

URD4-08

# Catspaw

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Duchy of Urnst Regional Adventure

Version 1.5

by Farrell Hopkins

The heroes must race against time in order to locate and stop a noble from realizing her apotheosis. An adventure well suited for diplomats, rogues and combat monsters.

An adventure for average party levels 10 through 16.

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

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# Introduction

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

## Preparation

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

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

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

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

## Playing the Game

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's*

Guide when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

## Tracking

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

## LIVING GREYHAWK

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

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

## LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or

heavy, with him in the adventure and it will not count toward the APL calculation.

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

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

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

any nonlethal damage or ability score damage, the DC increases to 12.

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

## Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Duchy of Urnst. Characters native to the Duchy pay one Time Unit per round, all others pay two Time Units per round.

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

possibly gain in-game benefits) as may be detailed in this scenario.

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

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

## Adventure Background

### Synopsis

A noble of Urnst has resolved to become a lich. She is very close to achieving her goal, only needing to complete one final ritual. She has abducted a few individuals, including her former lover and his current paramour. Some are present to bear witness while others are to be punished. The final ritual will take place in a formerly 'lost' manse of a Suel archmage, located in an extra-dimensional pocket.

### What has Gone Before

Amolyn U'morael, a powerful and driven wizard of the Duchy of Urnst has long sought a means of increasing her personal power. She has rationalized that this strength will allow her to drive alienism out from not

only the College of Sages & Sorcery, but also the entire Duchy of Urnst.

Unfortunately, the quest to become a lich has cost her the friendship of her closest companions and friends, including Lord Garothae Arginar, her one-time fiancé. Garothae Arginar has since become involved with Lady Delina Coriner, and unfortunate events in CY591 (*URD1-04 Coriner Gala*) led to his early demise. Amolyn, still in love with Garothae, orchestrated his *raising* from the dead and has since spent some time tracking down and capturing those responsible for his death, primarily Lord Garistrell Teranor. Amolyn has on rare occasions dabbled in seeing Lord Garothae by possessing the body of Lady Delina, making for some strange social events as the renowned charm and polish of the Coriner apparently went somewhat 'flat'. Still, such ventures were a side project for Amolyn, her first priority attaining the power she wanted.

### **The Patron**

In spite of being a capable wizard, Amolyn may never have succeeded in discovering the process of attaining lichdom had it not been for the mentoring of another. A mysterious and heretofore unknown wizard, styling himself the 'Mage of Brass' provided crucial guidance to Amolyn, all in exchange for seemingly minor and unrelated tasks and items. These involved the theft of several items, from not only the College of Sages & Sorcery, but also the Rel Mord Arcanist Guild and the Arcane Order of Wee Jas. Sadly, some of the owners of these items resisted and were quickly incapacitated or slain.

## **Adventure Summary**

The PCs start the adventure in the inner sanctum of the Church of Lydia in Seltaren. The PCs will be told that some members of the nobility of Urnst are missing, and that divinations have revealed that a great evil is about to transpire. In order to stop the evil and (perhaps) save the nobles, the PCs will have to acquire two parts of a key, as well as determine the location of a portal. Traveling through the portal brings them to a small manse (the so-called Emerald Estate) located in an extra-dimensional pocket. Three traps guard the entrance to the heart of the manse. After dealing with the traps, the PCs will come upon a grand ballroom, with a dance in progress. PCs may opt to negotiate before hostilities start, or not, based on their inclinations and play style. Located elsewhere in the manse, a ritual is being completed. If the ritual is not stopped, Amolyn will achieve her goal (though the PCs may not realize this). In either case, the PCs must decide what to do with the abducted individuals, and perhaps Amolyn herself.

### **Introduction: Well-met by Daylight**

The PCs are told of the disappearance of two nobles of the Duchy, as well as an apparent tie-in of a powerful,

ancient evil ritual. They are implored to assist by the Church of Lydia. It is made clear to the PCs that in order to reach the nexus of all these troubles, that a 'key' of sorts must be found, as well as the location of the 'door'. It is also stressed that there is a two-day time limit.

### **Encounter One: Directions from the Director**

The only known individual to possess the knowledge of the portal location is Julmar U'morael, Director of Planar Research for the College of Sages & Sorcery in Nellix. Julmar will disclose the location of the portal, but will also make a business proposition, and perhaps offer useful advice depending on the ties of those who visit her.

### **Encounter Two: Song of Love**

One half of the key of two parts is an ancient, obscure love song in the elven tongue, residing on a scroll in the hands of an older merchant in a remote town. Maria is a weaver in Kurgan's Crossing. She will give the scroll away regardless, but if someone is willing to sing the song to her, she will offer to loan the PCs a magical rope.

### **Encounter Three: Crystal Rose of the Stern Lady**

The other half of the key of two parts, a crystal flower, is currently in the possession of the Church of Wee Jas in Seltaren. The church will yield the crystal rose, but they will try to get the group to pass a test of their devising first. Depending on affiliations and diplomatic skill, the test may become easier to endure.

### **Encounter Four: The Welcome Mat**

Sets of concealed traps in the entrance to the manse proper are designed to weaken intruders. A ceiling crusher, a modified *ice storm* and a *symbol* are the traps in question.

### **Encounter Five: A Grand Soiree'**

Lady Delina Coriner and Lord Garothae Arginar dance, while other nobles and caged prisoners quietly look on. Lady Delina is nonplussed at the arrival of intruders, but is willing to discuss matters first, rather than resorting to violence right away. In reality, it is Amolyn U'morael who possesses the body of Delina. PCs will have a chance to convince her to let the guests leave, and really skillful negotiations will allow peaceful access to witness the final ritual.

### **Encounter Six: Apotheosis Now**

In a special chamber, a unique trio of madly dancing vrock's rings Amolyn. If this *Dance of Ruin* isn't stopped, Amolyn will attain her ultimate goal. Amolyn herself will not be able to take any actions during this encounter – her body lies helplessly on the floor, and her soul ranges... elsewhere.

## Preparation for Play

Check to see if any of the PCs at the table are a member of any Duchy of Urnst metaorg, and make note of it as it may have an effect later on, particularly for the introductory hook, and the role-playing encounters at the temple of Wee Jas and the offices of college director Julmar U'morael.

It is strongly recommended that DMs familiarize themselves with the spell *magic jar* (page 250, PHB) as well as the effects of *dimensional lock* (no *summoning*, *blinking*, *teleport*, *banishment*, *dismissal*, etc). In addition, it is also highly advised that DMs also familiarize themselves with the abilities of the NPCs that must be fought, particularly the trio of vrocks.

It cannot be stressed enough that DMs thoroughly read through the **Grand Soiree** encounter. It has many details to be aware of in order to run the encounter properly.

Regarding the use of the *magic jar* spell against PCs; Note at the beginning of the adventure the levels of the PCs present, and assign each of them a number based on whatever die is most convenient. If a fight breaks out with Amolyn, one can then roll a die to randomly determine which PC to try and possess. If the PCs have brought along undead with them, create another list and include Yaris in that one as well in case Amolyn decides to try and inhabit an undead body instead. Keep in mind the "four HD" rule for differentiating power levels while in the *magic jar*.

There is also a distance grid in Appendix Seven. It will detail how long it might take to travel from one location to another, as well as list the availability of magical travel provided by NPCs, and its associated costs.

## Introduction: Well-met by Daylight

The PCs will be brought to the inner sanctum of the church of Lydia in Leukish. If there is time available, try to customize the hook for each PC. Some possible hooks are:

- Members of the College of Sages & Sorcery will be asked to represent the College for a 'matter of grave importance' that the Lydians have brought forward.
- Lydian clerics and any other devotees of Lydia will be there at the express request of church matriarch Evenn Light. Since the loss of the Day Mistress in CY591 (URD1-06 Last Dance at Heron House), there are extremely few powerful members of the faith, and any notable Lydians are sorely needed.
- Members of the Suel Pantheon organization will be there to support the Lydians. The power of the clergy is still weak in this time, and noteworthy

deeds will serve to restore the influence and strength of all allied Suel faiths.

- Members of the Ducal Diplomatic Corps (DDC) have been tasked with recovering one of their own operatives, Yaris. It is suspected that he may have been killed, and DDC members are expected to bring back Yaris, no matter what state he might be found in.

Other PCs will be recruited due to their renown and fame (or infamy, in some cases).

*Unsurprisingly, the inner sanctum of the Church of Lydia in Leukish is well lit. Soothing notes of music play unobtrusively in the background, and ceiling-high shelves of books cover two adjoining walls. The two acolytes who escorted your group into the sanctum quietly leave, and a moment later an older Suel Lady enters, garbed in the fine white robes of a matriarch of the church, her long, graying blonde hair bound by a multi-colored filigree. Closely following behind is a stunningly beautiful female half-elven woman of Suel descent with straight, short, platinum blonde locks. Cradled in her arms as gently as a mother would carry her babe, lies a finely crafted silver harp with a draconic motif. Her short-hemmed skirt and tunic are of a light blue color with soft patches of white coloration, reminiscent of fluffy clouds in the sky of a typical spring day on the plains of Urnst. The matriarch acknowledges everyone with a short nod and opens the conversation:*

*"Good morning and the blessings of light upon you. A matter of grave importance has arisen, and it is likely that only personages of your caliber will be able to handle the situation. But where are my manners? Please allow me to perform introductions. I am Matriarch Evenn Light. Aristae Heartsong is our resident bard."*

Allow the PCs to introduce and describe themselves now.

*"A grave danger to the people of the Duchy, perhaps the entire region has been discovered. Someone is attempting to complete a ritual to transform into a lich. In addition, divinations have revealed that this is related to the recent disappearance of two nobles, Lady Delina Coriner and Lord Garothae Arginar. How exactly it is tied together, we are not sure, but those two seem to be central to the situation at hand. Regardless, it is of utmost importance that the ritual be stopped. We would try to intervene directly, but the power and influence of our faith has not quite repaired itself to the level it enjoyed prior to the Great Temple Revolt, from over two decades ago. In any event, you doubtless have many questions. I will defer to Aristae to answer them."*

*Aristae Heartsong stands a bit straighter, her hands absentmindedly strumming the harp in her arms,*

*neatly providing a counterpoint to the quiet background music. She speaks in a surprisingly soft voice.*

*"Please, ask of me what you will. I have gleaned some details over the past few days, though much remains hidden."*

The PCs will likely have many questions; here are the likely questions with their answers:

Who is trying to become a lich?

*"We are not entirely certain, I am afraid. Most divinations have proven useless, although what little we can discern is that it is one of our own, a female noble of the Duchy of Urnst. She is obviously a puissant spell-caster, though we are unsure if the arcane, the divine, or perhaps both inspire her."*

What about the two nobles?

*"They are Lord Garothae Arginar and Lady Delina Coriner. They are both notable members of high society. We aren't sure why they disappeared when they did. Perhaps you have heard that they were recently betrothed to one another, but their marriage was not to be for another year. Five days ago, they left the Arginar country estate without fanfare. We were able to ascertain that they traveled incognito to Seltaren by horseback, and no one has seen them since."*

Where will the ritual take place?

*"We have determined that it will occur in an ancient manse once used as a place of revels by a mage of great power from the Duchy, back in the 3<sup>rd</sup> century, as the Common Year is reckoned. His name was Alaxus Tomorrowast."*

Have you been able to (divine) the exact location of the ritual, or the two nobles?

*"I'm afraid not. That location is warded against divinatory magic."*

How does one get there?

*"Alaxus designed a keyed portal, which would bring guests to his manse."*

Where are the key and portal to be found?

*"The key to the portal is made of two parts, and one of the current directors of the College of Sages & Sorcery is aware of the portal location. You must travel to acquire these things. The first part of the key is a fragment of an obscure, ancient elven song, a copy of which is known to be in the possession of an old weaver-woman named Maria, in the small town of Kurgin's Crossing, in county Alten-Maure. The second part of the key is a special crystalline rose, held by the church of Wee Jas in Seltaren. College director Julmar U'morael is at her office in Nellix. We have arranged to let the owners of these items*

*know that our representatives will be coming to acquire these things. They have been made aware of the importance of this mission, and will probably not interfere with it. My research leads me to believe that one must sing the song while holding the crystal rose before the portal, in order to activate it."*

When will the final ritual take place?

*"It will happen at the end of two days hence, perhaps sooner, though most definitely not later."*

What sort of ritual will it be?

*"Who knows for certain? It will almost certainly involve necromantic magics, and perhaps a blood sacrifice. We are really not sure. The process of becoming a lich is one of the most closely held secrets of the flanaess."*

What kind of assistance can you provide?

*"Not very much, I'm afraid. Our resources are limited, and we have other concerns that must be faced as well. However, the Matriarch has seen fit to provide items to aid you on your quest."*

*With that, an acolyte is summoned, and she bears a pair of objects on a deep purple colored pillow. An ivory wand and a heavily tarnished silver medallion, carved in the likeness of an ancient Urnst funerary beetle lie on the pillow.*

*"The wand is one of moderate healing magic, and its command word is 'prism'. The brooch is one that protects its wearer from hostile magics, as well as the debilitating effects of negative energy, at least for a while yet. It has seen some use, but should still be potent. Please accept these items as a sincere token of our support, should you act on our behalf in this matter."*

What kind of research has the Church of Lydia performed or gathered?

*"Sadly, our efforts were greatly hampered when it was realized that we had to perform our divinations in a roundabout manner. The guidance of Lydia tells us that the best chance for success in this venture lies in the hands of a small group of powerful individuals, such as you. Beyond that, we are certain that action must be taken before the eve of tomorrow, else all be lost."*

After the PCs have had a chance to ask all of their questions, Aristae will offer some last-minute advice. Matriarch Evonn Light will summarize the situation, to ensure that it is understood.

*Brushing a stray lock of hair from her eyes, Aristae Heartsong again chimes in.*

*"I would like to point out that one might be able to acquire assistance in the form of magical transportation from some of the arcane institutions*

*of the Duchy. That alone should ease your task. You might also want to consider Nellix your first stop, since the information for the portal is located there. In any event, I wish you luck."*

*Matriarch Evenn Light, after quietly listening to the entire conversation, speaks up.*

*"As you can see, this is a dire situation. If our foe were to achieve her apotheosis, she would be nigh unto immortal. The evil, chaos and destruction she could wreak would be unimaginable. Our time is short; the enemy will finish her ritual tomorrow evening. Please, I ask you to locate the key, travel through the portal and stop our unknown enemy from completing her foul ritual.*

*To help with the short time period, we've spoken with our brethren at the Temple of Fharlanghn and they have agreed to allow you to purchase scrolls of Teleport, though request that you return those not used by the end of your journey, for a full refund of course."*

Needless to say, if the PCs decline to become involved, their adventure ends here. They do NOT receive the items proffered by the Lydians, as that was only to be given to those who accepted the mission. Mark on the ARs that the PCs receive no xp or gp, and cross off all access to items and favors.

The PCs may also have access to bardic lore and the appropriate knowledge skills to gain further information that the church of Lydia was not able to discern. Allow them to make checks to glean the following:

Knowledge (local – Nyrond Metaregion), DC 20

- Alaxus Tomorast was a powerful Suel archmage, who often warded his properties with multiple traps, both magical and mundane.

Knowledge (arcane), DC 25

- Becoming a lich is said to involve creating an object to hold one's life essence. There are legends and rumors of modifying this process to gain even more power than merely crafting such a container.

Bardic Lore, DC 20

- It was known that Alaxus Tomorast was dabbling in forbidden magics, especially powerful necromancies. Before his disappearance, he complained to a confidant that he had to modify his manse to accommodate his latest project, so the sometime revels for the elite of the Duchy would have to stop until he completed it.

Bardic Lore, DC 25

- Alaxus Tomorast did indeed have a residence in a pocket dimension, called the Emerald Estate. He was seemingly able to modify its dimensions and layout,

as he needed. He once boasted that no uninvited guests or outsiders could intrude upon his manse.

Bardic Lore, DC 30

- Alaxus Tomorast was a renowned necromancer of Urnst from the 3<sup>rd</sup> century of the Common Year. His contemporaries included the powerful wizards Lady Imiriana U'morael and Lyzandred the Mad. Alaxus is also known to be the direct ancestor of an infamous arcanist of recent times, one Eli Tomorast. Alaxus disappeared from the annals of history shortly after the tower of Imiriana U'morael in the Celadon was sacked. He was rumored to be working on the process of transforming himself into a lich.

Bardic Lore, DC 35

- Alaxus or one of his trusted servants always accompanied visitors to the Emerald Estate. Upon entering the foyer, Alaxus or his servant would move to the back of the room and kneel in supplication. They would then don a necklace featuring a silver skull, and lead everyone into rooms beyond. When the time came for people to return from whence they came, Alaxus would teleport them home after having them examine some of his fine portraits.

#### PC Divinations

If PCs have access to divinatory magic, most of those questions are dealt with in Appendix Nine of this adventure.

Matriarch Evenn Light: **Female human Suel Clr11 (Lydia).**

Aristae Heartsong: **Female half-elven Suel Brd8.**

All APLs: Magic – wand of cure moderate wounds, fifty charges remaining (3rd level caster, 375 gp each), scarab of protection, three charges remaining (792 gp each).

## Encounter One: Directions from the Director

*The location of the dwelling of Julmar U'morael, Director of Planar Research for the College of Sages & Sorcery is easy to find. An octagonal tower on the college campus in southern Nellix, it stands out easily.*

*Making your way to her dwelling, you must decide who will enter. The director is notoriously excitable, and those have earned her wrath may choose not to go inside. Those on good or even neutral terms with the wizard feel quite secure about seeing her.*

PCs who have earned the enmity of Julmar U'morael should fear going inside. In any event, such PCs will not be allowed to enter at all. In the unlikely event that all of the PCs present have earned her disfavor, Julmar will

refuse to meet with them, and will have a scroll sent out to them. It will have been written for her by an assistant, and will contain detailed directions to the location of the portal.

PCs that do not have the enmity of Julmar are welcome to enter.

*Entering the tower, you are escorted through a small, but comfortable waiting room, and into a medium-sized office. It is well lit, and a pleasant, relaxing smell is in the air, its source a yellow candle, slowly burning down. A red-haired Suel woman of slight stature and dignified bearing sits behind an ornate wooden desk. She gestures for you to sit down in the empty chairs facing her desk.*

*"Well met. I am Julmar U'morael, Director of Planar Research here at the College of Sages and Sorcery. I've already been in communication with the Church of Lydia with regard to the basics of the issue. Of course, I am happy to assist in the manner requested. With that, she opens a drawer and withdraws a scroll, neatly tied off with an ornate red ribbon. On this scroll are the directions to the portal. You may be amused to know that the current location of the portal is just inside the main entrance to the Hippodrome in lower Seltaren. Now then, if you please, a moment of your time. I understand that many of your profession often incur the good will of many influential folk during your career. I have need of such favors and influence in a small venture I am involved with. If anyone here were willing to hand over such 'markers', I would gladly cut them in for access to the fruits of my labor."*

Following are the likely questions PCs might ask, and the answers.

What will we get, if we give you favors and/or influence?

*"I promise you access to a most wondrous item, the IOUN stones. And not the burnt-out, gray ones, either. I'm talking about many of the shapes and colors. If all goes well, there should be access to twelve kinds of them."*

What kinds of favors and influence do you want?

*"The favor or influence of anyone in the Duchy of Urnst, of course. While I value the influence of nobles of the Duchy the most, even the favor of the most humble merchant or small halfling will make a difference. I do require at least five such markers per person, though, in order to bring them into my venture."*

Just what is your venture?

*"I'd really rather not get into specifics at this time. Suffice it to say, I need as much influence as I can get to ensure that I have the priority claim to this source of Ioun stones."*

Before the PCs leave, if any of them are members in good standing of the College of Sages & Sorcery metaorg, or are an arcane caster of at least the current APL, or decided to become a backer in her venture, Julmar will ask to take them aside privately for a few moments after the interview ends.

*"I wish to offer some simple advice to one such as yourself. I have some information about the place you are going to. It is called the Emerald Estate, and I suspect it earned that moniker due to a dimensional anchoring effect in place there. Such a ward served to prevent uninvited guests from appearing unbidden. It also served to trap outsiders there, as well. Exercise extreme caution, as supposedly no one has been there for a very long time now. I advise extreme caution."*

For PCs who are also members of the College of Sages & Sorcery, give them the following, additional information from Julmar U'morael.

*"As a courtesy for a fellow College member, I feel compelled to point out that the Emerald Estate was created by a mage of considerable power over three hundred years ago. His name was Alaxus Tomorast, and the place was not only a residence for him, but also could serve as a laboratory as well. If you can, I'd greatly appreciate it if you could let me know later on what you see in there. Good luck on your mission!"*

Julmar U'morael: Female human Suel Wiz15.

**Development:** Essentially, if the PCs are willing to sign over five favors or five influence points, or a combination of both adding up to five, they will be considered to be a backer in this venture. They will in turn receive access to purchase Ioun stones after this adventure has ended. PCs may opt to use either a diplomacy or profession (merchant) check to reduce the number of favors or influence needed. In addition, a single favor or influence from a noble or noble house is worth double value (that is, two favors or influence points per single noble favor or influence).

#### APL 10

- Diplomacy DC 20 **or** Profession (merchant) DC 15:  
Reduces the number needed to four.
- Diplomacy DC 30 **or** Profession (merchant) DC 25:  
Reduces the number needed to three.

#### APL 12

- Diplomacy DC 24 **or** Profession (merchant) DC 19:  
Reduces the number needed to four.
- Diplomacy DC 34 **or** Profession (merchant) DC 29:  
Reduces the number needed to three.

#### APL 14



- Diplomacy DC 28 **or** Profession (merchant) DC 22:  
Reduces the number needed to four.
- Diplomacy DC 38 **or** Profession (merchant) DC 32:  
Reduces the number needed to four.

#### APL 16

- Diplomacy DC 32 **or** Profession (merchant) DC 26:  
Reduces the number needed to four.
- Diplomacy DC 42 **or** Profession (merchant) DC 36:  
Reduces the number needed to three.

## Encounter Two: Song of Love

Regardless of whenever the PCs arrive, Maria will be in her shop, awake, working on her latest project, a woven rug with a design inspired by the kind made by the baklunish people of the far west. She already expects the arrival of the PCs, as the church of Lydia has already contacted her and made arrangements to procure the scroll.

*Kurgin's Crossing is a small town, located in County Alten-Maure, in the Cairn Hills. The old weaver-woman, Maria, has a modest sized shop along the main street of the town, with her living quarters located above the shop. A small sign with faded white lettering on a weathered board reads "Western Weavings."*

There is no trap or combat involved here, simply a chance for PCs to make an old woman happy, as well as recover part of the key. If the PCs want, they can also simply enter the shop under stealth and 'steal' the scroll they are looking for. Don't waste time trying to have Maria interfere, even if she notices the scroll being lifted (left on a counter top close to hand), she will simply assume the individuals sent by the church are required to move in mysterious ways, and Maria will not try to impede or stop them in any way.

For those who visibly enter the shop, Maria willingly hands over the scroll in question, but she does hint around how she sure wishes she could hear someone sing the song on it, just once. Play up the "old-woman-with-lots-of cats" angle. She is quite lonely as the towns-folk shun her for the most part, and she is a romantic at heart. That's why she leapt at the chance to acquire the scroll in the first place. Even though she can understand the scroll, she would still love to hear someone sing it.

For PCs who elect to speak with Maria:

*The interior of the shop is quiet, and the smell of fabrics and cats permeate the dwelling. A pair of plump gray tabbies lie sleeping near the lit stove, a teakettle emitting puffs of smoke. Another cat, this one patterned black and white, sits hunched over, eating from one of several food dishes placed on the floor. A rotund orange cat sits regally on the lap of*

*an old woman in a large wooden rocking chair, while she mends a green hunter's cloak.*

*It is uncertain what the exact lineage is of the dark complected old woman with gray-white hair and liver-spotted skin. What is clear, however, is that she is someone who has spent much of her life smiling, as evidenced by the crows-feet markings around her brown eyes. Looking up as you enter, she stands and smiles, carefully putting down cat and cloak.*

*"Oh, hello there. You must be the ones that the nice woman from the church of Lydia told me to expect. Let me fetch the scroll for you, it's on the counter."*

*She moves slowly and a bit carefully toward the counter, a sign of ache in one's bones that comes with age, and living in a clime that is not very easy on the body.*

*"Here you go. I'm happy to give it to those in need. The Lydians offered to pay me for it, but I told them to just put it toward charity. I do okay, so what do I need the money for? (sighs) Ah well, it's not as if I could sing the song on the scroll anyway. I never was any good at pronouncing elvish. Our local bard never seems to be around when we need him, the rascal."*

*Maria smiles at some memory, comes out of it, and proffers the scroll with a friendly smile.*

*"Here you go. Good luck with your endeavor, whatever it may be."*

There are three possible choices; a **player** (not the character!) can choose to sing a snippet of the song aloud (song provided in the appendices); PCs who can read elvish can make a DC 25 perform (sing) check; PCs can decline to sing the song. **Players** who sing, or PCs that make the perform check are rewarded for their efforts.

*Maria claps merrily, and takes a moment to wipe away tears from the corners of her eyes.*

*"Oh my, thank you very much. You've made an old woman happy. Thank you for brightening my home."*

☞ Maria: Female human Adp5.

## Encounter Three: Crystal Rose of the Stern Lady

*The temple of Wee Jas in Seltaren is an old, imposing structure. Located in upper Seltaren, it inhabits a modest section of property. It is a busy place, night or day, as people enter seeking services ranging from requesting burial rites for a loved one, receiving tutoring in the arcane, to even hiring an advocate for representation in a legal matter. Inside,*

people are routed to the proper areas they need to be, and it is with quiet efficiency that you are led downstairs, below ground level, into an unobtrusive reading room. Standing in the room are two figures, garbed in the black and white robes of the clergy of Wee Jas. One, a young, sandy-blond haired Lady, with a heavily freckled complexion, dictates quietly to the other, a middle-aged, brunette haired man with a hooked nose, who periodically writes on a parchment. The room features several bookcases, crammed with books and scrolls. There are also several chairs and many non-flickering lamps, which emit no heat.

*"Ah, I see our guests have arrived as expected, how wonderful. You may address me as Sister Jineseh. Very well, Brother Ronsel, that will be all for now." The clerk quickly rolls up his parchments, bows to the sister, nods toward you and leaves the room, closing the door behind him.*

*With that, Sister Jineseh produces a small, carved wooden box, about the size of a flute case, intricately patterned by skulls and vine tracery. "No need for time-wasting chitchat. We understand that the situation is grim, but what you must understand is that the Church of Wee Jas will only lend its support in this matter to those who are strong and disciplined. To that end, we propose a test. If one of your number can withstand the 'death touch' as administered by our clergy, then we shall support you in a way that no one else possibly can. I do feel compelled to mention, however, that you are free to decline this little test. I will give you the Crystal Rose regardless if the test is taken or not. Of course, the church would understand if any weak or chaotic bands would elect to decline taking the test. Fear not, I am an experienced arbiter, and I am willing to entertain suggestions as to who among you should be tested, as well as the appropriate strength of the challenge they shall face. Choose now, will you take our test, or no?"*

Doubtless, the players may well have many questions and comments right about now...

What kind of support, exactly, will we be receiving if we opt to take the test?

*"We will offer you insurance, of a sort. A kind of insurance that those of your profession would find most useful. Beyond that, we cannot help you, as our resources are stretched too thin at this time."*

If we fail the test, will you bring the dead person back to life?

*"Of course, we would be glad to arrange to have your companion resurrected immediately, however, you would be responsible for making the appropriate donation to have the material needed for the spell to be cast. I believe the traditional amount would be wealth in the amount of 10,000 golden dukes. The*

*church, in its role, will cast the actual spell free of charge, once you pay over the cost for the component."*

Who chooses who is to be tested?

*"Why, I will decide, of course. However, I am an experienced arbiter, and I am willing to entertain any requests you may have in suggesting one of your own."*

Who chooses who will deliver the test?

*"I will make that determination also. My training in jurisprudence will guide my decision, however I will listen to any comments you may have regarding your background or other information to aid me in my deliberations."*

How many people have to be tested?

*"Only one."*

Are there any rules to this test?

*"The individual tested represents your group, and only one test will be administered. If it is passed, then we will offer our support immediately. If it is not passed, then your group has the option to either take your fallen comrade to be attended to elsewhere, or your group can make the traditional offering and our church will perform the resurrection, and of course, there is also the choice to not bring your fallen comrade back from the dead, and rest secure in the knowledge that the Lady of Book and Bone is personally seeing to their just transition in the afterlife. Oh, and no trickery to thwart the test will be allowed. Defensive efforts that might in any way hinder the test will be stripped or removed from the individual tested, depending on the circumstance. The test will be overseen by the high priestess of this temple."*

Will the church restore any spell effects removed?

*"No."*

Essentially, the test revolves around a clergy member of the Church of Wee Jas delivering a touch of death to an unmodified individual. PCs will have the opportunity to influence not only which PC is to be 'touched', but also which clergy member will do the 'touching'.

Read the following text if PCs elect NOT to take the test:

*Sister Jineseh nods knowingly. "Very well, I can understand the reluctance of those who are not of the faith. As promised, you may have the Crystal Rose." She places the carved box in your care, before arranging to have your group politely, but firmly escorted from the temple. As you leave the temple, you can't help but wonder what kind of assistance the followers of the Ruby Sorceress had in mind.*

Read the following text if PCs elect to take the test:

*Sister Jineseh nods approvingly. "Excellent, allow me to take you to the testing chambers." With that, your group is led further through the underground levels of the temple, passing by acolytes on various errands. Numerous strange sounds and smells can be faintly detected, though Sister Jineseh pays no heed to these sensations. Finally, you enter a large room of gold-veined, white marble. Standing to the side is a handful of men and women garbed in the clothing of the followers of Wee Jas, coolly appraising you. They are all apparently of Suel blood, and two of them are very notable for their eyes, which are alight with flickering, blue flames. Near the opposite wall from which you entered stands a woman, garbed in a finely embroidered black hooded robe. The hood hangs well over her head, creating enough shadows so that her face cannot be seen. Strangely, even when the angle seems such that light should penetrate, shadows still play about her face, masking her appearance. A small, golden skull hangs prominently from a bejeweled chain around her neck. Her hands cannot be seen, as they are evidently clasping one another within the folds of her robe.*

*Sister Jineseh directs the individual to be tested. "Now, pay close attention. You are to stand over there, in the center of the room. We will ensure that you will not cheat the test. After that, the test will be administered. After the test, you will be given the Crystal Rose, and if you pass the test, your group may decide to accept our boon. May the Lady's fires burn bright."*

There are two things that need to be decided, which party member to hit with the *touch of death*, and who will be administering the touch.

Keep in mind that only one party member is to be tested at all. Sister Jineseh will avoid selecting wizards, sorcerers and bards, if at all possible, and will also try to avoid beefy warrior-types. Thus, her choice will tend to be to 'test' rogues, druids, clerics and monks. She will also tend to pick elves, as well as humans of Baklunish or Flan stock first.

However, it is possible for the PCs to pick who is to be tested. There are two ways PCs can legitimately do this. Either a DC 25 diplomacy check, or a DC 25 intimidate check will allow the party to convince the sister as to who among the group should be tested. Parties with a PC who is a member of the Church of Wee Jas metaorg will gain a +5 circumstance bonus to the diplomacy check. Parties with PCs who are openly disrespectful to the worship of Wee Jas or her followers will receive a -5 circumstance penalty.

It is also possible to override who is delivering the death touch. If a group of PCs can make a DC 45 diplomacy check, Sister Jineseh will be so impressed by them, that she will arrange to have the high priestess of the church, Exalted-Mistress Irome Banthosor,

personally administer the *touch of death*. Exalted-Mistress Irome Banthosor is a Clr3/Wiz3/MysTh9. Hence, such a *touch of death* would only be for 3d6. However, it should scare the heck out of PCs who would expect the high priestess to be of a really high clerical level. If PCs do qualify to have the High Priestess deliver the touch, don't roll the dice in front of them. ☺

**Very important note** – the target of the death touch will not be allowed to have any spells or effects running that alter the effectiveness of the death touch. This means no *death ward* spells or effects (such as the *scarab of protection* given to PCs by the Lydians in the introduction), and no hit point boosting effects (things like CON enhancements, temporary hit points, raging, or polymorphed forms granting a higher CON than is the norm for the PC). If the effect is from an item, the PC must remove the item. If the effect is from a spell or spell-like effect, it will be stripped away by a member of the Church of Wee Jas. It is also important to assume that the church has the means necessary to successfully detect such effects and neutralize them. Don't worry about rolling dice; simply assume that any such effect(s) are successfully removed.

The female clergy member, 'Caress of the Lady', who will probably be delivering the death touch, has a unique item that empowers her *touch of death*. She is 9<sup>th</sup> level, but at lower APLs, a temporary level draining effect is in place, thus accounting for the lower strength levels of the death touch. Of course, in the rare event that the PCs were able to greatly impress Sister Jineseh, the high priestess will be brought instead. The high priestess will be garbed similarly as Caress of the Lady; however, she will not be using the special death touch amplifier.

One final note, if parties attempt to *charm*, *dominate*, *fascinate*, *suggest*, or magically influence Sister Jineseh in any way, shape or form, such tampering will be discovered before the test begins, and they will be escorted from the building. They will get to keep the Crystal Rose, but they will be disqualified from taking the test.

*After preparations for the test have finished, the silent woman in black robes quietly glides forward, raising her left hand high in the air. The sleeve of that hand slides back, revealing a fair-skinned hand, with onyx colored fingernails and a purple-and-ebony colored strand of prayer beads wrapped around her wrist. Energies darker than deepest night flare into existence, swirling and crackling around her hand. Completing her movement, she decisively brings her hand down on the forehead of the chosen one...*

#### APL 10

✦ **Test of the Death Touch:** CR 8; automatic hit; 8d6 *touch of death* (see 'Death Domain', PHB page 186).

## APL 12

↗ **Test of the Death Touch:** CR 10; automatic hit; 10d6 touch of death (see 'Death Domain', PHB page 186).

## APL 14

↗ **Test of the Death Touch:** CR 12; automatic hit; 12d6 touch of death (see 'Death Domain', PHB page 186).

## APL 16

↗ **Test of the Death Touch:** CR 14; automatic hit; 14d6 touch of death (see 'Death Domain', PHB page 186).

♀ **Sister Jineseh: Female human Suel Exp3/Wiz5.**

♀ **Exalted-Mistress Irome Banthosor: Female human Suel Clr3/Wiz3/MysTh9.**

♀ **Caress of the Lady: Female human Suel Clr9/Mnk3.**

**Development:** If the party passes the test, then they will be given the option to have one *clone* made of each of them. This will be done in accordance with the current version of the LGCS. The church will cast the spell for the party members, but the PCs must still pay over the requisite gold pieces (1,000gp for Suel and 3,000gp for non-Suel) and time units on the adventure record on which they use the favor to have the clone created. PCs must abide by the LGCS rules, which will require an annual TU cost be paid, if they want to maintain their *clone*. See Appendix Eight for an extract of the *clone* rules from the LGCS 3.0.

## Encounter Four: The Welcome Mat

*The Hippodrome in Seltaren looms quietly. It has been a long time since it has seen use. One can imagine the roaring of the crowd, as the charioteers urged their mounts to reckless speeds. Some unfortunate racers would fall from their precarious perch, only to be crippled and maimed by the others. Some would win the occasional race, and continue to eke out a living for whichever noble house sponsored them. Even fewer became true champions, whose popularity among nobles and commoners alike would grant them a luxurious lifestyle only dreamt of.*

*One can almost imagine the roaring of a crowd, not in excitement, but in anger and rage, as babies were dashed upon the ground, their blood deemed impure and unfit by the early leaders of Urnst. But those times are long gone, a faded echo on the wind.*

*Bringing forth the rose, and singing the song as instructed, the air shimmers and ripples as a bright, shining dot appears. The dot expands up and down*

*simultaneously, a line stretching seven feet high from the ground. From there, the line grows seven feet wide. The portal begins to slowly dim, and will likely fade away in minutes.*

PCs have a few minutes to enter the portal before it closes. As long as the Crystal Rose remains outside, PCs can reactivate the portal by singing the song. The portal is only 'one way'. People or objects that move through the portal cannot come back via this method, and will be unaware of when the portal reopens.

**IMPORTANT:** In all locations of this place, the Emerald Estate, a *dimensional lock* effect is in place. Please notify PCs in possessions of *bags of holding*, *bags of tricks*, *handy haversacks*, *portable holes*, *quivers of ehlonna*, etc, such items are currently non-functional. Also, all divination magic will function normally within the confines of the Emerald Estate.

Allow PCs to make either a DC 18 INT check, or a DC 13 spellcraft check to recall the words of Director Julmar U'morael, and realize that going through the portal may well mean that their magic items based on extra-dimensional spaces will become non-functional. PCs may then take whatever precautions they feel necessary before passing through the portal.

*After passing through the portal, you find yourself in a large entry foyer, the lighting provided by wall-mounted torches, giving off a soft, yet strangely heatless light. The walls, ceiling and floor are composed of gray marble, heavily flecked with veins of green. Several tapestries hang in the room. On the walls to the side, a scene depicts two large groups of *suloise*, both women and men, finely appointed in rich hunting leathers. Various badges and pins adorn their clothing; most familiar are those in the shape of the symbols of several noble houses of the Duchy. Prominently displayed in the central tapestry to the rear of the foyer, is a beautiful, blonde-eyed Suel woman, with long, curly locks of red hair. Dressed in garb typical of a wizard, fabulous jewelry adorns her clothing. Her mien is stern, yet graceful, as her right foot is prominently placed on the neck of an infernal fiend of some sort. Other creatures, both celestial and infernal, are shown in positions of fear and supplication, arrayed around her.*

*From the foyer, a short hallway leads to another room, with a finely carved wooden door in its facing wall. Inscribed upon the door, an arcane symbol blazes brightly, easily outshining the wall torches near it.*

The following text is for PCs who make it close to the wooden door, or use extraordinary means of listening from a distance.

*It is clear that a celebration of some sort is going on in the room beyond. The heavy wooden door muffles*

***the sounds of music. Music of a kind often heard in the halls of the Duchy nobility.***

There is no exit transportation portal from this area. There are, however, exit portals similar to the one the PCs used to gain entry located within the grand ballroom (though the PCs may not be aware of that fact just yet).

The door at the end of the hall is *Arcane Locked*, and may not be picked using the 'open locks' skill.

**Elaborate, Carved, Wooden Doors (*arcane locked*):** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 28.

There are three traps in this area. The first trap, a crushing mechanism, is mounted in the ceiling just inside the short hallway. The second trap, a modified *Ice Storm* spell, is in the center section of the inner chamber. The third trap is the *Symbol* spell that has been inscribed on the door exiting the inner chamber.

The '**ceiling crusher**' trap uses a non-magical proximity trigger to sense motion in the area below it to activate. It can be deactivated by flipping a switch located in a tiny compartment concealed in the floor just below the Wee Jas tapestry in the back wall of the entry foyer. It is possible for even a non-rogue to find the bypass switch by making a DC 25 Search check. It will, however, probably require a rogue to unlock the door to the hidden compartment. A DC 30 Open Lock check (or *Knock*) will allow access to the bypass switch.

