Haste	Enh Bonus
Ranged Dmg:		Weapon				Other	Other	

CRITICAL EVENT SUMMARY

FUR7–03 – ILLUSIONS AND DREAMS

*(Return to Event HQ or to John du Bois)
Please be sure to answer all questions. Thanks.*

1. Circle the meta organizations that one or more PCs were members of:

Furyondy Mage Council	Twilight Hunters
Church of Heironeous	Church of St. Cuthbert
Church of Rao	Church of Trithereon
Church of Mayaheine	FASTC
2. Was there any intra-party conflict due to the secondary missions given by the meta-orgs?

Yes	No
-----	----
3. Did any PCs end up at Castle Greylode for killing rioters?

Yes	No
-----	----
4. Did any NPC combatants in Encounter Six escape from the PCs (circle all that apply)?

Nusrat the Firebound	One or both of the Ket Hunters
Sister Kaylen	Elfskinner
5. Did the PCs successfully rescue Elaana Merene?

Yes	No
-----	----
6. Did the PCs free Adar ibn Vahim from his prison?

Yes	No
-----	----
7. Was one of the PCs imprisoned in the unholy symbol?

Yes	No
-----	----
8. Circle the party's consensus recommendation for the following candidates:

Ereland Manneth:	For	Against	Tie/No Opinion Given
Adar ibn Vahim:	For	Against	Tie/No Opinion Given
9. Were there any NPCs the players would like to see appear in future adventures?

Elaana	Adar	Ereland Manneth
Other: _____		
10. Comments (Optional). Please explain any unusual circumstances or recommendations: