

ULP3-06

A Romantic Interlude

A One-Round D&D LIVING GREYHAWK[®] Principality of Ulek Regional Adventure

By John Brown and Heather Humphrey

A routine scouting expedition goes horribly awry as a fierce storm ravages the countryside. An adventure for PCs level 1-10.

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

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

Preparation

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

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

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA 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.

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

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

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

at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players,

and about 5-10 minutes for voting. This method is used when the players want to know who played the “best” amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It’s a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

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

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

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

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

	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

that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Adventure Summary and Background

This is the twenty-sixth scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Below is some general background information.

- While a dwarf rules the Principality of Ulek, and all of the nobles are dwarves, the Principality consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj and especially those under the command of an unknown creature known as the Warlord. The territory east of the Lortmil Hills is currently contested, and a large number of the Principality of Ulek's residents, have been forced to flee their homes due to the humanoid invaders of the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins, and the like.

Crusoden Taubey was a dwarven lighthouse warden that was as beautiful as she was arrogant and cruel, rumored to dabble in the dark arts, as well as to be involved in smuggling. She was deeply in love with a dashing young dwarven captain of the Prince's Royal Army, Krufec Brightsilver, who came from a large dwarven clan with a proud military tradition. He spurned her advances as he was in love with her younger sister, Rincese Taubey, a very skilled artisan who made clockwork toys and dolls of a most magnificent nature, and who was as kind as her sister was cruel.

After a long courtship Rincese and Krufec were married in the year 483 CY. On the eve of their marriage, Rincese's elder sister, Crusoden, after cursing their union before the assembled guests, hurled herself from atop the lighthouse to her death in a fit of rage. Rumors circulated in the surrounding

area that the lighthouse was haunted with the spirit of the vengeful sister for quite some time after the incident.

No longer able to bear living in the lighthouse with the memories of what had transpired there, Krufec and Rincese Brightsilver moved to the city of Gryrax where Rinceses gave birth to a healthy and robust daughter whom the couple named Nohey after Krufec's great-grandmother on his father's side. Sadly Rinceses died shortly after giving birth leaving Krufec Brightsilver alone to raise their daughter.

The ghost of Crusoden Taubey has haunted the lighthouse ever since her death those many years ago, at first manifesting as nothing more than cold spots on the floor and small poltergeist type activity. Her powers have slowly grown over the many years since that fateful day she threw herself from atop the lighthouse. She is bound to the lighthouse and cannot leave it. Since the tower is well away from the small fishing village of Sunflower Cove and the main trails, she has not had any interaction with others in quite some time and thus is unable to exact the vengeance she feels is due her.

Recently a small band of halfling smugglers led by a female halfling with bright red hair known as Zazzi Bellberry were hoping to use the lighthouse as a base of operations for their smuggling activities. Knowing quite a bit of the local history and legends of the local area they used the old sea cave to gain entrance into the lighthouse and lay claim on it as their own. Unfortunately, they did not contend with the fact that the old wives tales told about the lighthouse being haunted where indeed true.

In the smugglers Crusoden sensed an opportunity to use them in her quest for vengeance on those she feels have wronged her. During the night as the smugglers slept, Crusoden possessed the leader of the smugglers, Zazzi Bellberry. Now posing as the leader of the group, she has been sending a few of the smugglers into the village on a regular basis to purchase supplies and gather information concerning her relations, the village and the surrounding area in general.

She kept the majority of the smugglers at the lighthouse to start refurbishing it as it has fallen into disrepair over the many years it has sat abandoned and empty, to question about the world outside the lighthouse and to plan vengeance on those she feels have wronged here.

Their recent activity in the lighthouse has not gone unobserved as it was noted a few days past by some merchants and travelers that were heading along the coastline road from the city of Gryrax to the small fishing village of Sunflower Cove, who in turn notified the local authorities.

The local authorities, in the persona of the rather wizened and elder Barnabus Cobblefoot, a former Royal Army scout and halfling slinger, now retired and enjoying the quiet life of this small fishing village, thought that Pomarjian forces or smugglers may be occupying the lighthouse and planning on using it as a base to raid the nearby villages. Thus, Barnabus is searching out a group of adventurers to investigate the tower. The majority of the local men here are simple fisherman and have heard rumors floating around the village recently that the old lighthouse is haunted and thus will not go near it.

The Royal Army currently has a small unit of scouts dispatched to the area to reconnoiter the surrounding countryside for signs of Pomarjian activity. Noticing the lights on in the abandoned lighthouse, as one of the smugglers left an oil lantern on in the uppermost tower of the lighthouse, and in need of a place to wait out the fierce storm they found themselves in, the scout unit headed towards the lighthouse led by Krufec's daughter, Nohey Brightsilver.

The smugglers noting the approach of the scout unit and having the advantage of surprise and numbers set up an ambush for the scout unit inside the lighthouse.

The scout unit entered the lighthouse via the main door and set up camp as a few of their number started exploring the ground floor of the lighthouse. During their exploration they set off a *Glyph of Warding* inscribed on a trap door leading to an old sea cave. Then with a silent sign from their possessed leader, the halfling smugglers let loose a volley of crossbow bolts and proceeded to ambush the scout unit. Over the course of the night the smugglers and scouts killed each other off one by one except for Nohey Brightsilver, Zazzi Bellberry and Private Tapocus Eightwords, whom was left for dead, but who managed to make his way out of the lighthouse and down the beach.

In the ensuing attacks the ghost used the body of the possessed halfling leader at first, until it was starting to get overly wounded, at which point she discarded it. The halfling smuggler leader, Zazzi Bellberry is currently hiding in the pantry closet in

the kitchen half dead, covered in blood and relatively insane. For the moment the ghost has forgotten about the smuggler leader in favor of her new prize, Nohey. Sensing the family relationship between the two of them and guessing whom she is the daughter of, Crusoden possessed her in hopes of using her to get back at those who betrayed her, or at least in her mind, many years ago.

Crusoden has found after possessing Nohey that she is able to leave the lighthouse as long as she possesses her, something she has not been able to do when she has possessed any other bodies. Her plan now is to set off into the village when the morning comes and tell the authorities her tale of how her scout unit while searching the surrounding area was ambushed by smugglers as they sought shelter from the rain and how she alone survived. Then when she is brought before Krufec Brightsilver, her beloved father, to watch the look of surprise and betrayal as she kills him will complete her revenge.

Royal Army PCs begin the adventure having just been assigned by Colonel Krufec Brightsilver of the Royal Army to recover or find the whereabouts of a Royal Army scout unit whom he has lost contact with and that has not reported back to command in over a week. The scouting patrol was last seen near the village of Sunflower Cove on a routine scouting assignment on the lookout for signs of Pomarjian activity.

Colonel Krufec Brightsilver, also tells the PCs to speak to the constable of the nearby fishing village, one Barnabus Cobblefoot, who is also a friend of the Brightsilver family, as the scouting units routinely pass through that village to pick up provisions. Krufec also makes it clear that this needs to be taken care of as soon as possible.

Non-Royal Army PCs begin the adventure having just been hired by the local village constable, Barnabus Cobblefoot, to investigate the lighthouse.

The constable suspects smugglers or pirates may have taken up residence inside and would like the PCs to capture them or run them off. The constable also advises the PCs to speak to Pergour Straun, an old leper that lives on the beach near that area. He fishes that area throughout the day and night and would know whether or not anyone suspicious would have passed by that area recently. The constable mentions that normally he would ask this of one of the Royal Army scouting units that often patrols this area, but they have not been seen recently. He also attempts to answer any questions the PCs might have as well as make it

very clear that this needs to be taken care of as soon as possible.

As strangers in the village, the PCs gain the instant attention of a number of the smugglers, whom are currently in the village buying supplies for the lighthouse and spying upon the village folk. (Note: These smugglers were not involved in the ambush at the lighthouse and know nothing of the doody battle that was fought there.) The PCs definitely gain the smuggler's attentions if they bear the markings of the Royal Army. The smugglers at this point are very interested in finding out what the PCs are doing here. After speaking with the village constable, Barnabus Cobblefoot, PCs may notice that they are being spied upon.

A short time after leaving the village, the PCs are ambushed on the main road leading from the village by halfling smugglers who are hiding in trees and bushes on both sides of the roads. The smugglers having determined that the PCs are inquiring too closely into their operation and have decided to do away with them.

If the PCs are able to capture any of the smugglers alive, they are able to question them and may be able to find out about their plans for the lighthouse, as well as finding out that their leader was searching out information on a family that used to live in this village by the name of Brightsilver.

A few feet off the old trail that runs along the coastline, the PCs encounter a small rundown shack in the area with a fishing boat lying next to it. Owned by an old human fisherman by the name of Pergour Straun.

From beyond the shack and over a sand dune the PCs can hear the sound of yelling and fighting. As they crest the top of the sand dune roughly about forty five feet away, standing hip deep in a tidal pool they can see an old man covered in scars and bandages with a wounded man bearing the livery of the Royal Army half slung over his shoulder attempting to ward off a number of Sahauguain with an old whaling spear made of bone. When the man, Pergour Straun, sees the PCs he temporarily lets his guard down and is promptly grabbed by the creature.

After the encounter with the Sahauguain, the PCs are able to converse with the fisherman, Pergour Straun, and the rescued Royal Army private, Private Tapocus Eightswords.

Private Tapocus Eightswords seems rather shaken, fevered, half-starved and in generally bad shape suffering from a number of broken ribs and a badly broken leg which is readily apparent from the white bone jutting awkwardly from his leg. The information he offers is garbled and semi coherent and pertains to the story of how the scouting unit camped at the lighthouse and were ambushed by a large group of halfling smugglers. He believes he is the only one to have survived aside from Nohey Brightsilver, who after stabbing the smugglers leader turned on him tossing him out through the lighthouse tower with almost supernatural strength.

This was in fact the ghost using her telekinesis ability. After talking to Private Tapocus Eightswords for a few moments he falls into a fevered unconsciousness.

The fisherman, Pergour Straun, imparts the location of the hidden entrance to the lighthouse accessible via a sea cave at low tide and offers to let the PCs make use of one of his boats. He also directs the PCs to a small overgrown path that winds around the jagged cliff and leads to the entrance of the lighthouse. He then returns to watch over the wounded and feverish Private until the PCs return, as well as offering to watch over any horses and animal companions the PCs might choose to leave behind.

The PCs can then enter the lighthouse via the sea cave or the winding trail that leads to the front entrance.

The winding trail shows signs of recent travel. A track check confirms that a number of shod horses and ponies traveled this way but never left as well as that a number of halflings left the lighthouse walking earlier than the horses arrived, as the PCs enter the clearing where the lighthouse stands.

If the PCs follow the sea cave route, the PCs dock their boat and proceed to the ladder, which appears rusted and pitted.

After making their way up the ladder the PCs find a trap door which leads to the ground floor of the lighthouse or having come through the entrance way of the light house after following the over grown trail, the PCs enter the main floor of the lighthouse. Opening the trap door from inside the ground floor sets off a few *magic mouth* spells alerting the ghost of Crusoden Taubey as well as activating a *glyph of warding* that goes off unless a password is uttered.

The PCs can search the ground floor finding nothing of value and note aside from a few bodies of halflings and a few bodies in Royal Army uniforms.

A sharp eyed person might also spot that the wooden stairs leading up to the main lighthouse floor are very rickety, possibly collapsing if the PCs climb them heavily encumbered or more than a person at a time. The halflings being fairly light and unencumbered have never needed to worry about this.

As the PCs move up the stairs, and only if they have set off the *magic mouth* trap, the ghost of Crusoden Taubey leaves possession of Nohey Brightsilver for a short while to see who is currently in her lighthouse. She watches as the PCs inspect the ground floor and attempt to soften them up with one of her ghost template abilities before returning to possess Nohey Brightsilver. During the time Nohey is unpossessed, she begins shouting out for her companions.

The second floor is a large open room that serves as an open kitchen and dining area. There is a thick oak table in here and signs that someone has been taking meals here. Also noted is a bloody trail leading to a pantry door, which the formerly possessed leader of the smugglers is hiding in. Very little information can be gained from her as she seems to have lost her senses and been reduced to an animalistic state. In fact, she mutters over and over that her actions are not her own and that the voice compels her actions. There is also a wooden staircase that leads to the next floor. This staircase is rickety and a Royal Army scout can be found here half-sunken into the stairwell and filled with crossbow bolts.

The third floor opens up to a hallway with two doors on each side that open up into bedrooms. Three of the rooms appear to have been unused for many years though they have been slept in quite recently. The third room appears quite clean and still bears the original furnishings owned by Crusoden Taubey and it too appears to have been slept in quite recently. It is also possible to find a copy of Crusoden's diary in this room, which helps explain some of the back-story to the PCs. At the end of the hall the PCs can see a circular wrought iron stairwell leading up to the final floor of the lighthouse.

This floor is a large open landing with walls of thick glass and a large beacon light in the center of the room. One of the glass walls is shattered due to

Private Tapocus Eightswords being pushed through it by the ghost after it possessed Nohey Brightsilver. The PCs encounter the ghost whom currently possesses Nohey Brightsilver, daughter of Krufec Brightsilver.

NOTE: This adventure is a Royal Army mission.

Introduction (Royal Army PCs)

Before starting the adventure, check to see which PCs are members of the Principality of Ulek Royal Army meta-gaming organization. For those who are use the following introduction:

You and your fellow members of the Royal Army have been engaged in nonstop war game training exercises for the last three days to better prepare for the next incursion by the Warlord's forces.

You are sore, tired and covered head to toe with a thick gray mud that blankets the area you have been using in these training exercises.

Your commander for these training exercises is a rather burly dwarven matron with steel gray hair rolled into buns on the side of her head and powerful arms the thickness of most men's legs known as Colonel Ursula Stonewright. However, some of the men jokingly refer to her as Colonel Stoneweight, due to her large girth. She pushes those under her command to the limits of exhaustion, both physically and mentally. To make matters worse a heavy rain has blanketed the area turning areas of the mock battlefield into a thick muddy slush that you have been forced to fight and run through in your full Royal Army gear.

Nearing evening your unit is given the order to make camp for the night. You breathe a sigh of relief until Colonel Ursula Stonewright calls you to attention and tells you to grab your gear and follow her mere seconds after you have just removed your gear. A light rain can be seen behind her as well as the clouded darkness of late evening illuminating her rough battle scarred features and large build.

"I somehow expected you to be bigger and more menacing from the stories one sometimes hears, still one cannot discount your successes," she smiles. "I have been asked to bring you to meet with Colonel Brightsilver."

If any PC attempts to ask any questions she simply states: ***"I can see already that you are full to brimming with questions but I'm sure Colonel Brightsilver will be able to answer all the questions you care to ask as well as giving you new questions to ponder."***

She smiles a toothy grin and backs out, "Suit up and fall in line." As others eat their nourishing meals of warm lumpy cinnamon gruel in the relative dryness of a tent, you are marched at a brisk pace across the war game's muddy battlefield until you reach a large encampment bustling with activity on the far side of the training exercise area. Heavily armed dwarven guards quickly step aside to allow Colonel Ursula Stonewright and you to pass. Soon you stand before a large tent bearing the symbol of the Principality of Ulek and the Royal Army. A large table dominates the tent and countless scrolls and books lie open upon the table. An elven woman seems to be discussing something with an older battle-scarred dwarven male who is missing his right eye.

For those PCs that have played either ULP2-04 Mountain Manor, ULP3-05 Jailbreak or ULP3INTRO-02 Boot Camp, they recognize the elven woman as Sergeant Windshear and visa.

As the Elven Sergeant gathers up some parchment and maps before leaving, Colonel Ursula Stonewright turns to the older dwarf and speaks a few words in dwarven to him.

If the PCs speak dwarven they can deduce what she says with a successful Listen Check (DC 10).

"These swords will serve you well as they have been tested in the fires of battle and proven to be keen of edge and strong of make."

Then switching to common she says, "I will head to the stables and proceed to make the necessary arrangements." She then salutes the older dwarf and turn on her heels and strides out the door.

The older dwarf motions for the PCs to sit down in one of the many stools arranged around the table.

"Greetings, as you may have deduced by now I am Colonel Krufec Brightsilver of His Majesty's Royal Army. A small matter has come to my attention and I would ask that you look into it for me. Recently a Royal Army scouting unit

has gone missing in the Adirole Province. Patrols are regularly sent through the area on routine scouting expeditions on the lookout for bandits and any signs of Pomarjian activity. While the loss of a unit, any unit, is not a small matter, this loss hits closer to home than any other. My only child, my beloved Nohey Brightsilver, was leading that patrol. My daughter has followed in my footsteps and shares many of the same traits that helped me rise through the Royal Army. Being bright, resourceful, fiercely patriotic and intent on proving herself without the help of others, I have watched her career from afar but have never interfered, up until now that is. I would ask that you travel to the Province of Adirole and investigate this matter for me. Find out what became of the scouting unit and my daughter and bring them back to their loved ones. But if that is not possible, bring those responsible back here to face the justice of the Royal Army.

Now of course any group is only as good as the information provided it, so let me present you with a map of the area. Also, we will be entrusting to you a number of mounts, which Colonel Ursula Stonewright is already equipping with tack and bridle as well as provisions. I would like you to set off tonight and hope to hear from you as soon as possible. Ah, also, before I forget I believe this is where I attempt to answer any additional questions you may have."

The PCs likely will have questions for Colonel Krufec Brightsilver, which might include some of the following:

Q – Are there any Pomarjian forces in the area?

A – ***"No one has reported spotting any Pomarjian forces in that area, though that area has been plagued with bandits and highwaymen recently."***

Q – Do you have any information on these bandits?

A – ***"Ahha, well we do know they are mostly halflings if not all of them. While we know them as the Brotherhood of the Red Squirrel, we know not their leader or their hideout. Also, they have always fled when confronted with Royal Army forces. It would be unlike them to attack a scouting unit."***

Q – What is the name of this village?

A – ***"Sunflower Cove, a quaint village surrounded by peaceful rolling hills. I spent quite a few of my years there as a young dwarf before moving to Gryrax."***

Q – What is the area we are going to like?

A – ***"Comprised mostly of hardworking fishermen, shepherds and craftsmen. There is a nearby cemetery as well as an abandoned lighthouse. The area is fairly low-lying and often floods during heavy storms."***

Q – How far away is this village of Sunflower Cove?

A – ***"Just one days travel by horseback but it could be much longer if that storm opens up and floods the area, as such I'd advise you leave tonight."***

Q – What does your daughter look like?

A – ***"A solidly built dwarven lass with long double-braided honey colored hair and a smiling face with a healthy dose of freckles. She wields an unmistakable adamantium battleaxe whose blades appear as the wings of an outstretched phoenix."***

Q – How many soldiers were in the scouting unit?

A – ***"Seven total including my daughter."***

Q – What are their names?

A – ***"Three humans by the names of Tapocus Eightswords, Jinai Devlin and Hilt Axeson; and three dwarves by the names of Dolsier Proudstone, Ridoles Proudstone and Halind Strongforge."***

Q – What is in it for us?

A – ***"That's the sort of attitude that has caused us to lose ground in this war. Such an attitude distresses me greatly. You are dismissed."*** (Any PC that asks this question has gained the enmity of Krufec Brightsilver. This PC is required to pay two additional recommendations to receive a promotion from this point forward. This PC is also dismissed

from the adventure due to their rude and non-heroic question.)

After the PCs ask any further questions of Krufec Brightsilver, they are free to make their way back to the barracks to retrieve the rest of their supplies as well as to make their way to the stables to retrieve their mounts.

Upon arriving at the stables Colonel Ursula Stonewright finishes equipping their horses and ponies before turning to the PCs.

"Ah my knock-kneed friends, your horses are saddled, fed and watered. Provisions are stored within your saddlebags. I trust when you return that the horses will be in good shape. For if they have been ill treated, I'll see you slopping out the latrines until we're both old and wizened." She smiles a crooked toothy grin; ***"I have a favor to ask of you in the Province of Adirole. There is a small village, Sunflower Cove, which you will pass through as you follow the trail of the missing patrol unit. I have an old friend that retired to that small village after many years serving in the Royal Army. He acts as that village constable. I would ask that you deliver a letter and a package for me to my old friend, Barnabus Cobblefoot. We have not seen each other in many a year and would greatly appreciate your help with this."***

If the PCs say no, Colonel Ursula Stonewright sighs and puts the package and letter away. If the PCs say yes, Colonel Ursula Stonewright smiles a lopsided toothy grin and gives the PC who first agreed a bone shattering slap to the back.

"Ahh, my small muscled friends, I'll remember that you did a favor for Ol' Colonel Ursula Stonewright!"

The package is a simple box wrapped in a brown paper wrapper. The envelope is fairly thick to bursting and smells of fragrant flowers.

If the PC's inquire as to what is in the package and envelope, Colonel Ursula Stonewright merely smiles and blushes telling the PCs that it is merely a gift from one old dear friend to another.

Introduction (Non-Royal Army PCs)

Read the boxed text below to the Non-Royal Army PCs. Royal Army PCs arrive at the tavern mid-way through the encounter.

It is late in the evening and you have been holed up in the rustic and well-worn tavern of the Dancing Griffon tavern for the past three days. Tremendous storm and fierce winds have blanketed the surrounding areas flooding a number of the main roads and paths. Extreme boredom has set in and the thought of eating one more bowl of the innkeeper's supposedly famous "Keoish Surprise" causes your belly to let out an audible rumbling.

Your only company in the tavern these past few days aside from your fellow travelers are a pair of rustic halfling trappers by the names of Pilo Greenwarren and Amuthus Foxglove. They seem keen on hearing any and all stories and news concerning the current war and about your various adventures and exploits in the areas outside of the Principality of Ulek. As well as the rather slovenly and overweight gnomish owner of the tavern, Kaidon Sneed, whose girth undulates every time he lets out one of his high-pitched nervous giggles.

The tavern itself is a stout stone building with a thatch roof that leaks in water in a few points. Along the sandy floor, a few copper clay pots have been set out to catch the water leaking in through the roof. Meanwhile, the shuttered windows are just barely keeping out the strong winds and rain. Numerous tables and chairs, the majority of which are sized for smaller folk, have been moved over to the left most side of the room to allow more space for the many bedrolls laid out on the floors for the poor travelers stuck here during the fierce storms. The whole room smells strongly of fish, smoke and stale grog. The only light illuminating this room comes from a few small candles and the small hearth fire over which the owner's "Keoish surprise" boils merrily.

The door to the tavern suddenly opens allowing the fierce winds to pelt everyone inside with a cold hard rain and causing the few small candles in the room to sputter and wink out plunging the room into almost total darkness. The sound of footsteps can be heard striding

across the room in hard soled boots as the room is lit once again with a single lantern held in the hand of a wiry wizened halfling with dusky brown wrinkled skin and grayish white hair. Rain drips from the man, who is wearing a thick brown cloak with a high collar and a tri-cornered hat of a stiff black material. A stout cudgel rests at his side. Standing beside him and equally as wet is an impressively large and burly riding dog with a cross-shaped scar across his right eye and black fur that is starting to turn silver with age.

The dog shakes himself dry and follows the halfling over to where the fireplace is dimly burning and proceeds to lie down by the fire. The halfling pulls the carved wooden spoon out of the stewpot and proceeds to taste the stew and quickly wrinkles his face. "Feh! Are you still passing this swill off as "Keoish Surprise"? Uggh!! My belly still hurts from the last time I ate this and the surprise part lasted for several days!"

He shouts towards the tavern keeper and then proceeds to remove his rain soaked brown cloak and surveys the tavern. His eyes linger over the strange assemblage of travelers in the room and gives them the once over with a discerning eye and clears his throat before addressing them, "Greetings wayward travelers, I'm glad you still ride out the storm here as it is you I have traveled through this hellish weather to speak to. Ahh! But where are my manners, I'm the village Constable, Barnabus Cobblefoot." At this he gives a slight bow and flashes a smile.

"You lot have the look of adventurers about yourself and if I'm mistaken, I apologize in advance. But I find myself in need of a few stouthearted lads/lasses who aren't afraid of a few local rumors and superstitions to look into something for me. A few miles outside of the village is an old abandoned lighthouse that belongs to the Brightsilver family, a well-regarded dwarven family in these parts. The lighthouse has been empty for over 30 years now after the family moved to Grygrax, but in the last few days' travelers have been reporting seeing lights moving about in the lighthouse. Now rumors have always circulated about the lighthouse being haunted and normally I'd get a few stout local lads to look into it but everyone seems too taken with these selfsame rumors

lately to step within a hundred yards of the place. Also there is typically a Royal Army scouting unit that comes through this area every week like clockwork, but they are about a week late and I figure it's best to have this looked into sooner than later. While the village coffers cannot give you much for performing this service, being able to pay no more than ten gold pieces apiece, I'd be happy to throw in another two gold pieces apiece from my own pocket to line your purses for a night's worth of work."

If the players decline his offer the scenario is over for that PC.

If the PCs agree proceed with the text.

Barranbus smiles and proceeds to put his coat back on and starts to head towards the door of the tavern. "That's great lads I never doubted you would be up for the task. So grab your gear and rain slicks and meet me over at the very end of Main Street where my office is located. It should be easy to find, it's the brown stone building with the bars on the windows. Once you laddie boys get there, I'll fill you in on any additional questions you may have, swear you in as village deputies and give you some maps of the local area. That should keep you from getting lost in the storm and avoid the areas that have been flooded."

Shortly after Barranbus Cobblefoot leaves, the Royal Army PCs arrive at the tavern.

Any PC that stays in the tavern to learn of any rumors and uses the Gather Information skill has the opportunity (DC 10) to learn of some gossip. For every two over a PC gets on their check, allow them an extra roll on the following chart (re-roll any duplicates):

1. In various towns near the northern border of Ulek, horses have been disappearing in the night, said to be taken by a blood stained elvish apparition wearing manacles on his wrists with the chains wrapped around his arms.
2. Barnabus Cobblefoot, the village constable, is rumored to be quite young but a chance run in with a strange undead creature aged him 50 years. It's also odd that we never see him around during the daylight hours.
3. I would keep a keen eye out for griffons as I hear they have a taste for horseflesh, and old Sher of the woods, a local halfling trapper, has said he's spotted them in the woods around

here. Tho you ask me I think the only griffons ole Sher of the woods has seen are probably dancing on the tip of that bottle of elvish wine he often carries with him.

4. Have you heard tell of the traveling hero known as the Lightbringer, who seems to show up wherever evil undead fiends rise from their graves to prey and torment good-hearted folk? It is said he bears a silver lantern that glows with a holy blue light that inspires men to acts of bravery and that he can render undead into dust with but a word from his lips.
5. Several villages have been utterly destroyed by the raging humanoids under the Warlord's control.
6. The bodies of the fallen from various battles between the Principality of Ulek and the Warlord's humanoids have been collected by those loyal to the Warlord and that they are being stitched together to form a giant undead monstrosity. It is said its footsteps cause the mountains to tremble and its size blots out the light off the sun. Its appearance will herald the beginning of the end for the Principality of Ulek.
7. Aye laddie, I hear tell that the red squirrels are operating in this area. A fiercer band of thieves and scoundrels I've not seen. I sure wish I could capture their leader, Zazzi the Red, as that 500 crown bounty on her head would surely buy me a ton of sheep
8. It's said that if one throws golden coins with a special rune inscribed on them from the empty cove near the lighthouse into the sea it will summon a horde of greenish scaly fish eyed creatures from the depths.
9. Young Prince Volimar is planning on increasing the War Tax due to several losses sustained by the Royal Army.
10. So you've fought undead before have ye, well my grandfather told me a secret for fighting them horrors from beyond! So listen close and I'll fill you in. The bestest way to ward off evil undead is to rub onions and bell peppers over your body and gear as undead cannot tolerate the smells of onions and bell peppers

Encounter One - Barnabus Cobblefoot

Shortly after the PCs, both Royal Army and non-Royal Army, leave the tavern so too do the halflings, Pilo Greenwarren and Amuthus Foxglove. In actuality are not fur trappers at all but instead work for Zazzi Bellberry the leader of the smugglers. Pilo Greenwarren and Amuthus Foxglove along with a small group of halfling smugglers move between a number of the small towns and villages in the area gathering information, supplies and spreading rumors that the lighthouse is haunted.

Pilo Greenwarren gets his riding dog, Black Fang, from the stables across from the tavern and rides out of the village to alert his fellows who are camped out in the woods with supplies bound for the lighthouse and starts arranging an ambush at the Old Mill Bridge.

Whereas Amuthus Foxglove follows the PCs to the constable's office and crawls under the building itself, the building being raised slightly above the ground, to listen to any and all things the PCs and constable discuss, so that he will have a full report to give to Zazzi Bellberry, his leader.

Allow a Spot check (DC 35) to notice a single blue eye peering up at the players through a crack in the floorboards. If he's spotted by the PCs, he quickly gives up without a struggle and tells the PCs that they would be best off to leave town before they gets stuck in the big storm that's brewing. If the PCs are able to make a successful Diplomacy or Intimidate skill check (DC 18) while questioning Amuthus Foxglove they are able to find out that he's a member of a smuggling ring known as the Red Squirrels. He can tell them the following:

- ♦ The Red Squirrels, who number some fifteen members strong, are under the leadership of Zazzi Bellberry.
- ♦ Zazzi plans to use the lighthouse as a base for their smuggling operation.
- ♦ Zazzi is searching out information on a family that used to live in this village by the name of Brightsilver.

Amuthus knows nothing about the lost scouting unit. He will not under any circumstances tell the players about the ambush his fellows are setting up.

The PCs likely will have questions for Barnabus Cobblefoot, which might include some of the following:

Q – How far away is the lighthouse?

A – ***"I'd guess roughly three hours by horseback due to some of the roads being flooded over and chances are you might have to leave the horses behind at some point."***

Q – How do we get there?

A – ***"You take the main road leading out of the village past the old graveyard and over the Old Mill Bridge. You'll hit an overgrown path that leads up the shoreline cliffs to the lighthouse. I would keep a keen eye out for griffons tho as I hear they have a taste for horseflesh, and old Sher of the woods, a local halfling trapper, has said he's spotted them in the woods around here. Tho you ask me I think the only griffons ole sher of the woods have seen are probably dancing on the tip of that bottle of elvish wine he often carries with him."***

Q – Can you supply us with horses and gear?

A – ***"Hmmm, probably not much in the way of either. I might be able to rustle you up a pitchfork or two and maybe find one of the locals to lend you a donkey, but outside of some food and spare copper, that's all I can offer."***

Q – Can you tell us anything about the family that owns it?

A – ***"Crusoden Taubey was a dwarven lighthouse warden that was as beautiful as she was arrogant and cruel, rumored to dabble in the dark arts as well as to be involved in smuggling. She was deeply in love with a dashing young dwarven captain of the Royal Army, Krufec Brightsilver, who came from a large dwarven clan with a proud military tradition. He spurned her advances as he was in love with her younger sister, Rincese Taubey a very skilled artisan who made clockwork toys and dolls of a most magnificent nature, and who was as kind as her sister was cruel."***

"After a long courtship Rincese and Krufec were married in the year 483 CY. On the eve of their

marriage, Rincese's elder sister Crusoden, after cursing their union before the assembled guests hurled herself from atop the lighthouse to her death in a fit of rage. Rumors circulated in the surrounding area that the lighthouse was haunted with the spirit of the vengeful sister for quite some time after the incident.

"No longer able to bear living in the lighthouse with the memories of what had transpired there, Krufec and Rincese Brightsilver moved to the city of Gryrax where Rinceses gave birth to a healthy and robust daughter whom the couple named Nohey. Sadly Rinceses died shortly after giving birth leaving Krufec Brightsilver alone to raise their daughter. At least that's how I've been told the story."

Q – Are there any clerics/temples in the village?

A – *"There used to be a rather reclusive druid that lived on the outskirts of town but he was found murdered in the year 483 CY his son left the area soon afterwards to join the Royal Army and serve the Crown."*

Q – Any strangers in town?

A – *"Other than you folks, this village constantly has halflings coming and going so it's hard to keep track what with us halflings being semi-nomadic and all."*

Q – Does the Brightsilver family live in town?

A – *"No they moved to the city of Gryrax a good many years ago, if the scout unit ever showed up, I'd tell you to talk to their leader, as she is the daughter of the family that owns it."*

When the PCs are down conversing with Barnabus Cobblefoot and make way to the lighthouse, continue with the next encounter.

Encounter Two - The Old Mill Bridge

The moon shines lush and full overhead as the cold rain pelts your face, drenching your clothes. A frigid wind whips through your hair as you ride past a small graveyard on the

outskirts of the village. The graveyard itself appears flooded and you can see old vine covered tombstones half submerged in the rising floodwaters.

As you continue forward along the path laid out on the map provided by the village constable of Sunflower Cove you come to an old covered wooden bridge that crosses what would ordinarily be a small stream but due to the heavy storms appears to be a seething rolling mass of muddy water that is only inches from the bridge itself.

Laying in wait among the foliage and trees that lie along the trail upon the opposite side of the bridge are a number of halfling smugglers under the command of Pilo Greenwarren. They are hoping to ambush the PCs once they start crossing the bridge. Unbeknownst to both groups, the rushing water has weakened the Old Mill Bridge considerably.

If the PCs are able to capture any of the smugglers alive they are able to learn, with a successful Diplomacy or Intimidate skill check (DC 18) about their plans to use the lighthouse as a base for their smuggling operation, plus that fact that their leader, Zazzi Bellberry, was searching out information on a family that used to live in this village by the name of Brightsilver. They they know nothing about the lost scouting unit.

APL 2 (EL 4)

Lightfoot Halfling Smugglers (5): Male lightfoot halflings Rog1; hp 7 each; see Appendix 1: NPCs.

Pilo Greenwarren (1): Male lightfoot halfling Rng1; hp 9; see Appendix 1: NPCs.

APL 4 (EL 6)

Lightfoot Halfling Smugglers (5): Male lightfoot halflings Rog1/Rng1; hp 13 each; see Appendix 1: NPCs.

Pilo Greenwarren (1): Male lightfoot halfling Rng2; hp 15; see Appendix 1: NPCs.

APL 6 (EL 8)

Lightfoot Halfling Smugglers (5): Male lightfoot halflings Rog1/Rng2; hp 19 each; see Appendix 1: NPCs.

Pilo Greenwarren (1): Male lightfoot halfling Rng3; hp 21; see Appendix 1: NPCs.

APL 8 (EL 10)

Lightfoot Halfling Smugglers (5): Male lightfoot halflings Rog3/Rng2; hp 29 each; see Appendix 1: NPCs.

Pilo Greenwarren (1): Male lightfoot halfling Rng5; hp 33; see Appendix 1: NPCs.

Black Fang (1): Riding Dog Animal Companion; hp 13; see *Monster Manual* page 272.

APL 10 (EL 12)

Lightfoot Halfling Smugglers (5): Male lightfoot halflings Rog5/Rng2; hp 39 each; see Appendix 1: NPCs.

Pilo Greenwarren (1): Male lightfoot halfling Rng7; hp 46; see Appendix 1: NPCs.

Black Fang (1): Riding Dog Animal Companion; hp 13; see *Monster Manual* page 272.

The halfling's tactics are as follows:

Round 1: Hold action until half the party has crossed the bridge. At APL 8 and above, Pilo Greenwarren casts *entangle* on the group. On APL 6 and below, he fires bolts at the lead PC in an attempt to systematically take a person down. Each of the rogues either target the same PC as Pilo at APL 6 and below or the lead most PC at APL 8 and above, all the while maintaining 50% cover behind the trees.

Note that the first two bolts fired from each of the smuggler's crossbows as well as their leaders bow are coated in large scorpion venom.

Round 2: Small bits of hail fall from the sky as both the wind and rain pick up. The mill bridge falls apart with a tortured groan sending anyone standing atop it into the surging waters below requiring a Swim check (DC 20) every round to avoid going under and being dragged 30 feet downstream away from the battle towards the ocean (*Dungeon Master's Guide* page 92, flowing water). The smugglers continue targeting the lead PC and stay within the confines of the woods where they have 50% cover. If they appear unable to harm a particular PC, they switch targets.

Round 3: The previous round's hail, rain and mud have combined to make the ground thoroughly hard to move in. Everyone is reduced to moving at half speed. Any PCs that went through the Royal Army Introduction are immune to the muddy terrain due to

spending the last few days training in just such conditions. Hail pelts the ground dealing one point of lethal damage to everyone. The winds pick up to forty miles per hour (*Dungeon Master's Guide* page 95), giving a -4 to all ranged attacks and requiring a Fortitude save (DC 15). If failed, PCs of small size are knocked down and PCs of medium size are checked, being unable to move. No effect on creatures of large size or more. The smugglers continue targeting lead PCs and stay within the confines of the woods where they have 50% cover, while slowly backing into the woods with 5-foot steps. If they appear unable to harm a particular PC, they switch targets.

Round 4: The hail continues, dealing an additional one point of lethal damage. The winds have picked up to sixty miles per hour making ranged attacks impossible. All characters need to make a Fortitude save (DC 18). Failing the save results in small characters being blown away. Characters blown away are knocked down and rolled 1d4x10 feet taking 1d4 points of non-lethal damage per 10 feet. The smugglers start leaving through the woods away from the party, unwilling to continue fighting in this weather.

Round 5: Same as Round 4. In the distance PCs can see a funnel of wind forming over the graveyard they passed only earlier and cannot hear the sounds of each other talking. The only sound one can hear is the howling winds and a moist sucking sound as the funnel touches down in the graveyard and starts consuming things in that area. The smugglers continue leaving through the woods away from the party unwilling to continue fighting in this weather.

Round 6 and beyond: The winds rise to that of hurricane level (75 miles per hour).

Encounter Three – Beachside Stroll and an Invitation to Dinner

Slightly delayed by your run in with the crazed halfling highwaymen and weather, you push on through the heavy rain. The path you have been following opens up suddenly showing a breathtaking view of the coastline and the large waves crashing upon the rocky shores. Rolling sand dunes quickly obscures your view of the sea.

In the distance you can make out the form of the old lighthouse silhouetted against the night sky. The fierce rains pour fourth from the sky as the strong winds still tear at your clothing.

Allow the PCs to make a Listen check (DC 18) to hear the sound of battle occurring on the other side of the sand dunes in the churning water of the beach itself. If the players are unsuccessful, continue with Encounter Five.

If the PCs, succeed, continue with the following text below:

From over the sand dune and nearly drowned out by the thunderous sound of the crashing waves and fierce storm winds you hear the sounds of screaming and battle.

If the players investigate the noise read the following text otherwise proceed to Encounter Five:

As you race atop the sand dune and crest the top of it, you see a horribly bandaged and scarred human floating atop the turbulent waters of the sea. He is trying to hold up with one hand a bloodstained younger man who is wearing a Royal Army uniform. All the while wielding a spear in his other hand in an attempt to keep a number of green scaly skinned fishlike humanoids at bay. Sharks can also be seen circling the fighting forms in the water.

Down the beach a short ways you can also make out a small wooden shack on stilts with two small boats nestled underneath it.

When the man, Pergour Straun, sees the PCs he temporarily lets his guard down and is promptly grabbed by the creature (sahuagin). They are only interested in the leper and the Royal Army scout (Private Taporus Eightswords) as potential meals and sacrifices to Sekolah, their dark god. If allowed to leave undisturbed the Sahuagin do not attack the PCs.

If combat breaks out, and the PCs manage to get both the leper and the wounded scout to shore, the Sahuagin sink down below the waves, uninterested in a prolonged combat on dry land when they are certain to find easier prey elsewhere during the storm.

Because of the rough seas and surging waves PCs are required to make Swim checks (DC 15) to move around in the water on APL 2 and Swim checks (DC 20) for APL 4 and above.

Using the boats tied on shore by the leper's shack requires a successful Profession [sailor] (DC 12). This allows the PCs to move at a speed of 30 feet per round through the choppy waters provided that at least two PCs are rowing on the same phase. (Note: A successful skill roll tells the PCs that they need to have at least two PCs rowing on the same phase to move forward). If PCs do not row on the same phase no movement is provided and instead the small boat merely turns in circles.

Each round in the boat roll a six-sided dice. On a roll of 4, 5 or 6, a massive wave strikes the boat requiring all aboard to roll a Reflex save (DC noted below) to remain aboard the boat. Those that fail are forcefully ejected from the boat and carried five to twenty (1d4 squares) from the boat. (Also, see the chart below.)

For each additional PC helping to row the boat on the same phase lowers the Save's DC by one. (The base DC assumes that there are two PCs rowing.)

1d6 Result	Wave Size	Reflex Save DC
1 - 3	None	N/A
4	Small	10
5	Medium	14
6	Large	18

If any PC attempts to engage in melee combat while in the boat it will require everyone in the boat to make a Reflex save (DC 15) or be tossed overboard as the boat flips.

APL 2 (EL 4)

Sahuagin (1): hp 11 each; see *Monster Manual* page 217.

Shark, Medium (2): hp 16 each; see *Monster Manual* page 279.

APL 4 (EL 6)

Sahuagin (3): hp 11 each; see *Monster Manual* page 217.

Shark, Large (2): hp 38 each; see *Monster Manual* page 279.

APL 6 (EL 8)

Sahuagin (5): hp 11 each; see *Monster Manual* page 217.

Shark, Large (2): hp 38 each; see *Monster Manual* page 279.

Ilvenox, Sahuagin Priestess of Sekolah (1): Clr1; hp 19; see Appendix 1: NPCs.

APL 8 (EL 10)

Sahuagin, Advanced (4): hp 37 each; Appendix 1: NPCs.

Shark, Large Advanced (2): hp 62 each; Appendix 1: NPCs.

Ilvenox, Sahuagin Priestess of Sekolah (1): Clr2; hp 26; see Appendix 1: NPCs.

APL 10 (EL 12)

Sahuagin, Large Advanced (4): Brb2; hp 90 each; Appendix 1: NPCs.

Shark, Large Advanced (2): hp 62 each; Appendix 1: NPCs.

Ilvenox, Sahuagin Priestess of Sekolah (1): Clr4; hp 40; see Appendix 1: NPCs.

When the Sahuagin have been defeated, continue with the following:

With the Sahuagin defeated, the wounded scout, whom the leper pulls along the beach, becomes lucid and begins screaming.

“Aggh my leg, my leg, I can’t feel my leg!” Indeed the Private’s right leg from below the knee is missing and his arm appears broken as it hangs from his body at an odd angle. He seems be losing lots of blood from his wounds and the small bleeding lesions that cover his body.

Allow the PCs to make a Heal check (DC 15) to stop the steady flow of blood from the scout’s wounds. An additional Heal check (DC 10) shows that the man’s arm is broken and he has a number of broken ribs as well. A Wilderness Lore check (DC 15) can be made to determine that a shark bit off his leg, and that the lesions that cover his body were caused by stirges.

“Aggh, aggh, the tower, beware the tower, so small but they were. All over us before we could move. I think everyone’s dead. We were just trying to get out of the rain. Vicious, so vicious they were. All dead till only Nohey and me were left. We fought our way to the top most floor of the lighthouse when she turned on

me. It happened so fast. She placed her hand upon my chest and suddenly I was flying through the plate glass window that makes up the top of the lighthouse. Watch out for Nohey, she has betrayed us. If any still live in that accursed tower, it would be her.” At that Private Taporus Eightswords passes into unconsciousness and cannot be awoken.

“Geahhk harouch harough,” the bandaged man lets out a cough that racks his body as you make your way to his small sea shanty. “You boys sure know how to handle yourselves in a brawl. I’m glad you happened upon this bit of trouble I found myself in.” He stretches out a leprous hand to give you a firm handshake.

“Ayah, there I was doing some late night fishing, you see as the storm brings out some of the biggest Ulekian bluefins. When I sees your addlebrained friend there crawling along the beach and thens I sees a monster of a wave crash down upon him and dragged him into the sea. Well, I dove in after him but it was a tough choice as I had just snagged a whopper of a fish on my line. But I let loose that line and dove in. I makes it out to wheres I last saws your boy’o there bobbing and screaming amidst the waves like a small child who lost his mommy. Anyhoo, no sooner do I make it to him then those scaly fish eyed buggers show up, no doubt attracted by the blood and thrashing. Anyhoo what brings yee here?”

If the PCs answer why they are here or their intent to visit the lighthouse, the leper speaks up.

“Well are yee entering by the front door or do you know about the old sea cave entrance?”

“Heh, you boys must not be from around here. The old sea cave entrance is over there.” He points towards where the waves crash upon a number of jagged rocks directly in front of the cliff the lighthouse sits.

“Yep a lot of the young lads and lasses sneak out there to cause mischief, of course that’s before the old sea cave got overrun with bats and all. Now the tower is left fairly alone, though a large group of halflings headed there via boats six days hence, about fifteen in total, with a red haired lass barking out orders. I also seen the unit this boy was attached to headed that way a few days after the halflings arrived.”

“Bwlehehehehe,” the leper lets out another cough followed by spitting out something slimy and green from his mouth.

“I guess them halflings and them Army boys had a bit of a disagreement. Yeppers that’s what I think happened.”

“Anyhoo if you’re dead set on going there I’ll watch over gimpy here and your horses. If you boys have any skill with a skiff, I’ll lend you one of me boats. And while the ole sea cave might look dangerous from here, I’ll let you know that the trail leading up to the lighthouse is even more dangerous. Still what with the mudslides and all.”

At this point, the PCs must decide if they wish to enter the lighthouse via the sea cave route (Encounter Four) or the front door (Encounter Five). Continue with the appropriate encounter.

Encounter Four – An Exhausting Climb

If the PCs selected the sea cave route, continue with the following:

The sounds of the sea start to fade behind you as your boat makes its way into the cave. The cave is a circular room and made entirely of stone. The first thing you notice is your boat is not alone here. There are four smaller boats; two are tied up to a dock to the left, one is tied to the right side dock and one is pulled up to a raised stone platform that connects the two docks. A ladder sits on the platform ascending into the darkness above where small winged forms can be heard flapping around. Both docks are littered with crates and barrels that reek of mold and are blanketed in dust. A black-haired human female lies face down upon the stone platform that connects the two docks. Her arms and legs jut out at odd angles.

If the body is turned over she appears to be wearing a slightly burnt Royal Army uniform and has a crossbow bolt lodged in her chest. The name upon the uniform is Jinai Devlin, one of the missing Royal Army scouts. Nothing of value can be found on her.

Once the PCs dock their boat and proceed to the ladder, they discover it is rusted and pitted. If the PCs choose to take the ladder up continue with the following text:

As you climb the iron rung ladder for what seems like hours in the darkness you come to a simple wooden trap door that is unlocked. Also gazing around you see what at first you thought were bats but upon closer inspection you see dozens of sleeping stirges.

As long as the PCs make no noise, such as talking, the stirges sleep peacefully. Have the stirges make a Listen Check (DC 10) to hear the PCs and awaken. Once awakened, the stirges initiate combat with the PCs.

APL 2 (EL 2)

Stirges (4): hp 5 each; see *Monster Manual* page 236.

APL 4 (EL 4)

Stirges (8): hp 5 each; see *Monster Manual* page 236.

APL 6 (EL 6)

Stirges (12): hp 6 each; see *Monster Manual* page 236.

APL 8 (EL 8)

Stirges (24): hp 8 each; see *Monster Manual* page 236.

APL 10 (EL 10)

Stirges (36): hp 8 each; see *Monster Manual* page 236.

Encounter Five - Mudslide

If the PCs selected to take the trail to the front entrance of the lighthouse, continue with the following:

The rain pelts your every muddy step as you carefully walk along the rocky trail. To your left is a rocky wall with sparse trees jutting out in various places. You try to hug up to that rocky wall, ducking occasionally for low branches as to the right of the three-foot wide path is a massive one hundred foot drop to the crashing sea below. As you gaze at the very steep drop a jagged bolt of lightning strikes a nearby tree sending it hurtling down the side of the cliff face and crashing upon the rocks below.

The winding trail leading up to the cliff towards the lighthouse shows signs of recent travel as the PCs enter the clearing where the lighthouse stands. A successful Survival check (DC 15) confirms that a number of shod horses and ponies traveled this way but never left, as well as that a number of halflings left the lighthouse walking earlier than the horses arrived.

APL 2 (EL 1)

Mud Slide: CR 1; naturally occurring; location trigger; heavy rains reset; no attack roll necessary (2d6); Spot (DC 14).

If the Spot check (DC 14) is made allow the PC to make a reflex save (DC 10) to take half damage and PC requires no further saves to remain on the path.

If the Spot check is not made, the PC takes full damage and is required to make a Reflex save (DC 10) or be tossed off the side of the cliff to fall twenty feet before striking and landing atop a small tree jutting from the cliff side and taking an additional 2d6 points of damage.

It requires a successful Climb check (DC 20) to climb back up to the path. A failed Climb check results in the PC making no progress back towards the path. If the check is failed by more than five, then the PC falls the remaining eight feet to the jagged rocks below and taking an additional 8d6 points of damage.

APL 4 (EL 1)

Mud Slide: CR 1; naturally occurring; location trigger; heavy rains reset; no attack roll necessary (2d6); Spot (DC 16).

If the Spot check (DC 16) is made allow the PC to make a reflex save (DC 12) to take half damage and PC requires no further saves to remain on the path.

If the Spot check is not made, the PC takes full damage and is required to make a Reflex save (DC 12) or be tossed off the side of the cliff to fall twenty feet before striking and landing atop a small tree jutting from the cliff side and taking an additional 2d6 points of damage.

It requires a successful Climb check (DC 20) to climb back up to the path. A failed Climb check results in the PC making no progress back towards the path. If the check is failed by more than five, then the PC falls the remaining eight feet to the jagged rocks below and taking an additional 8d6 points of damage.

APL 6 (EL 2)

Mud Slide: CR 2; naturally occurring; location trigger; heavy rains reset; no attack roll necessary (4d6); Spot (DC 18).

If the Spot check (DC 18) is made allow the PC to make a reflex save (DC 14) to take half damage and PC requires no further saves to remain on the path.

If the Spot check is not made, the PC takes full damage and is required to make a Reflex save (DC 14) or be tossed off the side of the cliff to fall twenty feet before striking and landing atop a small tree jutting from the cliff side and taking an additional 2d6 points of damage.

It requires a successful Climb check (DC 20) to climb back up to the path. A failed Climb check results in the PC making no progress back towards the path. If the check is failed by more than five, then the PC falls the remaining eight feet to the jagged rocks below and taking an additional 8d6 points of damage.

APL 8 (EL 3)

Mud Slide: CR 3; naturally occurring; location trigger; heavy rains reset; no attack roll necessary (6d6); Spot (DC 20).

If the Spot check (DC 20) is made allow the PC to make a reflex save (DC 16) to take half damage and PC requires no further saves to remain on the path.

If the Spot check is not made, the PC takes full damage and is required to make a Reflex save (DC 16) or be tossed off the side of the cliff to fall twenty feet before striking and landing atop a small tree jutting from the cliff side and taking an additional 2d6 points of damage.

It requires a successful Climb check (DC 20) to climb back up to the path. A failed Climb check results in the PC making no progress back towards the path. If the check is failed by more than five, then the PC falls the remaining eight feet to the jagged rocks below and taking an additional 8d6 points of damage.

APL 10 (EL 4)

Mud Slide: CR 4; naturally occurring; location trigger; heavy rains reset; no attack roll necessary (8d6); Spot (DC 20).

If the Spot check (DC 20) is made allow the PC to make a reflex save (DC 18) to take half damage and PC requires no further saves to remain on the path.

If the Spot check is not made, the PC takes full damage and is required to make a Reflex save (DC 18) or be tossed off the side of the cliff to fall twenty feet before striking and landing atop a small tree jutting from the cliff side and taking an additional 2d6 points of damage.

It requires a successful Climb check (DC 20) to climb back up to the path. A failed Climb check results in the PC making no progress back towards the path. If the check is failed by more than five, then the PC falls the remaining eight feet to the jagged rocks below and taking an additional 8d6 points of damage.

Encounter Six – Ground Floor of Lighthouse

If the PCs entered this area from Encounter Five read the text below, otherwise skip ahead to the next paragraph:

You stand before a large open clearing atop the cliffs; the lighthouse itself stands roughly fifty to sixty feet high and is built of solid dwarven hewn stone. The whole building is overgrown with vines and flowering thorn bushes and a large set of stout wooden double doors some nine feet tall swing lazily open and shut as the heavy rains and fierce winds buffet the area giving off a continuous banging noise.

In the distance you can see a great funnel cloud slowly moving from where it formed atop the old graveyard inching its way along the beach as if it was heading straight towards the lighthouse itself. It's hard to tell how long it will be before the hurricane reaches the lighthouse. However, you assume that whatever you plan on doing here should be done quickly. It might not be a bad idea to make sure that all the windows and doors are battened down as it looks like you might have to wait out the storm here.

If the PCs entered the lighthouse from Encounter Four or if the above paragraph has already been read, continue with the below paragraph:

You enter a large circular room filled with old moldy crates and barrels. A spiraling wooden staircase can be seen leading up to the above floor on the eastern wall. It also appears that a number of the crates have been moved to allow room for the seven bed rolls arrayed in a circle in the middle of the room around what must

have been a small fire. A horrible burnt smell fills the room emanating from the corpse of a human male in a badly charred Royal Army uniform who is laying face down in what used to be a fire. Slumped down atop the stairs is a halfling clad in black leathers with a red cloak and scarf who has an axe lodged in both his head and his chest and is very much dead. An empty crossbow lies beside him.

Searching the area reveals a trap door. This is the same trap door the PCs who took the sea cave route used to enter this area. Anyone attempting to open it sets off a *glyph of warding (slow)* and a screaming *magic mouth* spell. The glyph of warding only affects those on the first floor of the lighthouse but its radius is such that it hits the entire first floor and all its occupants. Those entering this room from the sea cave only have the first PC affected by the *glyph of warding (slow)* trap.

If the stirges from Encounter Four were not dispatched, they immediately awaken due to the screaming *magic mouth* and swarm into the ground floor of the lighthouse through holes in the wooden floorboards attacking those who currently stand here.

APL 2 (EL 2)

Glyph of Warding (slow): CR 2; magical; location trigger; recast reset; no attack roll necessary; *slow* spell (Will save DC 14) for no effect; Search (DC 28), Disable Device (DC 28).

APL 4 (EL 2)

Glyph of Warding (slow): CR 2; magical; location trigger; recast reset; no attack roll necessary; *slow* spell (Will save DC 15) for no effect; Search (DC 28), Disable Device (DC 28).

APL 6 (EL 2)

Glyph of Warding (slow): CR 2; magical; location trigger; recast reset; no attack roll necessary; *slow* spell (Will save DC 16) for no effect; Search (DC 28), Disable Device (DC 28).

APL 8 (EL 2)

Glyph of Warding (slow): CR 2; magical; location trigger; recast reset; no attack roll necessary; *slow* spell (Will save DC 17) for no effect; Search (DC 28), Disable Device (DC 28).

APL 10 (EL 2)

Glyph of Warding (slow): CR 2; magical; location trigger; recast reset; no attack roll necessary; *slow* spell (Will save DC 18) for no effect; Search (DC 28), Disable Device (DC 28).

Nothing of value or of note aside from a few bodies of halflings and a few bodies in Principality of Ulek Army uniforms lies here.

A sharp-eyed person might notice with a successful Spot check (DC 25) that the wooden stairs leading up to the main lighthouse floor are very rickety. Those PCs who actively look at the stairs, may also make a Search and/or Knowledge (Engineering) check (DC 20) to gain the same information, plus that it is more than likely would collapse if the PCs climb them heavily encumbered or more than a person at a time. The halflings being fairly light and unencumbered have never needed to worry about this.

As the PCs move up the stairs, and only if they have set off the *magic mouth* trap, the ghost of Crusoden Taubey leaves possession of Nohey Brightsilver for a short while to see who is currently in her lighthouse. She watches as the PCs inspect the ground floor and attempts to soften them up with one of her ghost template abilities before returning to possess Nohey Brightsilver. During the time that Nohey is un-possessed she begins shouting out for her companions. The PCs with a Listen check (DC 10) can hear her shouts. Also, read the following text:

An enormous spiral staircase resides in front of you now. As you move forward onto the staircase a ghostly dwarven head lunges out of the wall at you and stares deep into your eyes with its horrific appearance and a screeching yell before immediately ducking out of sight.

This is the ghost's horrific appearance ability; refer to page 118 of the Monster Manual for additional information on the ghost's horrific appearance ability. Once she has used her ability, she immediately departs. She starts thirty feet in front of the PCs atop the stairs. Refer to the section below for what happens to headstrong PCs that race up the stairs.

The spiral staircase is made out of wood and appears to have seen better days, as numerous scratches and chips can be seen on it. Additionally, several stairs are broken or altogether missing.

Due to the spiral staircase's old and decaying condition, any weight over one hundred and eighty 180 pounds causes it to break sending the PCs crashing down at a distance dependant solely on APL. (Thus, at APL 4 the distance is quite smaller then at APL 12.)

APL 2 (EL 1)

Collapsing Stairs: CR 1; mechanical; location trigger; repair reset; no attack roll necessary (2d6); Search/Knowledge [Engineering] (DC 20).

APL 4 (EL 1)

Collapsing Stairs: CR 1; mechanical; location trigger; repair reset; no attack roll necessary (2d6); Search/Knowledge [Engineering] (DC 20).

APL 6 (EL 2)

Collapsing Stairs: CR 2; mechanical; location trigger; repair reset; no attack roll necessary (4d6); Search/Knowledge [Engineering] (DC 20).

APL 8 (EL 2)

Collapsing Stairs: CR 2; mechanical; location trigger; repair reset; no attack roll necessary (4d6); Search/Knowledge [Engineering] (DC 20).

APL 10 (EL 2)

Collapsing Stairs: CR 2; mechanical; location trigger; repair reset; no attack roll necessary (4d6); Search/Knowledge [Engineering] (DC 20).

Once the PCs have gotten to the top of the spiral staircase (second floor), continue with the next encounter.

Encounter Seven – Second Floor of Lighthouse

The second floor is a large open room that serves as an open kitchen and dining area. There is a thick oak table in here and signs that someone has been taking meals here recently also strangely out of place is a bloody trail leading to a pantry door, the foot prints seem small, possibly halfling sized.

There is also a rickety wooden staircase that leads to the next floor. A burly dwarven male in a chain shirt appears to have fallen halfway through the stairs being sunken up to his chest and filled with crossbow bolts. He is quite dead. The name on his Principality of Ulek Royal

Army uniform identifies him as Halind Strongforge, one of the missing Royal Army scouts.

If the PCs open the pantry door read the following text:

Huddled in the corner shaking like a leaf and mumbling to herself in incoherent tones is a red haired halfling drenched in blood with a large, deep, diagonal wound in her chest. Suddenly she looks up at you as drool slides down her chin and she slowly stands up a wicked looking gore-stained short sword held limply in her hand as she babbles.

Due to the wounds she has received as well as the unsettling possession by the ghost, Zazzi the bandit leader is just a pale shadow of her former self seemingly having lost her senses.

"Hehehehehe!! The dwarf, she was in my head, I didn't want to fight the Royal Army but she made me do it from inside. I couldn't stop myself from staining the walls in the blood of those she hated. Hehehehehehe!! With her guidance I was invincible, but as I stood toe to toe with the last of the patrol her power deserted me and I was forced to flee. Hehehehehehe!! But not for long! The rest of the Red Squirrels will be here soon and then I'll have my revenge! Hehehehehehe!! I'll never have to listen to that voice's commands again." With that she drops a pair of blood soaked ears to the ground and begins cackling madly.

At this point no further information can be gained from her as she seems to have completely lost her senses and been reduced to an gibbering state of madness. In fact, she mutters over and over that her actions are not her own and that the voice compels her actions.

When the PCs head up the second flight of stairs to the third floor, continue with the next encounter.

Encounter Eight – Third Floor of Lighthouse

The third floor opens up to a hallway with two doors on each side. A burly brown haired dwarf lies prone with two daggers sticking out of his back atop the body of a very similar looking dwarf with sandy brown hair who is filled full of seemingly dozens of crossbow bolts. Three dead halflings clad in black leathers, red cloaks

and red scarves lie cleaved in a semi-circle around the two dwarves. A finely crafted dwarven waraxe lies inches from the dwarf's outstretched hand.

An examination of the dwarves will reveal that their names were Ridoles and Dolsier Proudstone, two of the missing Royal Army scouts. Nothing of monetary value lies within this floor with the exception of the finely crafted dwarven waraxe (+1 mighty cleaving dwarven waraxe - medium-sized).

The doors each lead to a bedroom. Three of the bedrooms appear to have been unused for many years though they have been slept in quite recently.

The fourth bedroom appears quite clean and still bears the original furnishings owned by Crusoden Taubey. It too appears to have been slept in quite recently, it is also possible to find a copy of Crusoden's diary (Player's Handout #2) in this room which helps explain some of the background story to the PCs. At the end of the hall the PC's can see a circular wrought iron stairwell leading up to the final floor of the lighthouse.

Room 1

Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; locked DC 18 open lock.

It appears the room is home to many spiders that spun their homes in the far corners. Directly in front of you is a desk made perhaps of oak along with a chair made of the same wood. Many layers of dust lay on the desk. To the right on the back wall is an armoire, nothing fancy, with a small window overlooking the cove below to the left of it. The bed lies directly to the right of you underneath of it is a multitude of dust bunnies. The headboard is old and shows a few cracks, but you notice no dust on the bed. In fact, there seems to be a lack of dust from the door directly to the bed.

Room 2

Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

The room is furnished with a wooden bed directly in front of you that appears to have wave motifs carved in the headboard. A weathered looking sea chest lies at the foot of the bed. A dark blue plush chair sits to the right looking quite comfortable. If seated in the chair reading a book, you could look out upon the cove through a small window by the chair. You

notice a thick layer of dust blanketing most of the room. Strangely enough, the bed and a small path to it are devoid of dust.

Room 3

Wooden Doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

This room has a bunk bed dominating the space. There is a large footlocker in front of the bed with a broken lock. In the corner is a plain desk and chair. A small window above the desk allows light to shine into the room. All is covered in dust. That is, except for the beds. You also notice that the footlocker is void of dust. There seems to be a path to both the footlocker and bed lacking in dust as if someone has recently tread here.

Room 4

Wooden Doors: 1 in. thick; hardness 5; hp 50; AC 5; Break DC 18; locked DC 18 open lock.

The first thing that strikes you as you open the door is that you must be dreaming. The room is spotless and not at all what you'd expect a bedroom in a lighthouse would look like. The room's walls are painted a rich purple, as is the ceiling. Hanging from the ceiling is a beautiful candelabrum made of what appears to be crystal. The candles are currently lit. Looking down at what you expect to be wooden floors, you see that in fact it is carpeted in a dark rouge color. As you scan the room, your eyes first fall upon the massive canopy bed against the far wall. The linens are silken with lace accents with the same colors as the walls and carpet. You also notice a step stool to one side of the bed upholstered in the rich purple. A desk with a large mirror atop it sits to the right of the bed that seems to double as a makeup table as various bottles and feminine containers sit upon it. A window to the left of the bed sheds light into the room and on the rouge fainting couch that sits below it. A few books lie on the couch.

If PCs examine the books on the couch they find Crusoden Taubey's diary. Please give the PCs the Player's Handout #2.

Scanning the room further you see a large cherry armoire that could easily fit a dozen dwarves. Lastly your eyes fall upon a portrait of a young dwarven lass. She is very pleasing to

the eye, long auburn hair, beautiful green eyes, and perfect facial structure. As you look more closely at her expression, you sense a stern almost cruel feeling leaping out of the picture making you feel slightly uncomfortable.

Encounter Nine – Eye of the Storm

This floor is a large open landing with walls of thick glass and a large beacon light in the center of the room. One of the glass walls is shattered.

The broken glass walls was caused when Private Tapocus Eightswords was pushed through it by the ghost after it possessed Nohey Brightsilver during the earlier ambush by the halfling smugglers upon the Principality of Ulek scouts.

The ghost whom currently possesses Nohey Brightsilver, daughter of Krufec Brightsilver, has a number of options at this point.

The tower is also both unhallowed (page 218 of the *Player's Handbook*) and desecrated (page 297 of the *Player's Handbook*).

If and when combat does break out the ghost immediately uses her *telekinesis* ability to hurl a melee fighter type out through the windows of the tower, sending him plunging one hundred feet below.

Also if the ghost feels a bit too crowded on her next action she destroys the support beam holding up the top of the lighthouse dropping everyone to the next lowest floor dealing 2d6 falling damage to everyone present as well as requiring all to make a Reflex save (DC 15) to land upright.

If the body she currently possesses is incapacitated she gladly attempts to possess another body with her malevolence ability.

APL 2 (EL 3)

Crusoden Taubey: Female dwarf Ghost/Clr1; hp 12; see Appendix 1: NPCs.

APL 4 (EL 5)

Crusoden Taubey: Female dwarf Ghost/Clr1/Art3; hp 39; see Appendix 1: NPCs.

APL 6 (EL 8)

Crusoden Taubey: Female dwarf Ghost/Clr1/Art6; hp 66; see Appendix 1: NPCs.

APL 8 (EL 10)

Crusoden Taubey: Female dwarf Ghost/Clr3/Art6; hp 84; see Appendix 1: NPCs.

APL 10 (EL 12)

Crusoden Taubey: Female dwarf Ghost/Clr5/Art6; hp 102; see Appendix 1: NPCs.

A few other important notes:

1. If the PCs slept to regain spells or decided to take care of their search in the morning she is no longer found at the lighthouse. She instead is encountered in the village and relays her version of the events to the constable who in turn relays her story to the PCs. After the PCs depart to investigate the lighthouse, she then heads to Gyrax after borrowing a horse from the constable to meet up with Krufec Brightsilver. She then attempts to kill Krufec. The PCs are not able to catch up to her and stop her.
2. If the PCs make it to the top of the lighthouse that same night and have Principality of Ulek Army PCs counted among their number, the ghost, currently possessing the body of Nohey Brightsilver, appears from around the beacon light as if she has been in a tooth and nail struggle for her life. She then proceeds to ask the PCs for healing as well as telling them her version of the events that transpired. She then asks the PCs to escort her to her father as she has important information concerning the smugglers and their plans. If the PCs take her to Gyrax she attempts to murder Krufec Brightsilver shortly after the PCs leave. Even if the ghost is unable to kill Krufec, she is quite happy as he will be a broken man having had his own daughter attempt to kill him and then having his daughter executed as a traitor.
3. If the PCs make it to the top of the lighthouse that same night and have no Principality of Ulek Army PCs counted among their number, the ghost, currently possessing the body of Nohey Brightsilver, appears from around the beacon light and depending on how wounded the PCs are either attempt to kill them, if they are wounded, or have them escort her to the constable where she relays her version of the events that transpired.
4. If at anytime the PCs accuse Nohey Brightsilver of any wrongdoing and have proof to back it up this statement up, she immediately initiates a combat. The ghost knows that if killed in the tower she will just reform eventually as well as knowing that if the combat goes badly she can just possess someone else. Also, she knows that bringing Krufec his daughter back dead will destroy him.
5. The best-case scenario is that the PCs are able to capture the possessed Nohey Brightsilver unharmed and are aware or suspect that she is possessed. Crusoden cannot possess anyone else once she is outside the tower nor do the majority of her ghost template powers work outside the tower, something she is unaware of at this time. The PCs then be able to arrange for a cleric to free Nohey of possession and/or cleanse the lighthouse of possession.

Conclusion

Note there are sixteen possible conclusions; please ensure that the correct conclusion is given to the PCs. Due to some PCs being a member of the Royal Army while others are not, it is possible that some PCs may have different conclusions.

#	Defeat Ghost?	Kill Nohey?	Rescue Leper?	Royal Army?
1	Yes	Yes	Yes	Yes
2	Yes	Yes	Yes	No
3	Yes	Yes	No	Yes
4	Yes	Yes	No	No
5	Yes	No	Yes	Yes
6	Yes	No	Yes	No
7	Yes	No	No	Yes
8	Yes	No	No	No
9	No	Yes	Yes	Yes
10	No	Yes	Yes	No
11	No	Yes	No	Yes
12	No	Yes	No	No
13	No	No	Yes	Yes
14	No	No	Yes	No
15	No	No	No	Yes
16	No	No	No	No

Ending #1

Despite killing the ghost, the PCs do not receive any favors or influence points due to killing Nohey. In fact, their story is questioned by the Royal Army costing the them an additional Time Unit (TU). No further action is taken. Due to the hurricane, the leper's shack was destroyed. Any PC can choose to stay behind and help the leper rebuild his shack for the cost of one additional Time Unit (TU). By doing so, that PC earns the *Favor of the Leper*.

Ending #2

Despite killing the ghost, the PCs do not receive any favors or influence points due to killing Nohey.

In fact, they are asked to stay in the village of Sunflower Cove until the Royal Army questions them. Those PCs they stay pay an additional Time Unit (TU), while those who decide to skip time are now '*Wanted*.' Due to the hurricane, the leper's shack was destroyed. Any PC can choose to stay behind and help the leper rebuild his shack for the cost of one additional Time Unit (TU). By doing so, that PC earns the *Favor of the Leper*.

Ending #3

Despite killing the ghost, the PCs do not receive any favors or influence points due to killing Nohey. In fact, their story is questioned by the Royal Army costing the them an additional Time Unit (TU).

Ending #4

Despite killing the ghost, the PCs do not receive any favors or influence points due to killing Nohey. In fact, they are asked to stay in the village of Sunflower Cove until the Royal Army questions them. Those PCs they stay pay an additional Time Unit (TU), while those who decide to skip time are now '*Wanted*.'

Ending #5

Having killed the ghost, but not Nohey, the PCs earn the *Principality of Ulek Royal Army Commendation*. Due to the hurricane, the leper's shack was destroyed. Any PC can choose to stay behind and help the leper rebuild his shack for the cost of one additional Time Unit (TU). By doing so, that PC earns the *Favor of the Leper*.

Ending #6

Having killed the ghost, but not Nohey, the PCs earn the *Recommendation for the Principality of Ulek Royal Army* if they have a home region of the Principality of Ulek. Due to the hurricane, the leper's shack was destroyed. Any PC can choose to stay behind and help the leper rebuild his shack for the cost of one additional Time Unit (TU). By doing so, that PC earns the *Favor of the Leper*.

Ending #7

Having killed the ghost, but not Nohey, the PCs earn the *Principality of Ulek Royal Army Commendation*.

Ending #8

Having killed the ghost, but not Nohey, the PCs earn the *Recommendation for the Principality of*

Ulek Royal Army if they have a home region of the Principality of Ulek.

Ending #9

The PCs do not receive any favors or influence points due to killing Nohey and not killing the ghost.

In fact, for not even killing the ghost, they are given a one rank demotion. Their story is questioned by the Royal Army costing them an additional Time Unit (TU). Due to the hurricane, the leper's shack was destroyed. Any PC can choose to stay behind and help the leper rebuild his shack for the cost of one additional Time Unit (TU). By doing so, that PC earns the *Favor of the Leper*.

Ending #10

The PCs do not receive any favors or influence points due to killing Nohey and not killing the ghost.

In fact, they are asked to stay in the village of Sunflower Cove until the Royal Army questions them. Those PCs they stay pay an additional Time Unit (TU), while those who decide to skip time are now *'Wanted.'* Due to the hurricane, the leper's shack was destroyed. Any PC can choose to stay behind and help the leper rebuild his shack for the cost of one additional Time Unit (TU). By doing so, that PC earns the *Favor of the Leper*.

Ending #11

The PCs do not receive any favors or influence points due to killing Nohey and not killing the ghost.

In fact, for not even killing the ghost, they are given a one rank demotion. Their story is questioned by the Royal Army costing them an additional Time Unit (TU).

Ending #12

The PCs do not receive any favors or influence points due to killing Nohey and not killing the ghost.

In fact, they are asked to stay in the village of Sunflower Cove until the Royal Army questions them. Those PCs they stay pay an additional Time Unit (TU), while those who decide to skip time are now *'Wanted.'*

Ending #13

The PCs do not receive any favors or influence points due to not killing the ghost. Due to the hurricane, the leper's shack was destroyed. Any PC can choose to stay behind and help the leper rebuild his shack for the cost of one additional Time

Unit (TU). By doing so, that PC earns the *Favor of the Leper*.

Ending #14

The PCs do not receive any favors or influence points due to not killing the ghost. Due to the hurricane, the leper's shack was destroyed. Any PC can choose to stay behind and help the leper rebuild his shack for the cost of one additional Time Unit (TU). By doing so, that PC earns the *Favor of the Leper*.

Ending #15

The PCs do not receive any favors or influence points due to not killing the ghost. Due to the hurricane, the leper's shack was destroyed. Any PC can choose to stay behind and help the leper rebuild his shack for the cost of one additional Time Unit (TU). By doing so, that PC earns the *Favor of the Leper*.

Ending #16

The PCs do not receive any favors or influence points due to not killing the ghost. Due to the hurricane, the leper's shack was destroyed. Any PC can choose to stay behind and help the leper rebuild his shack for the cost of one additional Time Unit (TU). By doing so, that PC earns the *Favor of the Leper*.

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 to each character.

Encounters 2: The Old Mill Bridge

Surviving the fight.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 3: Beachside Stroll and an Invitation to Dinner

Defeat sahuagin.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter 4: An Exhausting Climb

Defeat striges.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

Encounter 5: Mudslide

Survive mudslide.

APL 2	30 XP
APL 4	30 XP
APL 6	60 XP
APL 8	90 XP
APL 10	120 XP

Encounter 6: Ground Floor of Lighthouse

Survive collapsing stair trap.

APL 2	30 XP
APL 4	30 XP
APL 6	60 XP
APL 8	60 XP
APL 10	60 XP

Encounter 9: Eye of the Storm

Defeating the ghost.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Role-play Experience

Good role-play throughout the event.