The '**Ice Storm**' trap uses a magical trigger to detect whether or not the first person to approach within 10' of the doorway exiting the inner chamber is carrying a holy symbol of Wee Jas (basically, entering anywhere in the Inner Chamber). If the holy symbol is not detected, then the spell is activated, pelting the entire inner chamber in an acid storm.

The '**Symbol Spell**' trap will activate either when people pass through or touch the doorway it is inscribed on.

While the first two traps are long-standing features of the Emerald Estate, Amolyn added the *Symbol* spell herself.

**APL 10**

✦ **Ceiling Crusher Trap:** CR 6; mechanical; proximity trigger (5'); automatic reset (1 round); hidden lock bypass (Search DC 25; Open lock DC 30); Atk +11 melee touch (6d6 bludgeoning, ceiling segment); Search DC 27; Disable Device DC 29; Market value 6,200 gp.

✦ **Ice Storm Trap:** CR 6; magical; proximity trigger (*locate object* spell, holy symbol of Wee Jas); automatic reset (5 rounds); spell effect (*Ice Storm*, extended spell, *Acid* substitution, 5<sup>th</sup> level wizard, 3d6 bludgeoning + 2d6 acid, 2 rounds); Search DC 29; Disable Device DC 29; Cost 13,000 gp, 1,000 xp.

✦ **Symbol of Pain Trap:** CR 6; spell trap; spell effect (*Symbol of Pain*, 11<sup>th</sup> level wizard); DC 21 Fortitude save negates; Search DC 30; Disable Device DC 30; Cost 1,000 gp. Trap activates either when touched or when doorway is passed through.

**APL 12**

✦ **Ceiling Crusher Trap:** CR 8; mechanical; proximity trigger (5'); automatic reset (1 round); hidden lock bypass (Search DC 25; Open lock DC 30); Atk +13 melee touch (8d6 bludgeoning, ceiling segment); Search DC 30; Disable Device DC 29; Market value 7,000 gp.

✦ **Ice Storm Trap:** CR 6; magical; proximity trigger (*locate object* spell, holy symbol of Wee Jas); automatic reset (5 rounds); spell effect (*Ice Storm*, extended spell, *Acid* substitution, 5<sup>th</sup> level wizard, 3d6 bludgeoning + 2d6 acid, 2 rounds); Search DC 29; Disable Device DC 29; Cost 13,000 gp, 1,000 xp.

✦ **Symbol of Pain Trap:** CR 6; spell trap; spell effect (*Symbol of Pain*, 13<sup>th</sup> level wizard); DC 21 Fortitude save negates; Search DC 30; Disable Device DC 30; Cost 1,000 gp. Trap activates either when touched or when doorway is passed through.

**APL 14**

✦ **Ceiling Crusher Trap:** CR 8; mechanical; proximity trigger (5'); automatic reset (1 round); hidden lock bypass (Search DC 25; Open lock DC 30); Atk +13 melee touch (8d6 bludgeoning, ceiling segment); Search DC 30; Disable Device DC 29; Market value 7,000 gp.

✦ **Ice Storm Trap:** CR 6; magical; proximity trigger (*locate object* spell, holy symbol of Wee Jas); automatic reset (5 rounds); spell effect (*Ice Storm*, extended spell, *Acid* substitution, 5<sup>th</sup> level wizard, 3d6 bludgeoning + 2d6 acid, 2 rounds); Search DC 29; Disable Device DC 29; Cost 13,000 gp, 1,000 xp.

✦ **Symbol of Weakness Trap:** CR 8; spell trap; spell effect (*Symbol of Weakness*, 15<sup>th</sup> level wizard); DC 23 Fortitude save negates; Search DC 32; Disable Device DC 32; Cost 5,000 gp. Trap activates either when touched or when doorway is passed through.

**APL 16**

✦ **Ceiling Crusher Trap:** CR 10; mechanical; proximity trigger (5'); automatic reset (1 round); hidden lock bypass (Search DC 25; Open lock DC 30); Atk +13 melee touch (10d6 bludgeoning, ceiling segment); Search DC 30; Disable Device DC 31; Market value 7,400 gp.

✦ **Ice Storm Trap:** CR 6; magical; proximity trigger (*locate object* spell, holy symbol of Wee Jas); automatic reset (5 rounds); spell effect (*Ice Storm*, extended spell, *Acid* substitution, 5<sup>th</sup> level wizard, 3d6 bludgeoning +

2d6 acid, 2 rounds); Search DC 29; Disable Device DC 29; Cost 13,000 gp, 1,000 xp.

✦ **Symbol of Weakness Trap:** CR 8; spell trap; spell effect (Symbol of Weakness, 17<sup>th</sup> level wizard); DC 23 Fortitude save negates; Search DC 32; Disable Device DC 32; Cost 5,000 gp. Trap activates either when touched or when doorway is passed through.

## Encounter Five: A Grand Soiree'

*The scene that greets you would be commonplace, were said place the former grand ballroom of the fallen House of Teranor. Gentle strains of music fit for courtly dancing fills the air, its source unseen and somehow omnipresent. The floor, walls and ceiling are of the same material seen in the entry foyer and inner chamber, gray marble flecked with veins of green. The room occupies a square area, about 100 feet a side, with the roof extending in a dome shape, approximately 30 feet overhead. An immense chandelier, with softly glittering and glowing crystals of various soft hues, mostly yellow and pink, hangs from the center of the ceiling. A few long tables are placed alongside a near wall with several dishes, drinks and confections placed upon them. A large portrait of the main thoroughfare of Upper Seltaren hangs in a prominent location nearby. Alongside the other wall, a few prison cages are arrayed. Two of the cages are occupied; one by a Suel in a state of privation, the other by one far too gone to care, a Suel youth recently turned into a zombie. The living prisoner is obviously in great pain as strange leafy plants can be seen growing from his arms and legs. At the opposite end of the room, one archway can be seen, with a curtain drawn in front of it so as to provide privacy to the apparent living quarters beyond. Moving among the tables and couches are a few invisible beings; seen only by the outline they create in clean, simple servant's clothing. The symbol of a three-headed red eagle is emblazoned on their tunics. These beings move about their chores silently, refilling drinks and bringing food to those lounging on the couches. On one of the tables, a skull fashioned from silver sits by itself. Apart from the servants and the prisoners, there are several other people in this room. Their appearance and manners clearly indicate that they are nobles of the Duchy of Urnst.*

*Some of the nobles are lounging on chairs or couches. Some are standing and talking with one another, though most of them are watching two others performing a waltz toward the back of the room. The two dancers come to a sudden halt, and the music abruptly stops playing. The female of the pair, a comely strawberry-blond haired woman of youthful appearance pulls the red-headed man of early middle years possessively close, her hands visibly squeezing his shoulders, keeping his back to*

*you. Standing on her tiptoes, she glares at you over his shoulder. A moment passes as she sizes you up with an intense gaze. In a husky voice struggling to contain powerful emotions, she speaks.*

*"You are not welcome here. Leave now, lest my anger be unleashed."*

*The nobleman reflexively positions himself to protect the Lady. His hand strays toward the rapier sheathed at his belt. A look of grim resolve, mixed with nervousness is easy to see on his face. He has obviously heard of at least some of you...*

It will be very freeform how it plays out from here. Assuming the PCs don't immediately start slinging spells or attacking, they have a chance to use diplomacy to influence this encounter.

The initial reaction of the nobles will be one of pleasant surprise. Most will approve of their presence, assuming that they were invited by Lady Delina, although they will be puzzled by her reaction to their sudden appearance, other nobles will think the PCs are boors, and should leave. If a fight DOES break out (likely), the assorted nobles gathered will make a run for the portrait portal, and flee to Seltaren.

PCs who played in URD1-04 Coriner Gala will automatically recognize some of the individuals present. Specifically, Lady Delina Coriner, Lord Garothae Arginar and Yaris.

Refer to Appendix Ten for the list of nobles present, and the rumors they will share.

Basically, Amolyn is trying to maintain her masquerade as Lady Delina Coriner. Lord Garothae Arginar is unaware of her deception, and is also the victim of her *charm person* spell. Amolyn isn't necessarily looking for a fight, and would prefer to have the PCs leave via the portrait portal to Seltaren. Amolyn is very concerned that PCs will spill the beans that she possesses the body of Lady Delina.

Amolyn currently possesses the body of Lady Delina Coriner via the *magic jar* spell cast on the main chandelier of the grand ballroom. A few hours remain on the duration of the spell. Her true body lies in the ritual chamber, below the grand ballroom. Amolyn will attack immediately if she realizes that the PCs have a way to detect that Lady Delina is 'possessed' (for example, if the PCs have an *Arcane Sight* or *True Seeing* spell running), or if PCs mention aloud her deception, or if PCs fail the optional DC 35 diplomacy check. *Arcane Sight* is very obvious as it makes the PC's eyes glow with a blue light, however *True Seeing* is harder to spot and might require a Spellcraft check or a Sense Motive.

Amolyn or any of the noble guests present can tell the PCs how to leave the Emerald Estate (by concentrating on the portrait of Seltaren), assuming a fight doesn't break out first thing.

Amolyn will not under any circumstances inhabit the body of Lord Garothae. She is already aware of his life force, and will not enter it.

Amolyn will also not include any of the nobles in any area of effect spells she throws. Her Mastery of Shaping ability sees to this.

If the body of Lady Delina is somehow liberated (while she is still alive), she will cower behind Lord Arginar, recognizing him as her true friend and ally.

It won't matter if the PCs manage to kill, capture or otherwise incapacitate Amolyn. By the time they enter the ritual chamber, or up to half an hour later (whichever comes first), the ritual will begin.

Amolyn has an initially hostile attitude toward the PCs. PCs can avoid a fight if they successfully start diplomacy right away. During negotiations, UNDER NO CIRCUMSTANCES will she allow any PC to approach closer than 40', angle for an open line to charge, allow PCs to cast spells of any sort, or manifest any abilities. Doing so will result in her immediately attacking. Essentially, she will not allow PCs to set up for a tactical or strategic advantage. She will err on the side of caution in this situation.

If the PCs attempt a Diplomacy check, Amolyn reacts based on their results as follows:

- Diplomacy DC 24 or less – She will grow even angrier, and attack immediately.
- Diplomacy DC 25 – She will allow the PCs to leave, if they do so immediately. If they insist on staying, she will attack them immediately.
- Diplomacy DC 35 – She will 'recommend' that the PCs take the guests, even the two prisoners, and leave, while she 'takes care of some unfinished business'. To further sweeten the pot, she will offer to also throw in some of her research notes regarding lichdom. She is very serious about this, if PCs accept her offer and follow through on it, she will arrange for them to get her notes after the adventure is over. Of course, the process of becoming a lich is evil, but perhaps there may be a use for those notes later on? Amolyn will then head down to the ritual chamber, but will not willingly allow the PCs to follow her. If they insist, she will attack and they will not receive the bribe.
- Diplomacy DC 50 – She will 'recommend' that Lord Garothae and the others wait for them, and instruct the PCs to come down to the ritual chamber immediately. She will then exit the body of Lady Delina and end her *magic jar* spell. She will allow the PCs to witness her apotheosis, and plans on letting all of them leave peacefully, if they don't interfere with her plans. She will offer her research notes on lichdom should anyone appear to be contemplating interference.

Lord Garothae Arginar is currently under the effects of a *charm person* spell to ensure easier influence by 'Lady Delina'. He is in love with Lady Delina, and isn't aware that Amolyn is in possession of her body. He will not willingly fight the PCs under any circumstances. He knows he is completely outclassed by them, so he won't put up a fight, even if it means his life. In the event of a fight, he will go into total defense mode. He will call out to the PCs to please stop the violence.

## The Prisoners

There are two prisoners being kept by Amolyn.

**Lord Garistrell Teranor** – The architect of the poisoning accidentally visited upon Lord Garothae. He has clearly seen better days, as his once-fine clothes are now soiled beyond belief. He has been the subject of a *Feeblemind* spell. He also has an unusual set of plants growing from his arms and legs, causing him constant pain and suffering. Minions sent by Amolyn captured Lord Garistrell half a year ago in the city of Marner, capital of Ratik. If the feeblemind is removed, he still won't talk, and will try to bluff his way out of the situation by claiming to be an innocent victim. If his memories are probed magically, they are too jumbled to provide clear information, although he has strong memories of an individual he thinks of as 'Prince Alain'. He also has vivid memories of his time in the country of Ratik, performing acts of espionage there. A DC 20 Knowledge (Planes) check will reveal the plants growing from his body are caused by spores emitted from a vrock (as opposed to some other possible source, such as a *rod of wonder*, magical experimentation, etc).

**Yaris** – The cat's-paw who carried out the poisoning of Lord Garothae. This despicable, heartless, young teenager has been relieved of any pain and suffering he might have endured, by being transformed into a zombie. In the unlikely event that PCs resurrect him, he will put on a big show of gratitude and remorse, but secretly will be plotting his escape. Even in death, some people aren't taught any useful lessons. Yaris is (was) a member of the Ducal Diplomatic Core, and was set up by his handler, who wished to do him harm. Yaris was told to infiltrate the gathering of nobles, and get closer to Lady Delina Coriner to find out what she is up to. He was immediately recognized by Amolyn, and slain on the spot, then raised from the dead as a zombie. She has told the nobles gathered that Yaris was a Teranor operative (this is true, in a roundabout way). Yaris' handler knew Yaris would be compromised; unfortunately for Yaris, he didn't realize this in time to save himself. Yaris was set up because of his evil nature; he was planning on double-crossing the DDC, so his handler arranged for him to have this 'accident'.

**Colossal Chandelier:** The chandelier is comprised of hundreds of gemstones into one overall structure; the structure as a whole is considered to have hardness 5, HP 50. If it is destroyed, there is no appropriate focus for

Amolyn's *magic jar*. This glows with a strong necromantic magic due to being the focus.

🗡️ **Prison Cell Bars:** 2 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

#### All APLs

🗡️ Lord Garothae Arginar: **Male human (Suel)** Ari5, HP 27, AC 10.

🗡️ Lord Garistrell Teranor: **Male human (Suel)** Mnk1/Rog7, HP 27; see *Appendix One*.

🗡️ Yaris: HP 12; see *Appendix One*.

#### APL 10 (EL 11)

🗡️ Lady Delina Coriner/Lady Amolyn U'moraël: **female human (Suel)**; HP 44; see *Appendix Two*.

#### APL 12 (EL 13)

🗡️ Lady Delina Coriner/Lady Amolyn U'moraël: **female human (Suel)**; HP 44; see *Appendix Three*.

#### APL 14 (EL 15)

🗡️ Lady Delina Coriner/Lady Amolyn U'moraël: **female human (Suel)**; HP 44; see *Appendix Four*.

#### APL 16 (EL 17)

🗡️ Lady Delina Coriner/Lady Amolyn U'moraël: **female human (Suel)**; HP 44; see *Appendix Five*.

**Tactics:** Once inspired to fight, Amolyn will use the best means at her disposal and will attempt to protect Lord Garothae at all costs. Amolyn will focus her attacks on any PC who slays Lord Garothae. Use her spell selection as seems necessary, remembering that if no spell seems particularly appropriate, Amolyn can convert spells into Arcane Fire. If Delina comes close to death without dying, Amolyn will take a standard action to return to the chandelier in order to preserve Delina's life if possible. It is a full round action to attempt to possess a body and those who succeed are immune from further possession. After Amolyn has failed to possess all of the PCs bodies, she will attempt to possess Garistrell, then Yaris as a last resort.

**Developments:** Once the PCs have defeated or stymied Amolyn, they can head downstairs to the ritual room. The stairs leading from the upper floor of the estate to the lower floor are 80 feet long.

## Encounter Six: Apotheosis Now

There are three possible introductions for this encounter. One for if PCs enter with Amolyn/Delina, another for if PCs enter after dispatching or incapacitating Amolyn, and one if they waited more than thirty minutes to come here after first entering the Grand Soiree'.

Read this introduction if PCs enter **with** Amolyn/Delina:

*The gray-green marble spiral staircase behind the curtain leads down eighty feet to the floor level of a large, cube-shaped room, about 60' long on each side. In the opposite side of the room a trio of purplish, anthropomorphic vultures caper and prance. In their midst, a raven haired woman of middle years, dressed in fine garb, lies motionless in a pentagram. The creatures, possibly denizens from another plane of existence, motion toward one another and then speed up their dance considerably. The sound of faint humming is heard, and a sharp, crackling sound begins building in volume.*

*Lady Delina Coriner looks wistfully upon the scene. "Wonderful. Words cannot begin to describe how I feel at this moment. Achieving this goal will be the beginning of many impressive things to come. Feel free to watch, but don't stray more than a few steps from the staircase, my associates will interpret such an action as hostile. Farewell, for now." With that, Lady Delina slumps briefly to the ground, starts to stand up, then looks around with an expression of confusion on her face, quickly replaced by one of fear when her gaze strays upon the tableau of the bizarre dance. An inarticulate whimper escapes her lips as she attempts to rush up the stairs.*

Read this introduction if players enter **without** the presence of Amolyn/Lady Delina:

*The gray-green marble spiral staircase behind the curtain leads down into a large, cube-shaped room, about 60' long on each side. In the opposite side of the room a trio of purplish, anthropomorphic vultures caper and prance. In their midst, a raven haired woman of middle years, dressed in fine garb lies motionless in a pentagram. The creatures, possibly denizens from another plane of existence, motion toward one another and then speed up their dance considerably. The sound of faint humming is heard, and a sharp, crackling sound begins building in volume.*

Read this introduction if the PCs **waited more than thirty minutes** after entering the Grand Soiree' encounter to come here.

*The gray-green marble spiral staircase behind the curtain leads down into a large, cube-shaped room, about 60' long on each side. The room shows signs of a violent explosion having taken place within it, most likely centered at the opposite side of the room, at floor level. Discarded powders, shattered alembics and flasks, and the exotic smell of lightning during a storm lingers. A powerful ritual of some sort must have occurred, but there is no evidence of life, or unlife in sight in this silent room.*



If PCs waited too long to have this encounter, their adventure is effectively over. Proceed to the conclusion section, and read the section detailing their defeat.

If PCs did make it in time to have this encounter, proceed with the encounter.

A knowledge (planes) check can reveal the following:

- DC 20 – the creatures in question are Vrocks. Vrocks hail from the Abyss, aren't known for wielding arms and armor, and tend to be hurt most by good aligned weapons.
- DC 25 – such creatures are immune to electricity and poison, and enjoy a host of minor resistances to most other elements.
- DC 30 – such creatures can emit a loud, piercing shriek that stuns their prey.
- DC 35 – such creatures, in groups of three or more, can perform a deadly ritual, called the *dance of ruin*. The dance takes three rounds to perform, and emits a tremendously powerful explosion to a huge distance. One of the vrocks in the dance must be slain, stunned or paralyzed in order to stop the ritual.
- DC 40 – such creatures have a host of spell-like abilities, such as creating *mirror images*, using *telekinesis*, *teleporting* and inspiring *heroism* in individuals.
- DC 45 – such creatures can periodically release spores from their body in the area around them. These spores cause plants to grow from the infected targets. The spore growths can be dealt with by removing diseases/poisons, *bless*, or by sprinkling the person in holy water.

A DC 23 Knowledge (nobility & royalty) check will reveal that the woman lying on the ground is Lady Amolyn U'morael. Not much is known of her, save that she is from a rather erratic branch of the House that resides in county Alten-Maure, which is saying something.

**IMPORTANT NOTE: In this encounter, Amolyn U'morael will NOT be able to take any actions whatsoever – her body is present, but the soul is somewhere else.**

The trio of vrocks have been contracted with to perform their *dance of ruin*. They will attempt to do so immediately, and if successful, leave via the portrait portal to Seltaren. If unsuccessful, or if prevented from leaving, they will attack to kill.

The encounter starts with the vrocks performing the start of a *dance of ruin*.

The dance is considered under the control of Strydirgwall (and his saves will need to be used for the

dance), and he acts at initiative 22 for this combat. Roll the initiative for Zabraxamus and Chazarnimtyr as usual. If they can complete their dance (takes three rounds), then the ritual will be considered a success, even though the body of Amolyn will be blasted to smoking ashes. Regardless of whether or not the mind of Amolyn has been incapacitated, or her soul trapped somehow, or her actual, true body is removed from the ritual chamber, if the *dance of ruin* takes place, then Amolyn will have succeeded in becoming a lich. She will not take any further action in this adventure, preferring to hatch new plots as her body is reformed in a safe, secure and above-all, secret location. The location of her phylactery is unknown to anyone at this time, but it is not present in the Emerald Estate.

Even during the dance of ruin, the vrocks can take free actions. In game mechanic terms, they will generate spore clouds as needed, or in the case of Strydirgwall, activate his quickened *mirror images* (including on the first round of the combat).

Neither the body of Amolyn on the floor, nor the presence of the pentagram is essential to the ritual. The soul of Amolyn has traveled to another place, and destroying her body, or tampering with the pentagram will NOT have any effect on the ritual. The vrocks will not move to protect either body or pentagram, and will try to their utmost to complete their *dance of ruin*.

If the vrocks are defeated before completing their dance, Amolyn will still be considered to have died, as the ritual did not work as intended.

#### APL 10

☛ Strydirgwall: **male demon (vrock); HP 125; see Appendix Two.**

☛ Zabraxamus: **male demon (vrock); HP 125; see Appendix Two.**

☛ Chazarnimtyr: **male demon (vrock); HP 135; see Appendix Two.**

#### APL 12

☛ Strydirgwall: **male demon (vrock); HP 158; see Appendix Three.**

☛ Zabraxamus: **male demon (vrock); HP 157; see Appendix Three.**

☛ Chazarnimtyr: **male demon (vrock); HP 178; see Appendix Three.**

#### APL 14

☛ Strydirgwall: **male demon (vrock); HP 205; see Appendix Four.**

☛ Zabraxamus: **male demon (vrock); HP 184; see Appendix Four.**

☛ Chazarnimtyr: **male demon (vrock)**; HP 207; see *Appendix Four*.

#### APL 16

☛ Strydirgwall: **male demon (vrock)**; HP 236; see *Appendix Five*.

☛ Zabraxamus: **male demon (vrock)**; HP 211; see *Appendix Five*.

☛ Chazarnimtyr: **male demon (vrock)**; HP 236; see *Appendix Five*.

## Conclusion

There are two primary outcomes for the adventure. Either the adventurers prevented the ritual from succeeding (i.e., stopping the *dance of ruin* before it completed), or they failed to stop the ritual (either by waiting too long to enter the ritual chamber, or by being defeated in combat, or by being bribed by Amolyn).

If the PCs recovered the spellbooks from the body of Lady Amolyn U'morael, they will gain access to the metamagic feat of sudden maximize.

If PCs report back to Julmar U'morael what they encountered in the Emerald Estate, she will provide them with access to crafters of magic rings.

If PCs manage to successfully save (or *raise*, in the event of their death) Lady Delina Coriner and Lord Garothae Arginar, they will be well taken care of in the Duchy. PCs will enjoy free luxury lifestyle for the next year while adventuring in the Duchy of Urnst (Regional Modules).

### The End

## Experience Point Summary

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

### Encounter Four: The Welcome Mat

For either disabling, or being subjected to the traps in the entry foyer and inner chamber.

APL10 270 xp

APL12 300 xp

APL14 330 xp

APL16 360 xp

### Encounter One: Crystal Rose of the Stern Lady

For accepting the challenge of the Church of Wee Jas and facing the *touch of death*.

APL10 120 xp

APL12 150 xp

APL14 180 xp

APL16 210 xp

### Encounter Five: A Grand Soiree'

For encountering Lady Amolyn U'morael, and proceeding to the final encounter, regardless if combat or diplomacy was used.

APL10 330 xp

APL12 390 xp

APL14 450 xp

APL16 510 xp

### Encounter Six: Apotheosis Now

For defeating the vrocks in combat.

APL10 360 xp

APL12 420 xp

APL14 480 xp

APL16 540 xp

### Roleplaying award

For roleplaying the encounters with the NPCs that held access to the key parts and the portal location.

APL10 270 xp

APL12 315 xp

APL14 360 xp

APL16 405 xp

### Total possible experience:

APL10 1350 xp

APL12 1575 xp

APL14 1800 xp

APL16 2025 xp

## Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the

bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

### Introduction: Well-Met by Daylight

All APLs: L: 0 gp; C: 0 gp; M: 1167 gp – wand of Cure Moderate Wounds, fifty charges remaining (3<sup>rd</sup> level caster, 375 gp each), Scarab of Protection, three charges remaining (792 gp each).

### Encounter Six: Apotheosis Now:

APL 10: L: 0 gp; C: 0 gp; M: 1709 gp – ring of sustenance (208 gp each), two rings of counterspells (333 gp each), ring of protection +2 (667 gp each), scroll of antimagic field (137 gp each), scroll of secret page (31 gp each).

APL 12: L: 17 gp – breastplate; C: 0 gp; M: 3063 gp – +1 chain shirt of moderate fortification (1354 gp each), ring of sustenance (208 gp each), two rings of counterspells (333 gp each), ring of protection +2 (667 gp each), scroll of antimagic field (137 gp each), scroll of secret page (31 gp each).

APL 14: L: 0 gp; C: 0 gp; M: 6675 gp – +2 breastplate (362 gp each), +1 chain shirt of moderate fortification (1354 gp each), ring of sustenance (208 gp each), two rings of counterspells (333 gp each), ring of evasion (2083 gp

each), ring of protection +2 (667 gp each), scroll of antimagic field (137 gp each), scroll of secret page (31 gp each).

APL 16: L: 0 gp; C: 0 gp; M: 9925 gp – boots of speed (1000 gp each), +2 breastplate (362 gp each), +1 chain shirt of moderate fortification (1354 gp each), ring of blinking (2250 gp each), ring of sustenance (208 gp each), two rings of counterspells (333 gp each), ring of evasion (2083 gp each), ring of protection +2 (667 gp each), scroll of antimagic field (137 gp each), scroll of secret page (31 gp each).

### Total Possible Treasure

APL 10: L: 0 gp; C: 0 gp; M: 2876 gp - Total: 2876 gp

APL 12: L: 17 gp; C: 0 gp; M: 4230 gp - Total: 4247 gp

APL 14: L: 0 gp; C: 0 gp; M: 6675 gp - Total: 6675 gp

APL 16: L: 0 gp; C: 0 gp; M: 9925 gp - Total: 9925 gp

### Special

- Favor of the Mausoleum: The Church of Wee Jas in Seltaren will cast a *Clone* spell for this character as they, or a member of their party, withstood the Touch of Death. This PC must follow the LGCS rules for having a clone created and maintained. Costs for non-Suel characters are increased by 2,000 gold Dukes.
- Favor / Enmity of House Coriner. For your actions regarding Lady Delina Coriner and Lord Garothae, you have received the Favor / Enmity of House Coriner. Though they are poor, they have friends in many places. The Favor grants this character free luxury lifestyle upkeep in Duchy of Urnst Regional events for a year from the date of play. The Enmity doubles the TU cost of the next four events as House Coriner sends lawyers to bedevil the character. The character may alternatively cash in a Favor or Influence Point with any Noble House or pay 5000 gold Dukes to bribe the lawyers.
- Julmar's Gratitude. For giving her a detailed report on the Emerald Estate, Julmar introduces this character to those skilled in ring creation. This character may buy any ring of 20,000 gp value or less from DMG Table 7-18. Cross off this favor when used.
- Taking the Bribe: For not interfering with the ritual, this character has secured access to complicated notes regarding the process to create a Lich's Phylactery. Contact the Duchy of Urnst Triad at [doutriad@yahoogroups.com](mailto:doutriad@yahoogroups.com) if this character utilizes them.
- Partnership with Julmar U'morael: For supporting Julmar, she brings you onboard her venture. After two more adventures have passed, this character has

regional access to the Ioun stones per APL listed below.

- The Secrets of Metamagic: After exploring the contents of the spellbooks of Lady Amolyn U'morael, this character has unlocked the secrets of the sudden maximize feat from the Miniatures Handbook. This character may take the sudden maximize feat whenever they are allowed to take a feat normally.

## Items for the Adventure Record

All items listed in the 'Special' and 'Item Access' sections should be listed on the AR.

### Item Access

APL 10:

- Wand of Cure Moderate Wounds (Regional; DMG)
- Scarab of Protection (Regional; DMG)
- Ring of Sustenance (Adventure; DMG)
- Scroll of Teleport (Adventure; DMG)
- Ring of Counterspells (Adventure; DMG)
- Ring of Protection +2 (Adventure; DMG)
- Scroll of Secret Page (Adventure; DMG)
- Scroll of Antimagic Field (Adventure; DMG)
- Ioun Stones of 8,000 gp or less (Regional; DMG)

APL 12 (all of APL 10 plus the following):

- +1 chain shirt of moderate fortification (Adventure; DMG; 16,250)
- Ioun Stones of 10,000 gp or less (Regional; DMG)

APL 14 (all of APLs 10-12 plus the following):

- +2 breastplate (Adventure; DMG)
- ring of evasion (Adventure; DMG)
- Ioun Stones of 20,000 gp or less (Regional; DMG)

APL 16 (all of APLs 10-14 plus the following):

- Boots of Speed (Adventure; DMG)
- ring of blinking (Adventure; DMG)
- Ioun Stones of 30,000 gp or less (Regional; DMG)

## Appendix One – Non-Player Characters

### All APLs

**Lord Garistrell Teranor:** male human (Suel) Mnk1/Rog7; CR 8; medium humanoid; HD 1d8 (monk) +7d6 (rogue); hp 27; Init +2; Spd 30 ft.; AC 12 (+2 dex), touch 12, flat-footed 12; BAB/Grp: +4/+8; Atk: +7 melee (d6, unarmed); Full Atk: +7 melee (d6, unarmed); AL LE; SV Fort +4, Ref +9, Will +6; Str 10, Dex 14, Con 10, Int 1 (14), Wis 14, Cha 1 (16).

*Skills & feats:* appraise +12, bluff +13, diplomacy +13, disguise +13, hide +12, listen +12, move silent +12, search +12, sense motive +12, spot +12, tumble +8, use magic device +13; dodge, improved grapple, mobility, weapon finesse (unarmed), weapon focus (unarmed).

*Possessions:* soiled nobles' clothing.

*Physical Description:* A blonde, blue-eyed Suel man of middle years, with medium height and build.

Lord Garistrell is currently under the effects of a *feeblemind* spell (which suppress most, if not all, of his skills and feats). He starts out the adventure being the prisoner of Amolyn U'morael. If PCs remove the *feeblemind* effect from him, he will lie about his identity, claiming to be a petty noble from House T'd'shar, one 'Lord Von'. He gets a +5 bonus to all checks related to this, due to his extensive knowledge of that house.

**Yaris:** male human (Suel) commoner zombie; CR 1/2; medium undead; HD 2d12+3; hp 16; Init +3; Spd 30 ft.; AC 15 (+3 dex, +2 natural), touch 13, flat-footed 12; BAB/Grp: +1/+2; Atk: +2 melee (d6+1, unarmed); Full Atk: +2 melee (d6+1, unarmed); SQ single actions only, DR 5/slashing, darkvision 60', undead traits; AL NE; SV Fort +0, Ref +3, Will +3; Str 12, Dex 16, Con –, Int –, Wis 10, Cha 1.

*Skills & feats:* toughness.

*Possessions:* soiled commoners clothing.

*Physical Description:* A freshly created zombie, this one still possesses clumps of dirty blonde hair, and a lone blue eye. The body is that of a young teenager of slight build.

## Appendix Two – APL 10

### Encounter Five: A Grand Soiree'

**Lady Delina Coriner:** female human (Suel) Ari8; CR 7; medium humanoid; HD 8d4+8 (Aristocrat); hp 44; Init +1; Spd 30 ft.; AC 11 (+1 dex), touch 11, flat-footed 10; BAB/Grp: +6/+6; Atk: +6 melee (d4, dagger) or +7 ranged (d4, dagger); Full Atk: +6/+1 melee (d4, dagger) or +7 ranged (d4, dagger); AL NG; SV Fort +3, Ref +3, Will +7; Str 10, Dex 12, Con 12, Int 1 (12), Wis 12, Cha 1 (16).

**Possessions:** dagger, nobles' clothing, signet ring (House Coriner), various House Coriner jewelry.

**Physical Description:** A beautiful woman of early middle years, with blue eyes and strawberry-blonde colored hair, cut in the latest fashion. Medium height and build for an average human woman.

Lady Delina Coriner is currently under the effects of a *feeblemind* spell (which suppress most, if not all, of her skills and feats). She also starts out the adventure being possessed by Amolyn U'morael via a *magic jar* effect.

**Amolyn U'morael (in the body of Lady Delina Coriner, via *magic jar*, and adjusted for 6 levels of *enervation* penalties):** female human (Suel) Wiz13/Arm4 (and 6 levels of *enervation* level drain); CR 11; medium humanoid; HD 13d4+26 (wizard) plus 4d4+8 (archmage); hp 44; Init +5; Spd 30 ft.; AC 11 (+1 dex), touch 11, flat-footed 10; BAB/Grp: +2/+2; Atk: +2 melee (d4, dagger) or +3 ranged (d4, dagger); Full Atk: +2/-3 melee (d4, dagger) or +3 ranged (d4, dagger); AL NE; SV Fort +0, Ref +0, Will +7; Str 10, Dex 12, Con 12, Int 20, Wis 12, Cha 14.

**Skills and Feats:** as per the Amolyn U'morael entry.

**Possessions:** dagger, nobles' clothing, signet ring (House Coriner), various House Coriner jewelry.

**Physical Description:** A beautiful woman of early middle years, with blue eyes and strawberry-blonde colored hair, cut in the latest fashion. Medium height and build for an average human woman.

**Amolyn U'morael (in the body of a PC, via *magic jar*, and adjusted for 6 levels of *enervation* penalties):** (gender/race as PC) Wiz13/Arm4 (and 6 levels of *enervation* level drain); CR 11; medium humanoid; HD 13d4+26 (wizard) plus 4d4+8 (archmage); hp (as PC); Init (as from PC); Spd (as from PC); AC (as from PC); BAB/Grp: (PC STR mod + 2)/(PC STR & size mod + 2); Atk: (as PC, with +2 BAB modifier replacing PC BAB); Full Atk: (as PC, with +2 BAB modifier replacing PC BAB); AL NE; SV Fort (PC CON mod -1), Ref (PC DEX mod -1), Will +7; Str (as PC), Dex (as PC), Con (as PC), Int 20, Wis 12, Cha 14.

**Skills and Feats:** as per the Amolyn U'morael entry.

**Special Abilities and Qualities:** as per the Amolyn U'morael entry.

**Possessions:** as per the PC possessions.

**Physical Description:** as per the PC.

**Amolyn U'morael (adjusted for 6 levels of *enervation* penalties):** female human (Suel) Wiz13/Arm4 (and 6 levels of *enervation* level drain); CR 11; medium humanoid; HD 13d4+26 (wizard) plus 4d4+8 (archmage); hp 86; Init +4; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp: +2/+1; Atk: +1 melee (d4-1, dagger) or +2 ranged (d4-1, dagger); Full Atk: +1/-2 melee (d4-1, dagger) or +2 ranged (d4-1, dagger); AL NE; SV Fort +0, Ref +0, Will +7; Str 8, Dex 10, Con 14, Int 20, Wis 12, Cha 14.

**Skills and Feats:** Concentration +16 (may be modified by CON mod of host body, +14 before CON mod), Knowledge (Arcana) +19, Knowledge (Dungeoneering) +4, Knowledge (Geography) +8, Knowledge (History) +15, Knowledge (Local – Nyron MR) +5, Knowledge (Nature) +4, Knowledge (Nobility/Royalty) +11, Knowledge (Planes) +19, Spellcraft +23; Craft Wondrous Item, Empower Spell, Eschew Materials, Extend Spell, Improved Initiative, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Necromancy), Spell Focus (Enchantment), Sudden Maximize.

**Arcane Fire (Su):** channel a spell into raw spell energy, treat as a long-range touch attack (560'), damage equal to d6 per spell level converted plus 4d6.

**Mastery of Elements:** spells with an energy descriptor can be altered at the time of casting into a different energy type.

**Mastery of Shaping:** spells that use any shape of burst, cone, cylinder, emanation or spread, can be altered to leave holes in their area when cast. The minimum dimension of such a hole is a 5' cube. Shapeable issues have a minimum dimension of 5' instead of 10'.

**Spell-like Ability:** Magic Jar is usable as spell-like ability twice/day. Amolyn is using the first use of the day currently, with a duration of 3 hours left. Save vs. this magic jar ability is DC 21, fortitude.

**Spells Prepared** (4/6/5/5/5/3/3/1/0); Caster Level 11; base DC = 15 + spell level; 16 + spell level for necromancy and enchantment spells): 0— dancing lights, detect magic (2), light; 1st— charm person (2), magic missile (2), protection from evil, true strike, 2nd— scorching ray (4), spider climb, 3rd— fireball (2), lightning bolt (2), ~~see invisibility~~ (extended, pre-cast (2 hrs remaining)), 4th— bestow curse (2), enervate, scorching ray (empowered) (2), 5th— ~~cone of cold~~, feeblemind, ~~teleport~~, 6th— ~~chain lightning~~, disintegrate (2), 7th— ~~cone of cold (empowered)~~,

*finger of death, spell turning* (pre-cast, 2 hrs remaining, 9 levels of spells), ~~8th—horrid wilting~~.

**Pre-cast spells:** Contingency (if either dominated or feeble-minded, cast a targeted *break enchantment* against that spell), *Magic Jar* (3 hours remaining), *See Invisibility* (extended, 2 hours remaining), *Spell Turning* (2 hours remaining, 9 levels of spells to turn).

**Traveling Spellbooks:** 0— *dancing lights, detect good, detect magic, light*; 1st— *charm person, comprehend languages, disguise self, feather fall, magic missile, mount, protection from evil, ray of enfeeblement, true strike*; 2nd— *detect thoughts, false life, knock, scorching ray, spider climb*; 3rd— *dispel magic, fireball, lightning bolt, non-detection, protection from energy, see invisibility, tongues*; 4th— *bestow curse, enervation, polymorph, stone shape*; 5th— *break enchantment, cone of cold, dominate person, feeble-minded, overland flight, symbol of pain, teleport*; 6th— *chain lightning, disintegrate, dispel magic (greater), undeath to death*; 7th— *bigby's grasping hand, ethereal jaunt, finger of death, spell turning, symbol of weakness*; 8th— *horrid wilting, trap the soul*.

**Possessions:** ring of sustenance, scroll of antimagic field, scroll of secret page, traveling spellbooks.

**Physical Description:** A beautiful looking Suel woman of middle years who has chosen to dye her hair black. Her eyes have dark circles underneath them, undoubtedly from chronic lack of rest.

## Encounter Six: Apotheosis Now

**Strydirgwall:** male demon (vrock); CR 9; large outsider (chaotic, extraplanar, evil, tanari); HD 10d8+80 (outsider); hp 125; Init +2; Spd 30 ft., fly 50 ft. (average); AC 22 (-1 size, +2 dex, +11 natural), touch 11, flat-footed 20; BAB/Grp: +10/+19; Atk: +14 melee (2d6+5, claw); Full Atk: +14 melee (2d6+5, 2 claws) and +12 melee (1d8+2, bite) and +12 melee (1d6+2, 2 talons); Space/Reach 10 ft./10 ft.; SA Dance of Ruin, spell-like abilities, spores, stunning screech, summon tanar'ri; SQ DR 10/good, darkvision 60', immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; SR 17; AL CE; SV Fort +15, Ref +9, Will +13; Str 20, Dex 14, Con 26, Int 18, Wis 19, Cha 21.

**Skills and Feats:** Bluff +7, Concentration +21, Diplomacy +22, Intimidate +18, Knowledge (Arcana) +10, Knowledge (Dungeoneering) +10, Knowledge (History) +15, Knowledge (Local - NMR) +10, Knowledge (Nature) +15, Knowledge (Nobility & Royalty) +15, Knowledge (Planes) +15, Knowledge (Religion) +15, Listen +12, Sense Motive +17, Spellcraft +18, Spot +15; Hover, Iron Will, Multiattack, Quicken Spell-like Ability.

**Skills:** Vrocks have a +8 racial bonus on Listen and Spot checks.

A vrock's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

**Spoken Languages:** Abyssal, Ancient Suloise, Aquan, Auran, Celestial, Common, Draconic, Ignan, Oeridian, Terran, Undercommon.

**Dance of Ruin (Su):** To use this ability, a group of at least three vlocks must join hands in a circle, dancing wildly and chanting.

At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 20 half). Stunning, paralyzing, or slaying one of the vlocks stops the dance. The save DC is Charisma-based.

**Spell-Like Abilities:** At will—*mirror image, telekinesis* (DC 20), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

**Quicken Spell-like Ability (Sp):** *mirror image*, 3/day.

**Spores (Ex):** A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless, neutralize poison, or remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

**Stunning Screech (Su):** Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 23 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

**Summon Demon (Sp):** Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

**Description:** Strydirgwall is the leader of this band of mercenary vlocks. He is clever, manipulative and above-all, driven. He is addicted to gambling and learning, a strange synergy that occurs when spending time in gambling dens throughout the multiverse. Strydirgwall makes up for his lack of physical prowess with superior cunning, maneuverability and increasing magical prowess.

**Possessions:** belt, belt pouch, strange coinage from across the multiverse, eye lens of a modron (monodrone), ring of counterspells (*feeble-minded*), ring of counterspells (*disintegrate*).

**Zabraxamus:** male demon (vrock); CR 9; large outsider (chaotic, extraplanar, evil, tanari); HD 10d8+80 (outsider); hp 125; Init +3; Spd 30 ft., fly 50 ft. (average); AC 25 (-1 size, +3 dex, +11 natural, +2 ring of protection), touch 14, flat-footed 22; BAB/Grp: +10/+22; Atk: +17 melee (2d6+5, claw); Full Atk: +17 melee (2d6+5, 2 claws) and +15 melee (1d8+2, bite) and +15 melee (1d6+2, 2 talons); Space/Reach 10 ft./10 ft.; SA Dance of Ruin, spell-like abilities, spores, stunning screech, summon tanar'ri; SQ DR 10/good, darkvision 60', immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; SR 17; AL CE; SV Fort +15, Ref +10, Will +10; Str 27, Dex 17, Con 26, Int 12, Wis 16, Cha 20.

**Skills and Feats:** Bluff +11, Concentration +21, Diplomacy +22, Hide +8, Intimidate +10, Knowledge (Religion) +10, Listen +24, Move Silently +12, Sense Motive +14, Spot +24, Tumble +6; Cleave, Improved Sunder, Multiattack, Power Attack.

**Skills:** Vrocks have a +8 racial bonus on Listen and Spot checks.

A vrock's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

**Dance of Ruin (Su):** To use this ability, a group of at least three vlocks must join hands in a circle, dancing wildly and chanting.

At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 19 half). Stunning, paralyzing, or slaying one of the vlocks stops the dance. The save DC is Charisma-based.

**Spell-Like Abilities:** At will—*mirror image*, *telekinesis* (DC 19), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

**Spores (Ex):** A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

**Stunning Screech (Su):** Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 23 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

**Summon Demon (Sp):** Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

**Description:** Zabraxamus is the brash, petulant one of the group. He is following the path of a blackguard. While extremely jealous and of course, hateful toward Strydirgwall, Zabraxamus recognizes that he must bide his time for now, so he puts on a false front, in the hopes of eventually lulling Strydirgwall into complacency. It is a false hope. Zabraxamus enjoys melee even more than a typical vrock of his species. His ability to sunder is never used against weapons or items, as he has learned that selling such goods is very profitable. Zabraxamus hopes to one day rule his own country on Oerth. His personal coat of arms is a purple vrock, rampant, on a green background.

**Possessions:** tabard (with personal coat of arms as the design), rhino skin harness/webbing, 'lucky elves' foot' charm, strange coinage from across the multiverse, wrist sundial, ring of protection +2.

**Chazarnimtyr:** male demon (vrock); CR 9; large outsider (chaotic, extraplanar, evil, tanari); HD 10d8+90 (outsider); hp 135; Init +7; Spd 30 ft., fly 50 ft. (average); AC 23 (-1 size, +3 dex, +11 natural), touch 12, flat-footed 20; BAB/Grp: +10/+22; Atk: +18 melee (2d6+5, claw); Full Atk: +18 melee (2d6+5, 2 claws) and +15 melee (1d8+2, bite) and +15 melee (1d6+2, 2 talons); Space/Reach 10 ft./10 ft.; SA Dance of Ruin, spell-like abilities, spores, stunning screech, summon tanar'ri; SQ DR 10/good, darkvision 60', immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; SR 17; AL CE; SV Fort +16, Ref +12, Will +11; Str 26, Dex 17, Con 29, Int 12, Wis 18, Cha 16.

**Skills and Feats:** Concentration +22, Hide +12, Intimidate +8, Jump +16, Knowledge (Arcana) +6, Listen +25, Move Silently +16, Search +14, Spellcraft +8, Spot +25, Tumble +11; Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus: Claw

**Skills:** Vrocks have a +8 racial bonus on Listen and Spot checks.

A vrock's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

**Dance of Ruin (Su):** To use this ability, a group of at least three vlocks must join hands in a circle, dancing wildly and chanting.

At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vlocks stops the dance. The save DC is Charisma-based.



**Spell-Like Abilities:** At will—*mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

**Spores (Ex):** A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

**Stunning Screech (Su):** Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 24 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

**Summon Demon (Sp):** Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

*Description:* Chazarnimtyr is perhaps the simplest member of the trio. As long as he gets the chance to slay spellcasters, he is happy. His main goal in life is apparently eliminating as many mortal spellcasters as possible. He is mastering techniques to allow him to slay casters as efficiently as possible. He secretly hopes to someday slay Zabraxamus, after certain goals are achieved. Chazarnimtyr obeys Strydirgwall unquestionably, for now.

*Possessions:* large Baatezu hide backpack, one rolled-up 'wanted' poster of Warnes Starcoat (with very large reward in cash and magic items), defaced spellbook (no longer functional).

## Appendix Three – APL 12

### Encounter Five: A Grand Soiree'

**Lady Delina Coriner:** female human (Suel) Ari8; CR 7; medium humanoid; HD 8d4+8 (Aristocrat); hp 44; Init +1; Spd 30 ft.; AC 11 (+1 dex), touch 11, flat-footed 10; BAB/Grp: +6/+6; Atk: +6 melee (d4, dagger) or +7 ranged (d4, dagger); Full Atk: +6/+1 melee (d4, dagger) or +7 ranged (d4, dagger); AL NG; SV Fort +3, Ref +3, Will +7; Str 10, Dex 12, Con 12, Int 1 (12), Wis 12, Cha 1 (16).

**Possessions:** dagger, nobles' clothing, signet ring (House Coriner), various House Coriner jewelry.

**Physical Description:** A beautiful woman of early middle years, with blue eyes and strawberry-blond colored hair, cut in the latest fashion. Medium height and build for an average human woman.

Lady Delina Coriner is currently under the effects of a *feeblemind* spell (which suppress most, if not all, of her skills and feats). She also starts out the adventure being possessed by Amolyn U'morael via a *magic jar* effect.

**Amolyn U'morael (in the body of Lady Delina Coriner, via *magic jar*, and adjusted for 4 levels of *enervation* penalties):** female human (Suel) Wiz13/Arm4 (and 4 levels of *enervation* level drain); CR 13; medium humanoid; HD 13d4+26 (wizard) plus 4d4+8 (archmage); hp 44; Init +5; Spd 30 ft.; AC 11 (+1 dex), touch 11, flat-footed 10; BAB/Grp: +4/+4; Atk: +4 melee (d4, dagger) or +5 ranged (d4, dagger); Full Atk: +4/-1 melee (d4, dagger) or +5 ranged (d4, dagger); AL NE; SV Fort +2, Ref +2, Will +9; Str 10, Dex 12, Con 12, Int 20, Wis 12, Cha 14.

**Skills and Feats:** as per the Amolyn U'morael entry.

**Possessions:** dagger, nobles' clothing, signet ring (House Coriner), various House Coriner jewelry.

**Physical Description:** A beautiful woman of early middle years, with blue eyes and strawberry-blond colored hair, cut in the latest fashion. Medium height and build for an average human woman.

**Amolyn U'morael (in the body of a PC, via *magic jar*, and adjusted for 4 levels of *enervation* penalties):** (gender/race as PC) Wiz13/Arm4 (and 4 levels of *enervation* level drain); CR 13; medium humanoid; HD 13d4+26 (wizard) plus 4d4+8 (archmage); hp (as PC); Init (as from PC); Spd (as from PC); AC (as from PC); BAB/Grp: (PC STR mod + 4)/(PC STR & size mod +4); Atk: (as PC, with +4 BAB modifier replacing PC BAB); Full Atk: (as PC, with +4 BAB modifier replacing PC BAB); AL NE; SV Fort (PC

CON mod +1), Ref (PC DEX mod +1), Will +9; Str (as PC), Dex (as PC), Con (as PC), Int 20, Wis 12, Cha 14.

**Skills and Feats:** as per the Amolyn U'morael entry.

**Special Abilities and Qualities:** as per the Amolyn U'morael entry.

**Possessions:** as per the PC possessions.

**Physical Description:** as per the PC.

**Amolyn U'morael (adjusted for 4 levels of *enervation* penalties):** female human (Suel) Wiz13/Arm4 (and 4 levels of *enervation* level drain); CR 13; medium humanoid; HD 13d4+26 (wizard) plus 4d4+8 (archmage); hp 86; Init +4; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp: +4/+3; Atk: +3 melee (d4-1, dagger) or +4 ranged (d4-1, dagger); Full Atk: +3/+0 melee (d4-1, dagger) or +4 ranged (d4-1, dagger); AL NE; SV Fort +2, Ref +2, Will +9; Str 8, Dex 10, Con 14, Int 20, Wis 12, Cha 14.

**Skills and Feats:** Concentration +18 (may be modified by CON mod of host body, +16 before CON mod), Knowledge (Arcana) +21, Knowledge (Dungeoneering) +6, Knowledge (Geography) +10, Knowledge (History) +17, Knowledge (Local – Nyron MR) +7, Knowledge (Nature) +6, Knowledge (Nobility/Royalty) +13, Knowledge (Planes) +21, Spellcraft +25; Craft Wondrous Item, Empower Spell, Eschew Materials, Extend Spell, Improved Initiative, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Necromancy), Spell Focus (Enchantment), Sudden Maximize.

**Arcane Fire (Su):** channel a spell into raw spell energy, treat as a long-range touch attack (560'), damage equal to d6 per spell level converted plus 4d6.

**Mastery of Elements:** spells with an energy descriptor can be altered at the time of casting into a different energy type.

**Mastery of Shaping:** spells that use any shape of burst, cone, cylinder, emanation or spread, can be altered to leave holes in their area when cast. The minimum dimension of such a hole is a 5' cube. Shapeable issues have a minimum dimension of 5' instead of 10'.

**Spell-like Ability:** *Magic Jar* is usable as spell-like ability twice/day. Amolyn is using the first use of the day currently, with a duration of 3 hours left.

**Spells Prepared** (4/6/5/5/5/3/3/1/0); Caster Level 13; base DC = 15 + spell level; 16 + spell level for necromancy and enchantment spells: o— *dancing lights*, *detect magic* (2), *light*; 1st— *charm person* (2), *magic*

missile (2), protection from evil, true strike, **2nd**— scorching ray (4), spider climb, **3rd**— fireball (2), lightning bolt (2), ~~see invisibility~~ (extended, pre-cast (2 hrs remaining)), **4th**— bestow curse (2), enervate, scorching ray (empowered) (2), **5th**— cone of cold, feeblemind, teleport, **6th**— ~~chain lightning~~, disintegrate (2), **7th**— ~~cone of cold (empowered)~~, ~~finger of death~~, spell turning (pre-cast, 2 hrs remaining, 9 levels of spells), **8th**— ~~horrid wilting~~.

**Pre-cast spells:** Contingency (if either dominated or feeble-minded, cast a targeted break enchantment against that spell), Magic Jar (3 hours remaining), See Invisibility (extended, 2 hours remaining), Spell Turning (2 hours remaining, 9 levels of spells to turn).

Traveling Spellbooks: 0— dancing lights, detect good, detect magic, light; 1st— charm person, comprehend languages, disguise self, feather fall, magic missile, mount, protection from evil, ray of enfeeblement, true strike; 2nd— detect thoughts, false life, knock, scorching ray, spider climb; 3rd— dispel magic, fireball, lightning bolt, non-detection, protection from energy, see invisibility, tongues; 4th— bestow curse, enervation, polymorph, stone shape; 5th— break enchantment, cone of cold, dominate person, feeblemind, overland flight, symbol of pain, teleport; 6th— chain lightning, disintegrate, dispel magic (greater), undeath to death; 7th— bigby's grasping hand, ethereal jaunt, finger of death, spell turning, symbol of weakness; 8th— horrid wilting, trap the soul.

Possessions: ring of sustenance, scroll of antimagic field, scroll of secret page, traveling spellbooks.

Physical Description: A beautiful looking Suel woman of middle years who has chosen to dye her hair black. Her eyes have dark circles underneath them, undoubtedly from chronic lack of rest.

## **Encounter Six: Apotheosis Now**

**Strydirgwall:** male demon (vrock)/Sor3; CR 11; large outsider (chaotic, extraplanar, evil, tanari); HD 10d8+80 (outsider), 3d4 +24 (Sorcerer); hp 158; Init +2; Spd 30 ft., fly 50 ft. (average); AC 26 (-1 size, +2 dex, +11 natural, +4 *mage armor*), touch 11, flat-footed 24 (20); BAB/Grp: +11/+20; Atk: +16 melee (2d6+5, claw); Full Atk: +16 melee (2d6+5, 2 claws) and +14 melee (1d8+2, bite) and +14 melee (1d6+2, 2 talons); Space/Reach 10 ft./10 ft.; SA Dance of Ruin, spell-like abilities, spores, stunning screech, summon tanar'ri; SQ DR 10/good, darkvision 60', immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; SR 17; AL CE; SV Fort +15, Ref +9, Will +16; Str 20, Dex 14, Con 26, Int 18, Wis 19, Cha 22.

**Skills and Feats:** Bluff +8, Concentration +24, Diplomacy +23, Gather Information +9, Intimidate +20, Knowledge (Arcana) +14, Knowledge (Dungeoneering) +10, Knowledge (History) +15, Knowledge (Local (Nyron MR)) +10, Knowledge (Nature) +15, Knowledge (Nobility and Royalty) +15, Knowledge (Religion) +15, Knowledge (The Planes)

+15, Listen +12, Sense Motive +17, Spellcraft +21, Spot +15; Eschew Materials, Hover, Iron Will, Multiattack, Quicken Spell-Like Ability.

**Skills:** Vrocks have a +8 racial bonus on Listen and Spot checks.

A vrock's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

**Spells Known (Sor 6/6):** 0 – Detect Magic, Message, Prestidigitation, Read Magic, Resistance; 1st – Comprehend Languages, Mage Armor, Shield (has already precast one *mage armor* spell on self).

Spoken Languages: Abyssal, Ancient Suloise, Aquan, Auran, Celestial, Common, Draconic, Ignan, Oeridian, Terran, Undercommon.

**Dance of Ruin (Su):** To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting.

At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 21 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

**Spell-Like Abilities:** At will—*mirror image*, *telekinesis* (DC 21), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

**Quicken Spell-like Ability (Sp):** *mirror image*, 3/day.

**Spores (Ex):** A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

**Stunning Screech (Su):** Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 23 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

**Summon Demon (Sp):** Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

**Description:** Strydirgwall is the leader of this band of mercenary vrocks. He is clever, manipulative and

above-all, driven. He is addicted to gambling and learning, a strange synergy that occurs when spending time in gambling dens throughout the multiverse. Strydirgwall makes up for his lack of physical prowess with superior cunning, maneuverability and increasing magical prowess.

**Possessions:** belt, belt pouch, strange coinage from across the multiverse, eye lens of a modron (monodrone), *ring of counterspells* (feeblemind), *ring of counterspells* (disintegrate).

**Zabraxamus:** male demon (vrock)/BkG2; CR 11; large outsider (chaotic, extraplanar, evil, tanari); HD 10d8+80 (outsider), 2d10 + 16 (Blackguard); hp 157; Init +3; Spd 20 ft., fly 35 ft. (average); AC 30 (-1 size, +3 dex, +11 natural, +2 *ring of protection*, breastplate), touch 14, flat-footed 27; BAB/Grp: +12/+25; Atk: +22 melee (2d6+5, claw); Full Atk: +22 melee (2d6+5, 2 claws) and +19 melee (1d8+2, bite) and +19 melee (1d6+2, 2 talons); Space/Reach 10 ft./10 ft.; SA Dance of Ruin, spell-like abilities, spores, stunning screech, summon tanar'ri; SQ DR 10/good, aura of despair, aura of evil, command undead, dark blessing, darkvision 60', immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, smite good 1/day, telepathy 100 ft.; SR 17; AL CE; SV Fort +23, Ref +15, Will +15; Str 28, Dex 17, Con 26, Int 12, Wis 16, Cha 20.

**Skills and Feats:** Bluff +11, Concentration +21, Diplomacy +22, Hide +8, Intimidate +10, Knowledge (Religion) +10, Listen +24, Move Silently +12, Sense Motive +14, Spot +24, Tumble +6; Cleave, Improved Sunder, Multiattack, Power Attack, Weapon Focus: Claw.

**Skills:** Vrocks have a +8 racial bonus on Listen and Spot checks.

A vrock's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

**Aura of Despair (Su):** enemies within 10' take a –2 penalty on all saving throws.

**Aura of Evil (Ex):** Aura of evil equal to 12 (overwhelming).

**Command Undead (Su):** rebukes undead as a 1<sup>st</sup> level cleric, 8/day.

**Dance of Ruin (Su):** To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting.

At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 20 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

**Dark Blessing (Su):** Applies charisma modifier, if positive, to all saving throws.

**Smite Good (Su):** Once a day, add charisma modifier (if positive) to attack roll and add extra damage equal to Blackguard class level to damage roll.

**Spell-Like Abilities:** At will—*detect good*, *mirror image*, *telekinesis* (DC 20), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

**Spells Prepared (Blk –/2):** 1st - *Cure Light Wounds* (x2).

**Spores (Ex):** A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

**Stunning Screech (Su):** Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 23 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

**Summon Demon (Sp):** Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

**Description:** Zabraxamus is the brash, petulant one of the group. He is following the path of a blackguard. While extremely jealous and of course, hateful toward Strydirgwall, Zabraxamus recognizes that he must bide his time for now, so he puts on a false front, in the hopes of eventually lulling Strydirgwall into complacency. It is a false hope. Zabraxamus enjoys melee even more than a typical vrock of his species. His ability to sunder is never used against weapons or items, as he has learned that selling such goods is very profitable. Zabraxamus hopes to one day rule his own country on Oerth. His personal coat of arms is a purple vrock, rampant, on a green background.

**Possessions:** breastplate, tabard (with personal coat of arms as the design), rhino skin harness/webbing, 'lucky elves' foot' charm, strange coinage from across the multiverse, wrist sundial, *ring of protection* +2.

**Chazarnimtyr:** male demon (vrock)/OcSL2; CR 11; large outsider (chaotic, extraplanar, evil, tanari); HD 10d8+100 (outsider), 2d8 + 20 (Occult Slayer); hp 178; Init +7; Spd 30 ft., fly 50 ft. (average); AC 28 (-1 size, +3 dex, +11 natural, +1 *chain shirt of mod. fortification*), touch

12, flat-footed 25; BAB/Grp: +12/+24; Atk: +21 melee (2d6+5, claw); Full Atk: +21 melee (2d6+5, 2 claws) and +18 melee (1d8+2, bite) and +18 melee (1d6+2, 2 talons); Space/Reach 10 ft./10 ft.; SA Dance of Ruin, spell-like abilities, spores, stunning screech, summon tanar'ri; SQ DR 10/good, darkvision 60', immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; SR 17; AL CE; SV Fort +17, Ref +12, Will +14; Str 26, Dex 17, Con 30, Int 12, Wis 18, Cha 16.

**Skills and Feats:** Concentration +25, Hide +10, Intimidate +8, Jump +14, Knowledge (Arcana) +6, Listen +25, Move Silently +14, Search +14, Spellcraft +8, Spot +25, Tumble +10; Combat Reflexes, Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus: Claw

**Skills:** Vrocks have a +8 racial bonus on Listen and Spot checks.

A vrock's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

**Dance of Ruin (Su):** To use this ability, a group of at least three vlocks must join hands in a circle, dancing wildly and chanting.

At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vlocks stops the dance. The save DC is Charisma-based.

**Magical Defense (Ex):** +1 on all saving throws versus spells and spell-like effects.

**Mind Over Magic (Su):** 1/day, an Occult Slayer can cause a spell or spell-like effect targeted against her to rebound on its originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals 7).

**Spell-Like Abilities:** At will—*mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

**Spores (Ex):** A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

**Stunning Screech (Su):** Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 25 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

**Summon Demon (Sp):** Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

**Vicious Strike (Ex):** An Occult Slayer who readies an attack action to disrupt a spell-caster deals double-damage if the attack hits.

**Weapon Bond (Su):** Any successful claw attack against a spell-caster or creature with spell-like abilities deals an extra +1d6 damage.

**Description:** Chazarnimtyr is perhaps the simplest member of the trio. As long as he gets the chance to slay spellcasters, he is happy. His main goal in life is apparently eliminating as many mortal spellcasters as possible. He is mastering techniques to allow him to slay casters as efficiently as possible. He secretly hopes to someday slay both Strydirgwall and Zabraxamus, after certain goals are achieved. Chazarnimtyr obeys Strydirgwall unquestionably, for now.

**Possessions:** +1 chain shirt of moderate fortification, large Baatezu hide backpack, one rolled-up 'wanted' poster of Warnes Starcoat (with very large reward in cash and magic items), defaced spellbook (no longer functional).

## Appendix Four – APL 14

### Encounter Five: A Grand Soiree'

**Lady Delina Coriner:** female human (Suel) Ari8; CR 7; medium humanoid; HD 8d4+8 (Aristocrat); hp 44; Init +1; Spd 30 ft.; AC 11 (+1 dex), touch 11, flat-footed 10; BAB/Grp: +6/+6; Atk: +6 melee (d4, dagger) or +7 ranged (d4, dagger); Full Atk: +6/+1 melee (d4, dagger) or +7 ranged (d4, dagger); AL NG; SV Fort +3, Ref +3, Will +7; Str 10, Dex 12, Con 12, Int 1 (12), Wis 12, Cha 1 (16).

**Possessions:** dagger, nobles' clothing, signet ring (House Coriner), various House Coriner jewelry.

**Physical Description:** A beautiful woman of early middle years, with blue eyes and strawberry-blond colored hair, cut in the latest fashion. Medium height and build for an average human woman.

Lady Delina Coriner is currently under the effects of a *feeblemind* spell (which suppress most, if not all, of her skills and feats). She also starts out the adventure being possessed by Amolyn U'morael via a *magic jar* effect.

**Amolyn U'morael (in the body of Lady Delina Coriner, via *magic jar*, and adjusted for 2 levels of *enervation* penalties):** female human (Suel) Wiz13/Arm4 (and 2 levels of *enervation* level drain); CR 15; medium humanoid; HD 13d4+26 (wizard) plus 4d4+8 (archmage); hp 44; Init +5; Spd 30 ft.; AC 11 (+1 dex), touch 11, flat-footed 10; BAB/Grp: +6/+6; Atk: +6 melee (d4, dagger) or +7 ranged (d4, dagger); Full Atk: +6/+1 melee (d4, dagger) or +7 ranged (d4, dagger); AL NE; SV Fort +4, Ref +4, Will +11; Str 10, Dex 12, Con 12, Int 20, Wis 12, Cha 14.

**Skills and Feats:** as per the Amolyn U'morael entry.

**Special Abilities and Qualities:** as per the Amolyn U'morael entry.

**Possessions:** dagger, nobles' clothing, signet ring (House Coriner), various House Coriner jewelry.

**Physical Description:** A beautiful woman of early middle years, with blue eyes and strawberry-blond colored hair, cut in the latest fashion. Medium height and build for an average human woman.

**Amolyn U'morael (in the body of a PC, via *magic jar*, and adjusted for 2 levels of *enervation* penalties):** (gender/race as PC) Wiz13/Arm4 (and 2 levels of *enervation* level drain); CR 15; medium humanoid; HD 13d4+26 (wizard) plus 4d4+8 (archmage); hp (as PC); Init (as from PC); Spd (as from PC); AC (as from PC); BAB/Grp: (PC STR mod + 6)/(PC STR & size mod + 6); Atk: (as PC, with +6 BAB modifier replacing PC BAB); Full Atk: (as PC, with +6

BAB modifier replacing PC BAB); AL NE; SV Fort (PC CON mod +3), Ref (PC DEX mod +3), Will +11; Str (as PC), Dex (as PC), Con (as PC), Int 20, Wis 12, Cha 14.

**Skills and Feats:** as per the Amolyn U'morael entry.

**Special Abilities and Qualities:** as per the Amolyn U'morael entry.

**Possessions:** as per the PC possessions.

**Physical Description:** as per the PC.

**Amolyn U'morael (adjusted for 2 levels of *enervation* penalties):** female human (Suel) Wiz13/Arm4 (and 2 levels of *enervation* level drain); CR 15; medium humanoid; HD 13d4+26 (wizard) plus 4d4+8 (archmage); hp 86; Init +4; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp: +6/+5; Atk: +5 melee (d4-1, dagger) or +6 ranged (d4-1, dagger); Full Atk: +5/+0 melee (d4-1, dagger) or +6 ranged (d4-1, dagger); AL NE; SV Fort +4, Ref +4, Will +11; Str 8, Dex 10, Con 14, Int 20, Wis 12, Cha 14.

**Skills and Feats:** Concentration +20 (may be modified by CON mod of host body, +18 before CON mod), Knowledge (Arcana) +23, Knowledge (Dungeoneering) +8, Knowledge (Geography) +12, Knowledge (History) +19, Knowledge (Local – Nyronnd MR) +9, Knowledge (Nature) +8, Knowledge (Nobility/Royalty) +15, Knowledge (Planes) +23, Spellcraft +27; Craft Wondrous Item, Empower Spell, Eschew Materials, Extend Spell, Improved Initiative, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Necromancy), Spell Focus (Enchantment), Sudden Maximize.

**Arcane Fire (Su):** channel a spell into raw spell energy, treat as a long-range touch attack (560'), damage equal to d6 per spell level converted plus 4d6.

**Mastery of Elements:** spells with an energy descriptor can be altered at the time of casting into a different energy type.

**Mastery of Shaping:** spells that use any shape of burst, cone, cylinder, emanation or spread, can be altered to leave holes in their area when cast. The minimum dimension of such a hole is a 5' cube. Shapeable issues have a minimum dimension of 5' instead of 10'.

**Spell-like Ability:** *Magic Jar* is usable as spell-like ability twice/day. Amolyn is using the first use of the day currently, with a duration of 3 hours left.

**Spells Prepared** (4/6/5/5/5/3/3/1/0); Caster Level 15; base DC = 15 + spell level; 16 + spell level for necromancy and enchantment spells): 0— *dancing*

lights, detect magic (2), light; **1st**— charm person (2), magic missile (2), protection from evil, true strike, **2nd**— scorching ray (4), spider climb, **3rd**— fireball (2), lightning bolt (2), ~~see invisibility~~ (extended, pre-cast (2 hrs remaining)), **4th**— bestow curse (2), enervate, scorching ray (empowered) (2), **5th**— cone of cold, feeblemind, teleport, **6th**— chain lightning, disintegrate (2), **7th**— cone of cold (empowered), ~~finger of death, spell turning~~ (pre-cast, 2 hrs remaining, 9 levels of spells), **8th**— ~~horrid wilting~~.

**Pre-cast spells:** Contingency (if either dominated or feeble-minded, cast a targeted break enchantment against that spell), Magic Jar (3 hours remaining), See Invisibility (extended, 2 hours remaining), Spell Turning (2 hours remaining, 9 levels of spells to turn).

Traveling Spellbooks: 0— dancing lights, detect good, detect magic, light; **1st**— charm person, comprehend languages, disguise self, feather fall, magic missile, mount, protection from evil, ray of enfeeblement, true strike; **2nd**— detect thoughts, false life, knock, scorching ray, spider climb; **3rd**— dispel magic, fireball, lightning bolt, non-detection, protection from energy, ~~see invisibility~~, tongues; **4th**— bestow curse, enervation, polymorph, stone shape; **5th**— break enchantment, cone of cold, dominate person, feeblemind, overland flight, symbol of pain, teleport; **6th**— chain lightning, disintegrate, dispel magic (greater), undeath to death; **7th**— bigby's grasping hand, ethereal jaunt, finger of death, spell turning, symbol of weakness; **8th**— horrid wilting, trap the soul.

Possessions: ring of sustenance, scroll of antimagic field, scroll of secret page, traveling spellbooks.

Physical Description: A beautiful looking Suel woman of middle years who has chosen to dye her hair black. Her eyes have dark circles underneath them, undoubtedly from chronic lack of rest.

## **Encounter Six: Apotheosis Now**

**Strydirgwall:** male demon (vrock)/Sor6; CR 13; large outsider (chaotic, extraplanar, evil, tanari); HD 10d8+80 (outsider), 6d4 +48 (Sorcerer); hp 205 (15 temporary hit points included); Init +2; Spd 30 ft., fly 50 ft. (average); AC 26 (-1 size, +2 dex, +11 natural, +4 mage armor), touch 11, flat-footed 24 (20); BAB/Grp: +12/+21; Atk: +17 melee (2d6+5, claw); Full Atk: +17 melee (2d6+5, 2 claws) and +15 melee (1d8+2, bite) and +15 melee (1d6+2, 2 talons); Space/Reach 10 ft./10 ft.; SA Dance of Ruin, spell-like abilities, spores, stunning screech, summon tanar'ri; SQ DR 10/good, darkvision 60', immunity to electricity and poison, resistance to acid 20 (resist energy spell, normally 10), cold 10, and fire 20 (resist energy spell, normally 10), telepathy 100 ft.; SR 17; AL CE; SV Fort +17, Ref +11, Will +19; Str 20, Dex 14, Con 26, Int 18, Wis 20, Cha 22.

**Skills and Feats:** Bluff +8, Concentration +27, Diplomacy +23, Gather Information +12, Intimidate +20, Knowledge (Arcana) +15, Knowledge

(Dungeoneering) +10, Knowledge (History) +15, Knowledge (Local (Nyrond MR)) +10, Knowledge (Nature) +15, Knowledge (Nobility and Royalty) +15, Knowledge (Religion) +15, Knowledge (The Planes) +17, Listen +13, Sense Motive +18, Speak Language +6, Spellcraft +25, Spot +16; Eschew Materials, Hover, Iron Will, Multiattack, Practiced Spellcaster, Quicken Spell-Like Ability

**Skills:** Vrocks have a +8 racial bonus on Listen and Spot checks.

A vrock's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

**Spells Known (Sor 6/7/4/4, Caster level of 10):**  
0 – Arcane Mark, Dancing Lights, Detect Magic, Message, Prestidigitation, Read Magic, Resistance; **1st** – Comprehend Languages, Mage Armor (has precast this spell already on himself), Ray of Enfeeblement, Shield; **2nd** – False Life (has precast this spell already on himself), Resist Energy (has precast this spell already on himself, twice); **3rd** – Lightning Bolt.

Spoken Languages: Abyssal, Ancient Suloise, Aquan, Auran, Celestial, Common, Draconic, Ignan, Oeridian, Terran, Undercommon.

**Dance of Ruin (Su):** To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting.

At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 21 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

**Spell-Like Abilities:** At will—mirror image, telekinesis (DC 21), greater teleport (self plus 50 pounds of objects only); 1/day—heroism. Caster level 12th. The save DCs are Charisma-based.

**Quicken Spell-like Ability (Sp):** mirror image, 3/day.

**Spores (Ex):** A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. Bless, neutralize poison, or remove disease kills the spores, as does sprinkling the victim with a vial of holy water.

**Stunning Screech (Su):** Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC

23 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

**Summon Demon (Sp):** Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

**Description:** Strydirgwall is the leader of this band of mercenary vlocks. He is clever, manipulative and above-all, driven. He is addicted to gambling and learning, a strange synergy that occurs when spending time in gambling dens throughout the multiverse. Strydirgwall makes up for his lack of physical prowess with superior cunning, maneuverability and increasing magical prowess.

**Possessions:** belt, belt pouch, strange coinage from across the multiverse, eye lens of a modron (monodrone), ring of counterspells (feeblemind), ring of counterspells (disintegrate).

**Zabraxamus:** male demon (vrock)/BkG4; CR 13; large outsider (chaotic, extraplanar, evil, tanari); HD 10d8+80 (outsider), 4d10 + 32 (Blackguard); hp 184; Init +3; Spd 20 ft., fly 35 ft. (average); AC 32 (-1 size, +3 dex, +11 natural, +2 ring of protection, +2 breastplate), touch 14, flat-footed 29; BAB/Grp: +14/+27; Atk: +24 melee (2d6+5, claw); Full Atk: +24 melee (2d6+5, 2 claws) and +21 melee (1d8+2, bite) and +21 melee (1d6+2, 2 talons); Space/Reach 10 ft./10 ft.; SA Dance of Ruin, spell-like abilities, spores, stunning screech, summon tanar'ri; SQ DR 10/good, aura of despair, aura of evil, command undead, dark blessing, darkvision 60', immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, smite good 1/day, sneak attack +1d6, telepathy 100 ft.; SR 17; AL CE; SV Fort +24, Ref +16, Will +16; Str 28, Dex 17, Con 26, Int 12, Wis 16, Cha 20.

**Skills and Feats:** Bluff +11, Concentration +21, Diplomacy +22, Hide +9, Intimidate +14, Knowledge (Religion) +10, Listen +24, Move Silently +13, Sense Motive +14, Spot +24, Tumble +8; Cleave, Improved Sunder, Multiattack, Power Attack, Weapon Focus: Claw.

**Skills:** Vlocks have a +8 racial bonus on Listen and Spot checks.

A vrock's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

**Aura of Despair (Su):** enemies within 10' take a –2 penalty on all saving throws.

**Aura of Evil (Ex):** Aura of evil equal to 14 (overwhelming).

**Command Undead (Su):** rebukes undead as a 3<sup>rd</sup> level cleric, 8/day.

**Dance of Ruin (Su):** To use this ability, a group of at least three vlocks must join hands in a circle, dancing wildly and chanting.

At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 20 half). Stunning, paralyzing, or slaying one of the vlocks stops the dance. The save DC is Charisma-based.

**Dark Blessing (Su):** Applies charisma modifier, if positive, to all saving throws.

**Smite Good (Su):** Once a day, add charisma modifier (if positive) to attack roll and add extra damage equal to Blackguard class level to damage roll.

**Spell-Like Abilities:** At will—*detect good*, *mirror image*, *telekinesis* (DC 20), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

**Spells Prepared (Blk –/2/2):** 1st - *Cure Light Wounds* (x2); 2nd - *Bull's Strength*, *Death Knell*.

**Spores (Ex):** A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

**Stunning Screech (Su):** Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 23 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

**Summon Demon (Sp):** Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

**Description:** Zabraxamus is the brash, petulant one of the group. He is following the path of a blackguard. While extremely jealous and of course, hateful toward Strydirgwall, Zabraxamus recognizes that he must bide his time for now, so he puts on a false front, in the hopes of eventually lulling Strydirgwall into complacency. It is a false hope. Zabraxamus enjoys melee even more than a typical vrock of his species. His ability to sunder is never used against weapons or items, as he has learned that selling such goods is very profitable. Zabraxamus hopes to one day rule his own country on Oerth. His personal coat of arms is a purple vrock, rampant, on a green background.



Possessions: +2 *breastplate*, tabard (with personal coat of arms as the design), rhino skin harness/webbing, 'lucky elves' foot' charm, strange coinage from across the multiverse, wrist sundial, *ring of protection* +2.

**Chazarnimtyr:** male demon (vrock)/OccSL4; CR 13; large outsider (chaotic, extraplanar, evil, tanari); HD 10d8+100 (outsider) 4d8 + 40 (Occult Slayer); hp 207; Init +7; Spd 30 ft., fly 50 ft. (average); AC 28 (-1 size, +3 dex, +11 natural, +1 *chain shirt of mod. fortification*), touch 12, flat-footed 25; BAB/Grp: +14/+26; Atk: +23 melee (2d6+5, claw); Full Atk: +23 melee (2d6+5, 2 claws) and +20 melee (1d8+2, bite) and +20 melee (1d6+2, 2 talons); Space/Reach 10 ft./10 ft.; SA Dance of Ruin, spell-like abilities, spores, stunning screech, summon tanar'ri; SQ DR 10/good, darkvision 60', evasion, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; SR 17; AL CE; SV Fort +18, Ref +13, Will +15; Str 26, Dex 17, Con 30, Int 12, Wis 18, Cha 16.

**Skills and Feats:** Concentration +25, Hide +10, Intimidate +8, Jump +14, Knowledge (Arcana) +6, Listen +25, Move Silently +14, Search +14, Spellcraft +8, Spot +25, Swim +8, Tumble +11; Combat Reflexes, Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus: Claw

**Skills:** Vrocks have a +8 racial bonus on Listen and Spot checks.

A vrock's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

**Auravision (Su):** An Occult Slayer has the ability to see magical auras out to 60' as a free action. This ability functions otherwise as a *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

**Dance of Ruin (Su):** To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting.

At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

**Magical Defense (Ex):** +2 on all saving throws versus spells and spell-like effects.

**Mind Over Magic (Su):** 2/day, an Occult Slayer can cause a spell or spell-like effect targeted against her to rebound on its originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals 7).

**Nondetection Cloak (Su):** The occult slayer gains magical protection from divinations equivalent

to a *nondetection* spell, caster level 2, except it only affects the Slayer and his possessions.

**Spell-Like Abilities:** At will—*mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

**Spores (Ex):** A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

**Stunning Screech (Su):** Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 25 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

**Summon Demon (Sp):** Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

**Vicious Strike (Ex):** An Occult Slayer who readies an attack action to disrupt a spell-caster deals double-damage if the attack hits.

**Weapon Bond (Su):** Any successful claw attack against a spell-caster or creature with spell-like abilities deals an extra +1d6 damage.

**Description:** Chazarnimtyr is perhaps the simplest member of the trio. As long as he gets the chance to slay spellcasters, he is happy. His main goal in life is apparently eliminating as many mortal spellcasters as possible. He is mastering techniques to allow him to slay casters as efficiently as possible. He secretly hopes to someday slay both Strydirgwall and Zabraxamus, after certain goals are achieved. Chazarnimtyr obeys Strydirgwall unquestionably, for now.

Possessions: +1 *chain shirt of moderate fortification*, *ring of evasion*, large Baatezu hide backpack, one rolled-up 'wanted' poster of Warnes Starcoat (with very large reward in cash and magic items), defaced spellbook (no longer functional).

## Appendix Five – APL 16

### Encounter Five: A Grand Soiree'

**Lady Delina Coriner:** female human (Suel) Ari8; CR 7; medium humanoid; HD 8d4+8 (Aristocrat); hp 44; Init +1; Spd 30 ft.; AC 11 (+1 dex), touch 11, flat-footed 10; BAB/Grp: +6/+6; Atk: +6 melee (d4, dagger) or +7 ranged (d4, dagger); Full Atk: +6/+1 melee (d4, dagger) or +7 ranged (d4, dagger); AL NG; SV Fort +3, Ref +3, Will +7; Str 10, Dex 12, Con 12, Int 1 (12), Wis 12, Cha 1 (16).

*Possessions:* dagger, nobles' clothing, signet ring (House Coriner), various House Coriner jewelry.

*Physical Description:* A beautiful woman of early middle years, with blue eyes and strawberry-blond colored hair, cut in the latest fashion. Medium height and build for an average human woman.

Lady Delina Coriner is currently under the effects of a *feeblemind* spell (which suppress most, if not all, of her skills and feats). She also starts out the adventure being possessed by Amolyn U'morael via a *magic jar* effect.

**Amolyn U'morael (in the body of Lady Delina Coriner, via *magic jar*):** female human (Suel) Wiz13/Arm4; CR 17; medium humanoid; HD 13d4+26 (wizard) plus 4d4+8 (archmage); hp 44; Init +5; Spd 30 ft.; AC 11 (+1 dex), touch 11, flat-footed 10; BAB/Grp: +8/+8; Atk: +8 melee (d4, dagger) or +9 ranged (d4, dagger); Full Atk: +8/+3 melee (d4, dagger) or +9 ranged (d4, dagger); AL NE; SV Fort +6, Ref +6, Will +13; Str 10, Dex 12, Con 12, Int 20, Wis 12, Cha 14.

*Skills and Feats:* as per the Amolyn U'morael entry.

*Special Abilities and Qualities:* as per the Amolyn U'morael entry.

*Possessions:* dagger, nobles' clothing, signet ring (House Coriner), various House Coriner jewelry.

*Physical Description:* A beautiful woman of early middle years, with blue eyes and strawberry-blond colored hair, cut in the latest fashion. Medium height and build for an average human woman.

**Amolyn U'morael (in the body of a PC, via *magic jar*):** (gender/race as PC) Wiz13/Arm4; CR 17; medium humanoid; HD 13d4+26 (wizard) plus 4d4+8 (archmage); hp (as PC); Init (as from PC); Spd (as from PC); AC (as from PC); BAB/Grp: (PC STR mod + 8)/(PC STR & size mod + 8); Atk: (as PC, with +8 BAB modifier replacing PC BAB); Full Atk: (as PC, with +8 BAB modifier replacing PC BAB); AL NE; SV Fort (PC CON mod + 5), Ref (PC DEX mod + 5), Will +13; Str (as PC), Dex (as PC), Con (as PC), Int 20, Wis 12, Cha 14.

*Skills and Feats:* as per the Amolyn U'morael entry.

*Special Abilities and Qualities:* as per the Amolyn U'morael entry.

*Possessions:* as per the PC possessions.

*Physical Description:* as per the PC.

**Amolyn U'morael:** female human (Suel) Wiz13/Arm4; CR 17; medium humanoid; HD 13d4+26 (wizard) plus 4d4+8 (archmage); hp 86; Init +4; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp: +8/+7; Atk: +7 melee (d4-1, dagger) or +8 ranged (d4-1, dagger); Full Atk: +7/+2 melee (d4-1, dagger) or +8 ranged (d4-1, dagger); AL NE; SV Fort +6, Ref +6, Will +13; Str 8, Dex 10, Con 14, Int 20, Wis 12, Cha 14.

*Skills and Feats:* Concentration +22 (may be modified by CON mod of host body, +20 before CON mod), Knowledge (Arcana) +25, Knowledge (Dungeoneering) +10, Knowledge (Geography) +14, Knowledge (History) +21, Knowledge (Local – Nyron MR) +11, Knowledge (Nature) +10, Knowledge (Nobility/Royalty) +17, Knowledge (Planes) +25, Spellcraft +29; Craft Wondrous Item, Empower Spell, Eschew Materials, Extend Spell, Improved Initiative, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Necromancy), Spell Focus (Enchantment), Sudden Maximize.

**Arcane Fire (Su):** channel a spell into raw spell energy, treat as a long-range touch attack (560'), damage equal to d6 per spell level converted plus 4d6.

**Mastery of Elements:** spells with an energy descriptor can be altered at the time of casting into a different energy type.

**Mastery of Shaping:** spells that use any shape of burst, cone, cylinder, emanation or spread, can be altered to leave holes in their area when cast. The minimum dimension of such a hole is a 5' cube. Shapeable issues have a minimum dimension of 5' instead of 10'.

**Spell-like Ability:** *Magic Jar* is usable as spell-like ability twice/day. Amolyn is using the first use of the day currently, with a duration of 3 hours left.

*Spells Prepared* (4/6/5/5/5/3/3/1/0); Caster Level 17; base DC = 15 + spell level; 16 + spell level for necromancy and enchantment spells): 0— *dancing lights*, *detect magic* (2), *light*; 1<sup>st</sup>— *charm person* (2), *magic missile* (2), *protection from evil*, *true strike*; 2<sup>nd</sup>— *scorching ray* (4), *spider climb*; 3<sup>rd</sup>— *fireball* (2), *lightning bolt* (2), *see invisibility* (extended, pre-cast (2 hrs remaining)); 4<sup>th</sup>— *bestow curse* (2), *enervate*, *scorching ray* (empowered) (2),

**5th**— cone of cold, feeblemind, teleport, **6th**— chain lightning, disintegrate (2), **7th**— cone of cold (empowered), finger of death, ~~spell turning~~ (pre-cast, 2 hrs remaining, 9 levels of spells), **8th**— horrid wilting.

**Pre-cast spells:** Contingency (if either dominated or feebleminded, cast a targeted break enchantment against that spell), Magic Jar (3 hours remaining), See Invisibility (extended, 2 hours remaining), Spell Turning (2 hours remaining, 9 levels of spells to turn).

**Traveling Spellbooks:** 0— dancing lights, detect good, detect magic, light; 1st— charm person, comprehend languages, disguise self, feather fall, magic missile, mount, protection from evil, ray of enfeeblement, true strike; 2nd— detect thoughts, false life, knock, scorching ray, spider climb; 3rd— dispel magic, fireball, lightning bolt, non-detection, protection from energy, see invisibility, tongues; 4th— bestow curse, enervation, polymorph, stone shape; 5th— break enchantment, cone of cold, dominate person, feeblemind, overland flight, symbol of pain, teleport; 6th— chain lightning, disintegrate, dispel magic (greater), undeath to death; 7th— bigby's grasping hand, ethereal jaunt, finger of death, spell turning, symbol of weakness; 8th— horrid wilting, trap the soul.

**Possessions:** ring of sustenance, scroll of antimagic field, scroll of secret page, traveling spellbooks.

**Physical Description:** A beautiful looking Suel woman of middle years who has chosen to dye her hair black. Her eyes have dark circles underneath them, undoubtedly from chronic lack of rest.

### **Encounter Six: Apotheosis Now**

**Strydirgwall:** male demon (vrock)/Sor9; CR 15; large outsider (chaotic, extraplanar, evil, tanari); HD 10d8+80 (outsider), 9d4 +72 (Sorcerer); hp 236 (15 temporary hit points included); Init +2; Spd 30 ft., fly 50 ft. (average); AC 26 (-1 size, +2 dex, +11 natural, +4 *mage armor*), touch 11, flat-footed 24 (20); BAB/Grp: +14/+23; Atk: +19 melee (2d6+5, claw); Full Atk: +19 melee (2d6+5, 2 claws) and +17 melee (1d8+2, bite) and +17 melee (1d6+2, 2 talons); Space/Reach 10 ft./10 ft.; SA Dance of Ruin, spell-like abilities, spores, stunning screech, summon tanar'ri; SQ DR 10/good, darkvision 60', immunity to electricity and poison, resistance to acid 30 (*resist energy* spell, normally 10), cold 30 (*resist energy* spell, normally 10), fire 30 (*resist energy* spell, normally 10), and sonic 30 (*resist energy* spell, normally 0), telepathy 100 ft.; SR 17; AL CE; SV Fort +18, Ref +12, Will +20; Str 20, Dex 14, Con 26, Int 18, Wis 20, Cha 22.

**Skills and Feats:** Bluff +16, Concentration +30, Diplomacy +27, Gather Information +12, Intimidate +22, Knowledge (Arcana) +15, Knowledge (Dungeoneering) +10, Knowledge (History) +15, Knowledge (Local (Nyron MR)) +10, Knowledge (Nature) +15, Knowledge (Nobility and Royalty) +15, Knowledge (Religion) +15, Knowledge (The Planes)

+17, Listen +13, Sense Motive +18, Spellcraft +28, Spot +16; Empower Spell, Eschew Materials, Hover, Iron Will, Multiattack, Practiced Spellcaster, Quicken Spell-Like Ability.

**Skills:** Vrocks have a +8 racial bonus on Listen and Spot checks.

A vrock's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

**Spells Known (Sor 6/8/8/7/5, Caster level of 13):** 0 – Arcane Mark, Dancing Lights, Detect Magic, Ghost Sound, Message, Prestidigitation, Read Magic, Resistance; 1st – Comprehend Languages, Mage Armor (has already precast this spell on himself), Magic Missile, Ray of Enfeeblement, Shield; 2nd – False Life (has already precast this spell on himself), Glitterdust, Resist Energy (has already precast this spell on himself four times), Rope Trick; 3rd – Blink, Haste, Lightning Bolt; 4th – Detect Scrying, Scrying.

**Spoken Languages:** Abyssal, Ancient Suloise, Aquan, Auran, Celestial, Common, Draconic, Ignan, Oeridian, Terran, Undercommon.

**Dance of Ruin (Su):** To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting.

At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 21 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

**Spell-Like Abilities:** At will—*mirror image*, *telekinesis* (DC 21), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

**Quicken Spell-like Ability (Sp):** *mirror image*, 3/day.

**Spores (Ex):** A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. Bless, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

**Stunning Screech (Su):** Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 23 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

**Summon Demon (Sp):** Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

**Description:** Strydirgwall is the leader of this band of mercenary vocks. He is clever, manipulative and above-all, driven. He is addicted to gambling and learning, a strange synergy that occurs when spending time in gambling dens throughout the multiverse. Strydirgwall makes up for his lack of physical prowess with superior cunning, maneuverability and increasing magical prowess.

**Possessions:** belt, belt pouch, strange coinage from across the multiverse, eye lens of a modron (monodrone), ring of counterspells (feeblemind), ring of counterspells (disintegrate).

**Zabraxamus:** male demon (vrock)/BkG6; CR 15; large outsider (chaotic, extraplanar, evil, tanari); HD 10d8+80 (outsider), 6d10 + 48 (Blackguard); hp 211; Init +3; Spd 20 ft., fly 35 ft. (average); AC 32 (+2 breastplate), touch 14, flat-footed 29; BAB/Grp: +16/+29; Atk: +26 melee (2d6+5, claw); Full Atk: +26 melee (2d6+5, 2 claws) and +23 melee (1d8+2, bite) and +23 melee (1d6+2, 2 talons); Space/Reach 10 ft./10 ft.; SA Dance of Ruin, spell-like abilities, spores, stunning screech, summon tanar'ri; SQ DR 10/good, aura of despair, aura of evil, command undead, dark blessing, darkvision 60', fiendish servant, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 72 (*Prot from energy*, normally 10), smite good 2/day, sneak attack +1d6, telepathy 100 ft.; SR 17; AL CE; SV Fort +25, Ref +17, Will +17; Str 29, Dex 17, Con 26, Int 12, Wis 16, Cha 20.

**Skills and Feats:** Bluff +11, Concentration +21, Diplomacy +22, Hide +9, Intimidate +14, Knowledge (Religion) +10, Listen +24, Move Silently +13, Sense Motive +14, Spot +24, Tumble +11; Cleave, Divine Might, Improved Sunder, Multiattack, Power Attack, Weapon Focus: Claw.

**Skills:** Vocks have a +8 racial bonus on Listen and Spot checks.

A vrock's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

**Aura of Despair (Su):** enemies within 10' take a –2 penalty on all saving throws.

**Aura of Evil (Ex):** Aura of evil equal to 14 (overwhelming).

**Command Undead (Su):** rebukes undead as a 3<sup>rd</sup> level cleric, 8/day.

**Dance of Ruin (Su):** To use this ability, a group of at least three vocks must join hands in a circle, dancing wildly and chanting.

At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 20 half). Stunning, paralyzing, or slaying one of the vocks stops the dance. The save DC is Charisma-based.

**Dark Blessing (Su):** Applies charisma modifier, if positive, to all saving throws.

**Fiendish Servant:** none – current servant dead, not eligible for another servant yet.

**Smite Good (Su):** Twice a day, add charisma modifier (if positive) to attack roll and add extra damage equal to Blackguard class level to damage roll.

**Spell-Like Abilities:** At will—*detect good*, *mirror image*, *telekinesis* (DC 20), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

**Spells Prepared (Blk –/2/2/2):** 1st - *Cure Light Wounds* (x2); 2nd - *Bull's Strength*, *Death Knell*; 3rd - *Cure Serious Wounds*, *Protection from Energy* (fire).

**Spores (Ex):** A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

**Stunning Screech (Su):** Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 23 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

**Summon Demon (Sp):** Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

**Description:** Zabraxamus is the brash, petulant one of the group. He is following the path of a blackguard. While extremely jealous and of course, hateful toward Strydirgwall, Zabraxamus recognizes that he must bide his time for now, so he puts on a false front, in the hopes of eventually lulling Strydirgwall into complacency. It is a false hope. Zabraxamus enjoys melee even more than a typical vrock of his species. His ability to sunder is never used against weapons or items, as he has learned that selling such goods is very profitable. Zabraxamus hopes to one day rule his own country on Oerth. His personal coat of arms is a purple vrock, rampant, on a green background.

Possessions: +2 *breastplate*, tabard (with personal coat of arms as the design), rhino skin harness/webbing, 'lucky elves' foot' charm, strange coinage from across the multiverse, wrist sundial, *ring of blinking*, *ring of protection* +2.

**Chazarnimtyr:** male demon (vrock)/OcSL5/Ftr1; CR 15; large outsider (chaotic, extraplanar, evil, tanari); HD 10d8+100 (outsider), 5d8 + 50 (Occult Slayer), 1d10 + 10 (fighter); hp 236; Init +8; Spd 30 ft., fly 50 ft. (average); AC 29 (-1 size, +4 dex, +11 natural, +1 *chain shirt of mod. fortification*), touch 13, flat-footed 25; BAB/Grp: +16/+28; Atk: +25 melee (2d6+5, claw); Full Atk: +25 melee (2d6+5, 2 claws) and +22 melee (1d8+2, bite) and +22 melee (1d6+2, 2 talons); Space/Reach 10 ft./10 ft.; SA Dance of Ruin, spell-like abilities, spores, stunning screech, summon tanar'ri; SQ DR 10/good, darkvision 60', evasion, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; SR 17; AL CE; SV Fort +21, Ref +15, Will +18; Str 26, Dex 18, Con 30, Int 12, Wis 18, Cha 16.

**Skills and Feats:** Bluff +4, Concentration +25, Hide +11, Intimidate +8, Jump +14, Knowledge (Arcana) +6, Listen +25, Move Silently +15, Search +14, Spellcraft +8, Spot +25, Swim +11, Tumble +13; Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus: Claw

**Skills:** Vrocks have a +8 racial bonus on Listen and Spot checks.

A vrock's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

**Auravision (Su):** An Occult Slayer has the ability to see magical auras out to 60' as a free action. This ability functions otherwise as a *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

**Blank Thoughts (Ex):** Immune to all mind-affecting effects (charms, compulsions, patterns, phantasms and morale effects). This ability can be resumed or suppressed as a free action.

**Dance of Ruin (Su):** To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting.

At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

**Magical Defense (Ex):** +3 on all saving throws versus spells and spell-like effects.

**Mind Over Magic (Su):** 2/day, an Occult Slayer can cause a spell or spell-like effect targeted against her

to rebound on its originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals 7).

**Nondetection Cloak (Su):** The occult slayer gains magical protection from divinations equivalent to a *nondetection* spell, caster level 2, except it only affects the Slayer and his possessions.

**Spell-Like Abilities:** At will—*mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

**Spores (Ex):** A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

**Stunning Screech (Su):** Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 25 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

**Summon Demon (Sp):** Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

**Vicious Strike (Ex):** An Occult Slayer who readies an attack action to disrupt a spell-caster deals double-damage if the attack hits.

**Weapon Bond (Su):** Any successful claw attack against a spell-caster or creature with spell-like abilities deals an extra +1d6 damage.

**Description:** Chazarnimtyr is perhaps the simplest member of the trio. As long as he gets the chance to slay spellcasters, he is happy. His main goal in life is apparently eliminating as many mortal spellcasters as possible. He is mastering techniques to allow him to slay casters as efficiently as possible. He secretly hopes to someday slay both Strydirgwall and Zabraxamus, after certain goals are achieved. Chazarnimtyr obeys Strydirgwall unquestionably, for now.

Possessions: *boots of speed*, +1 *chain shirt of moderate fortification*, *ring of evasion*, large Baatezu hide backpack, one rolled-up 'wanted' poster of Warnes Starcoat (with very large reward in cash and magic items), defaced spellbook (no longer functional).

## Appendix Six: New Rules Items

To qualify to become an occult slayer, a character must fulfill all the following criteria.

**Base Attack Bonus:** +5

**Skills:** Knowledge (arcana) 4 ranks, Spellcraft 3 ranks.

**Feats:** Improved Initiative, Weapon Focus (any weapon).

### Class Skills

The occult slayer's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Gather Information (Cha), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All of the following are class features of the occult slayer prestige class.

**Weapon and Armor Proficiency:** Occult slayers are proficient in all simple and martial weapons and all armor and shields.

**Magical Defense (Ex):** An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1<sup>st</sup> level, and it increases to +2 at 3<sup>rd</sup> level and to +3 at 5<sup>th</sup> level.

**Weapon Bond (Su):** An occult slayer must choose a particular weapon of at least

masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is

### New Prestige Class: Occult Slayer

(as presented in the *Complete Warrior*, page 66)

The occult slayer is driven to confront any arcane or divine spellcaster who crosses her path. Occult slayers believe that mortals are too irresponsible to wield magic, and that those who dare to do so must be slain. Spellcasters who become occult slayers are considered to have seen the error of their ways – although they may still cast spells, they rely primarily on their battle prowess and their ability to resist magical effects to defeat their enemies.

The occult slayer comes into her own through exhaustive training. Every regimen she performs in an exercise that refines her anger against spellcasters into martial skill. Each occult slayer forms a preternatural bond with her masterwork weapon of choice, which serves as the instrument of her vengeance.

This prestige class is ideal for individuals who have been victimized by spellcasters and seek acceptable ways to oppose them. Most occult slayers begin their careers as fighters although barbarians and rangers oftentake this path as well. Monks and rogues have also been known to embrace this calling, but bards and paladins find the occult slayer's preoccupation with spellcasters stifling. Clerics, druids, sorcerers, and wizards – the primary target of occult slayers – tend not to adopt this prestige class, although such turnarounds are not without precedent.

NPC occult slayers seldom form organizations, because they have discovered that congregating in one place attacks spellcasters intent on making preemptive strikes against them. Instead, occult slayers discreetly meet from time to time to exchange information about spellcasting opponents they have targeted for matches. Otherwise, the occult slayer operates alone, traveling between venues in

search of matches that involve spellcasters. Because of the inherent discretion that occult slayers display, a

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+0	+0	+2	Magical defense +1, weapon bond
2 <sup>nd</sup>	+2	+0	+0	+3	Vicious strike, mind over magic 1/day
3 <sup>rd</sup>	+3	+1	+1	+3	Auravision, magical defense +2
4 <sup>th</sup>	+4	+1	+1	+4	Mind over magic 2/day, nondetection cloak
5 <sup>th</sup>	+5	+1	+1	+4	Blank thoughts, magical defense +3

candidate for this prestige class must be chosen and trained by another occult slayer who is willing to share her secrets.

**Hit Die:** d8

### Requirements

lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement

weapon (and doing very little else – no adventuring) to create a new weapon bond.

**Mind over Magic (Su):** Starting at 2<sup>nd</sup> level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5). An occult slayer can use this ability once per day at 2<sup>nd</sup> level and twice per day at 4<sup>th</sup> level.

**Vicious Strike (Ex):** At 2<sup>nd</sup> level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

**Auravision (Su):** At 3<sup>rd</sup> level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

**Nondetection Cloak (Su):** Upon reaching 4<sup>th</sup> level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

**Blank Thoughts (Ex):** At 5<sup>th</sup> level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

### **New Feat: Sudden Maximize**

Once per day you can cast a spell to maximum effect without special preparation.

**Prerequisite:** Any metamagic feat.

**Benefit:** Once per day, you may apply the Maximize Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Maximize Spell feat normally if you have it.

## Appendix Seven – Distances between cities (in miles)

### Overland distance (as the crow flies)

City	Kurgin's Crossing	Leukish	Seltaren
Nellix	205	125	120
Seltaren	90	110	
Leukish	190		

### Overland distance (via roads and waterways as appropriate)

City	Kurgin's Crossing	Leukish	Seltaren
Nellix	300	140	170
Seltaren	135	145	
Leukish	275		

PCs that are traveling on the ground (walking, mounted, flying low to the ground to read signs, etc) use the Overland distance (via roads and waterways) chart to determine distances.

PCs that can make a knowledge (geography) check, DC 20, can travel using the Overland distance (as the crow flies) figures are allowed to use the other Overland distance chart (as the crow flies).

Refer to page 162 of the PHB for movement and distances.



## Appendix Eight – Extract of LGCS 3.0 Rules for *Clone*

The *clone* spell creates a body for the PC that their soul inhabits upon their death. As a permanent effect that resolves at a later date, the following rules apply:

- The Church of Wee Jas of the Duchy of Urnst will cast this spell for the PC.
- The PC must spend 12 TU and 1000gp (if Suel) or 3000gp (if non-Suel) when the spell is cast.
- The player must inform the DM at the start of each session that their PC has a clone.
- Once dead, the character's soul enters the body of the clone. Characters lose one level as if resurrected. Characters unable to rejoin the party are effectively out of the adventure.
- If out of the adventure, the PC gains only XP and gp up to the point that they died. If they can rejoin the party, they gain XP and gp as normal.
- If surviving party members recover the deceased's gear, the PC retains possession of all their equipment. If no party members survive or cannot recover their gear, the PC loses everything and can invoke the Charity of Friends clause from the LGCS 3.0.
- At the start of each new campaign year, owners of a clone must spend 6 TU keeping their clone up to date, or they lose their clone and must start again from scratch.
- The DM notes when PCs have used this spell in the 'play notes' section of the adventure record in which it happens.

## Appendix Nine – PC Divinations

Possible divinations cast by PCs will be attempted to be answered here.

For castings of the *Divination* spell:

What dangers can we expect on our mission (or in the Emerald Estate)?

*A keen eye and a shielded heart in the face of polished deception; A focused approach and decisive action in the face of revelry. All of these ensure the defeat of evil.*

For castings of the *Commune* spell:

- Are Lord Garothae or Lady Delina involved in the ritual somehow? **YES**
- Is Lady Delina the one trying to become a lich? **UNCLEAR**

For all other questions asked using this spell, keep in mind that direct questions involving the current status of the occupants of the Emerald Estate will be answered with '**UNCLEAR**'. The higher powers are NOT aware that Lady Amolyn U'morael is the one trying to become a lich. Use your discretion for all other questions.

## Appendix Ten – Roster of Attendees at the Grand Soiree' and the Rumors they Tell

Other than Lady Amolyn U'morael (including, of course, the body of Lady Delina Coriner) and Lord Garothae Arginar, here is a list of NPCs present, along with a quick note for each one.

Lord Badrin Saevil : Suel Ari3, HP 13.

Lord Fallon Grek: Suel Ari3/War2, HP 22.

Lord Coudart Szabo: Suel Ari2, HP 11.

Lord Fulmus Pontirun : Suel Exp4, HP 12.

Lord Hommingen Holomaer : Suel Ari2/Exp1, HP 11.

Lord Maudet Nelaera : Suel Exp3, HP 10.

Lord Otelaïs Schrie : Suel Ari4, HP 18.

Lady Larnin Meissel: Suel Ari3/Wiz2, HP 22.

Lady Temblor Arginar: Suel Rog2, HP 9.

Lady Vireda Reede: Suel Ari3, HP 13.

Lady Avele Verle: Suel Ftr4, HP 26.

Lady Duila Amelung, Suel Exp1, HP 5.

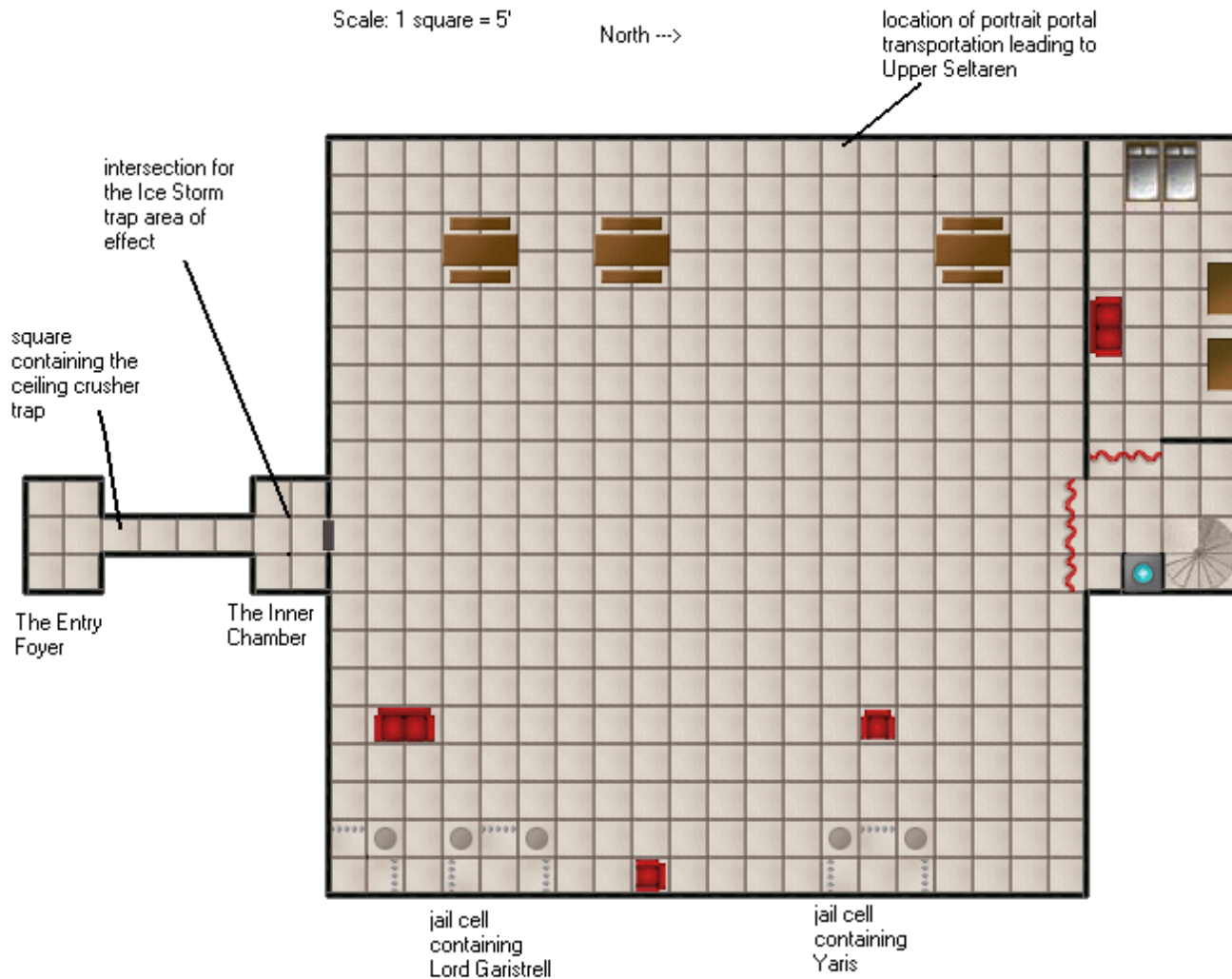
Lady Jorvell Regin, Suel Ari2, HP 8.

None of the attendees realize that Lady Delina Coriner is being possessed. Some of them speculate that Lady Delina is pregnant, and that is what is impairing her well-known charms.

The following rumors will be heard if the PCs come in ready to talk, and end up mingling a bit while someone tries to convince Amolyn that they should be allowed to stay, rather than fight.

- A fierce giant stalks the Abbor-Alz, and is said to be an evil creature that feasts on any man or elf so unlucky as to encounter it. His name is the Black Wind of the South.
- Lord Karll is planning on taking a three month vacation to travel to Geoff and hunt some of the giants plaguing that land.
- The Lord-Mayor of Leukish is said to be every bit as corrupt as the last mayor, and uses the infamous prison outside of town as a place to silence her enemies.
- The ruler of the County of Urnst, Countess Belissica, is said to be secretly in love with Prince Sewarndt of Nyrond. That is obviously why she refuses to be courted by any of the sons of Karll.
- Azik-Zil, the secret mine of the Abbor-Alz mountains, has been re-opened and the dwarves who control it are quietly seeking a noble house in the Duchy of Urnst to negotiate for exclusive trading rights.
- The city of Greyhawk is finally going to pay the fair amount they owe to the Duchy of Urnst for all of the mines that the Duchy of Urnst let them operate all of those years ago.
- Prince Alain V, of Ratik, has been seen commanding a ship of Oeridian mercenaries in the Sea of Gearnat. Why won't he go home and reclaim his birthright?
- The slavers have finally been defeated, mostly due to the leadership of Lord Ellis Lorinar.

## Judge Aid #1 – Map of the Emerald Estate – Upper Level

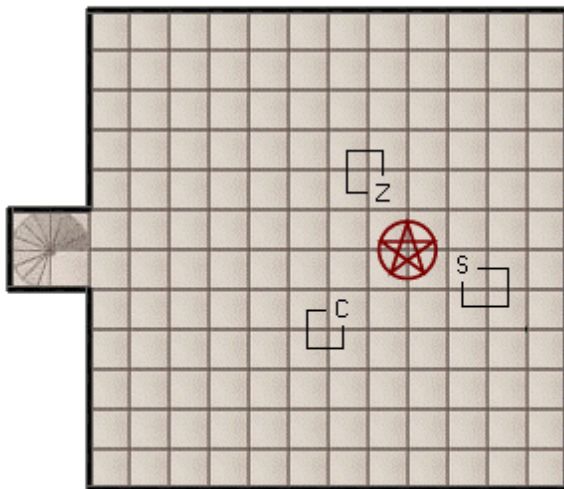


The Emerald Estate - Upper Level

## Judge Aid #2 – Map of Emerald Estate – Lower Level

Scale: 1 square = 5'

North --->



S = initial position of Strygwaldir  
Z = initial position of Zabraxamus  
C = initial position of Chazarnimtyr

The Emerald Estate - Lower Level

## Player Handout #1 – Costs to travel magically between cities

### Teleportation

Teleports can be with any large city in the Duchy, starting in location listed below. This can be arranged as a round-trip, which counts as two teleports. The mage(s) will also perform teleports in stages, but this costs an extra 200 gold. For example, you can hire a mage to teleport you to Seltaren, wait, then teleport you to Nellix. If the PCs do not pay 200 gold, the mage(s) wait for the PCs for up to one hour.

Travel via *teleport* as cast by NPCs will not have to worry about off-target arrival during this adventure.

#### Leukish

- **Delbard, male Suel, Wiz9.** Can transport three medium sized creatures in addition to self, twice. Cost is 1000gp (includes two teleports – total of two teleports available); 10% discount if a member of the College of Sages and Sorcery is purchasing the service.
- **Perrald, male Suel, Wiz6/MAO3.** Can transport three medium sized creatures in addition to self, twice. Cost is 1100gp (includes two teleports – total of two teleports available); 10% discount if a member of the Fellowship of Scattered Stars is purchasing the service.
- **Videt, female Suel Wiz12.** Can transport four medium sized creatures in addition to self, four times. Cost is 1300gp (includes two teleports, can offer this twice – total of four teleports available); 15% discount if a favor from a noble house of the Duchy of Urnst is given (need to give one favor per four teleports).

#### Seltaren

- **Anson, male oeridian, Wiz10.** Can transport three medium sized creatures in addition to self, once. Cost is 500gp; no discounts possible.
- **Chaleson, female oeridian, Wiz12.** Can transport four medium sized creatures in addition to self, twice. Cost is 1400gp (includes two teleports, can offer this twice – total of four teleports available); 10% discount for members of either the College of Sages and Sorcery or the Fellowship of Scattered Stars.

#### Nellix

- **Euvell, male Suel wiz15.** Can transport five medium sized creatures in addition to self, three times. Cost is 800gp per teleport (can offer this three times – total of three teleports available); 10% discount for members of the College of Sages and Sorcery, 10% discount if two favors of nobility of the Duchy of Urnst are offered (need to give these favors once), both discounts can be added together.
- **Jolette, female Suel wiz5/MAO7.** Can transport four medium sized creatures in addition to self, four times. Cost is 700gp per teleport (can offer this four times – total of four teleports available); 5% discount for nobility of the Duchy of Urnst, 5% discount for members of the Suel Pantheon, both discounts can be stacked together.

#### Kurgin's Crossing

- no spellcasters capable of casting *teleport* can be found locally during this adventure.

#### Wind Walk for a group of PCs:

#### Leukish

- **Altorn Alokno, male Suel clr15 (Lendor).** Can wind walk six PCs for 15 hours. Cost is two noble favors from the Duchy of Urnst plus 1900gp and four hours; 10% discount in gp cost if purchaser is a member of the Suel Pantheon.

No other cities have a cleric or druid with this spell prepared, and/or available to sell to PCs.

## Player Handout #2 – The Song Fragment

(Translated from the ancient high elvish)

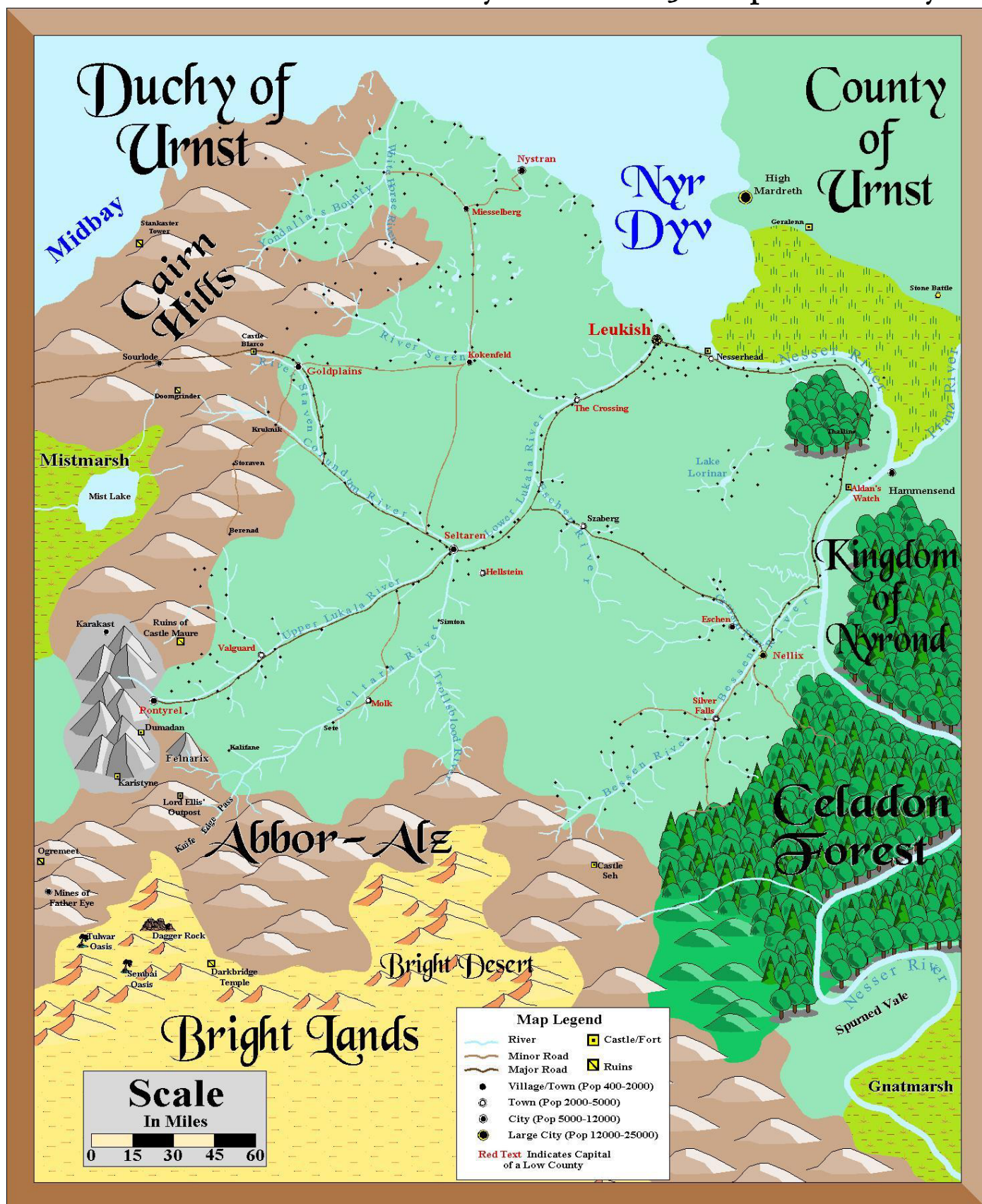
Spinning and turning, the blue Oerth goes,  
Spinning and turning, the stars above shine,  
Spinning and turning to keep my hopes alive.

Where is their forest?  
Where is their home?

Here is their forest,  
Here is their home,  
Here is the person I must hold!



## Player Handout #3 – Map of the Duchy





## Player Handout #4 – Detail Map of Kurgin's Crossing