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP

Total Possible Experience (Maximum Reward Allowed)

APL 2	540 XP (450 XP)
APL 4	825 XP (675 XP)
APL 6	1170 XP (900 XP)
APL 8	1485 XP (1125 XP)
APL 10	1800 XP (1350 XP)

Treasure Summary

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

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 minute 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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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.

Treasure Key:

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

Encounters 2: The Old Mill Bridge

Strip and sell the halflings' gear.

APL 2: L: 47 gp; C: 0 gp; M: 0.

APL 4: L: 47 gp; C: 0 gp; M: 0.

APL 6: L: 47 gp; C: 0 gp; M: 0.

APL 8: L: 47 gp; C: 0 gp; M: 0.

APL 10: L: 47 gp; C: 0 gp; M: 0.

Encounter 3: Beachside Stroll and an Invitation to Dinner

Strip and sell the sahuagin's gear.

APL 2: L: 6 gp; C: 0 gp; M: 0.

APL 4: L: 17 gp; C: 0 gp; M: 0.

APL 6: L: 33 gp; C: 0 gp; M: 0.

APL 8: L: 22 gp; C: 0 gp; M: *trident of warning* (Value 843 gp per character).

APL 10: L: 22 gp; C: 0 gp; M: *trident of warning* (Value 843 gp per character).

Encounter 8: Third Floor of Lighthouse

Sell the magical dwarven waraxe.

APL 2: L: 0 gp; C: 0 gp; M: *+1 mighty cleaving dwarven waraxe* (Value 694 gp per character).

APL 4: L: 0 gp; C: 0 gp; M: *+1 mighty cleaving dwarven waraxe* (Value 694 gp per character).

APL 6: L: 0 gp; C: 0 gp; M: *+1 mighty cleaving dwarven waraxe* (Value 694 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: *+1 mighty cleaving dwarven waraxe* (Value 694 gp per character).

APL 10: L: 0 gp; C: 0 gp; M: *+1 mighty cleaving dwarven waraxe* (Value 694 gp per character).

Conclusion

Payment from Barnabus Cobblefoot.

APL 2: L: 0 gp; C: 12 gp; M: 0.

APL 4: L: 0 gp; C: 12 gp; M: 0.

APL 6: L: 0 gp; C: 12 gp; M: 0.

APL 8: L: 0 gp; C: 12 gp; M: 0.

APL 10: L: 0 gp; C: 12 gp; M: 0.

Total Possible Treasure

APL 2: L: 53 gp; C: 12 gp; M: 694 gp;

Total: 759 gp (400 gp)

APL 4: L: 64 gp; C: 12 gp; M: 694 gp;

Total: 770 gp (600 gp)

APL 6: L: 80 gp; C: 12 gp; M: 694 gp;

Total: 786 gp (786 gp)

APL 8: L: 69 gp; C: 12 gp; M: 1537 gp;

Total: 1618 gp (1250 gp)

APL 10: L: 69 gp; C: 12 gp; M: 1537 gp;

Total: 1618 gp (2100 gp)

Special

These items may appear on the Adventure Record. They should be crossed out if the PC did not encounter or earn them in the adventure.

Principality of Ulek Royal Army Commendation - For successfully defeating a potential threat to a member of the Principality of Ulek Royal Army, a member of the Principality of Ulek Royal Army, have received this commendation from Colonel Krufec Brightsilver.

Recommendation for the Principality of Ulek Royal Army - For successfully defeating a potential threat to a member of the Principality of Ulek Royal Army, you have received a recommendation from Colonel Krufec Brightsilver to join the Principality of Ulek Royal Army.

Favor of the Leper - For assisting a man known only as the leper with rebuilding his shack, he has offered to sell you his one valuable possession, a *ring of water breathing*. Alternatively, the favor can be held for future use.

Ring of Water Breathing

This ring, set with a pearl, allows the wearer to continually utilize the effects of the spell *water breathing*.

Caster Level: 9th; *Prerequisites:* Forge Ring, *water breathing*; *Market Price:* 15000 gp; *Weight:* .

'*Wanted*' - For deciding to skip out on being questioned by the Principality of Ulek Royal Army, you are now '*wanted*.' During play during any Principality of Ulek event, or Sheldomar Valley meta-regional scenario that takes place within the Principality of Ulek, the PC risks being discovered. If discovered, the PC must pay four Time Units (TU) while being questioned. To avoid being discovered, the PC can make a Diplomacy check (DC 25) or a Bluff and Disguise check (DC 25) at the beginning of the scenario. Failed checks result in being discovered. While '*wanted*' the PC cannot use any Principality of Ulek favors or influence points nor join any Principality of Ulek meta-gaming organization. Once discovered, the PC is no longer '*wanted*'.

Items for the Adventure Record

Item Access

APL 2 - 6:

+1 *mighty cleaving dwarven waraxe* - *medium-sized*
(Adventure, DMG)

APL 8 & 10

trident of warning (Adventure, DMG)

Appendix I: NPCs

Encounter 2

APL 2 (EL 4)

Lightfoot Halfling Smugglers (5): Male lightfoot halflings Rog1; HD 1d6+1; hp 7 each; Init +5 (Dex); Spd 20 ft.; AC 20 (touch 16, flat-footed 15); Atks +1 melee (1d6 [crit 19-20], longsword) or +6 ranged (1d6 [crit 19-20], light crossbow); SQ Sneak attack (+1d6), trapfinding; Halfling Traits; AL N; SV Fort +2, Ref +8, Will +1; Str 10, Dex 20, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +0, Gather Information +3, Hide +11, Jump +0, Listen +6, Move Silently +9, Search +4, Sleight of Hand +7, Spot +4, Tumble +7; Rapid Reload.

Possessions: studded leather armor, buckler, light crossbow, bolts (30), longsword, 2 doses large scorpion venom already coated on first two arrows/bolts fired DC 18 initial damage 1d6 str damage / secondary damage 1d6 str.

Pilo Greenwarren (1): Male lightfoot halfling Rng1; HD 1d8+1; hp 9; Init +4 (Dex); Spd 20 ft.; AC 19 (Touch 15, Flat-footed 15); Atks +2 melee (1d6 [crit 19-20], longsword) or +6 ranged (1d6 [crit 19-20], light crossbow); SQ Favored enemy (human), track, wild empathy, Halfling traits; AL N; SV Fort +4, Ref +7, Will +2; Str 10, Dex 19, Con 12, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +0, Hide +10, Jump +0, Listen +7, Move Silently +8, Ride +8, Spot +5, Survival +5; Rapid Reload.

Possessions: studded leather armor, buckler, light crossbow, bolts (30), longsword, 2 doses large scorpion venom already coated on first two arrows/bolts fired DC 18 initial damage 1d6 str damage / secondary damage 1d6 str.

APL 4 (EL 6)

Lightfoot Halfling Smugglers (5): Male lightfoot halflings Rog1/Rng1; HD 1d6+1d8+2; hp 13 each; Init +5 (Dex); Spd 20 ft.; AC 20 (Touch 16, Flat-footed 15); Atks +2 melee (1d6 [crit 19-20], longsword) or +7 ranged (1d6 [crit 19-20], light crossbow); SQ Sneak attack (+1d6), trapfinding, Favored enemy (human), track, wild empathy, Halfling traits; AL N; SV Fort +4, Ref +10, Will +1; Str 10, Dex 20, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +1, Gather Information +3, Hide +12, Jump +0, Listen +7, Move Silently

+10, Search +5, Sleight of Hand +7, Spot +5, Tumble +7; Rapid Reload.

Possessions: studded leather armor, buckler, light crossbow, bolts (30), longsword. 2 doses large scorpion venom already coated on first two arrows/bolts fired DC 18 initial damage 1d6 str damage / secondary damage 1d6 str.

Pilo Greenwarren (1): Male lightfoot halfling Rng2; HD 2d8+2; hp 15; Init +4 (Dex); Spd 20 ft.; AC 19 (Touch 15, Flat-footed 15); Atks +3 melee (1d6 [crit 19-20], longsword) or +7 ranged (1d6 [crit 19-20], light crossbow); SQ Favored enemy (human), track, wild empathy, Halfling traits; AL N; SV Fort +5, Ref +8, Will +2; Str 10, Dex 19, Con 12, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +0, Hide +11, Jump +0, Listen +8, Move Silently +9, Ride +9, Spot +6, Survival +6; Combat Style Archery (Rapid Shot), Rapid Reload.

Possessions: studded leather armor, buckler, light crossbow, bolts (30), longsword, 2 doses large scorpion venom already coated on first two arrows/bolts fired DC 18 initial damage 1d6 str damage / secondary damage 1d6 str.

APL 6 (EL 8)

Lightfoot Halfling Smugglers (5): Male lightfoot halflings Rog1/Rng2; HD 1d6+2d8+3; hp 19 each; Init +9 (Dex, Improved Initiative); Spd 20 ft.; AC 20 (Touch 16, Flat-footed 15); Atks +3 melee (1d6 [crit 19-20], longsword) or +8 ranged (1d6 [crit 19-20], light crossbow); SQ Sneak attack (+1d6), trapfinding, Favored enemy (human), track, wild empathy, Halfling traits; AL N; SV Fort +5, Ref +11, Will +1; Str 10, Dex 20, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +1, Gather Information +3, Hide +13, Jump +1, Listen +8, Move Silently +11, Search +6, Sleight of Hand +7, Spot +6, Tumble +7; Combat Style Archery (Rapid Shot), Improved Initiative, Rapid Reload.

Possessions: studded leather armor, buckler, light crossbow, bolts (30), longsword, 2 doses large scorpion venom already coated on first two arrows/bolts fired DC 18 initial damage 1d6 str damage / secondary damage 1d6 str.

Pilo Greenwarren (1): Male lightfoot halfling Rng3; HD 3d8+3; hp 21; Init +8 (Dex, Improved Initiative);

Spd 20 ft.; AC 19 (Touch 15, Flat-footed 15); Atks +4 melee (1d6 [crit 19-20], longsword) or +9 ranged (1d6 [crit 19-20], light crossbow); SQ Favored enemy (human), track, wild empathy, Halfling traits; AL N; SV Fort +5, Ref +8, Will +3; Str 10, Dex 19, Con 12, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +0, Hide +12, Jump +0, Listen +9, Move Silently +10, Ride +10, Spot +7, Survival +7; Combat Style Archery (Rapid Shot), Endurance, Improved Initiative, Rapid Reload.

Possessions: studded leather armor, buckler, light crossbow, bots (30), longsword, 2 doses large scorpion venom already coated on first two arrows/bolts fired DC 18 initial damage 1d6 str damage / secondary damage 1d6 str.

APL 8 (EL 10)

Lightfoot Halfling Smugglers (5): Male lightfoot halflings Rog3/Rng2; HD 3d6+2d8+5; hp 29 each; Init +9 (Dex, Improved Initiative); Spd 20 ft.; AC 20 (Touch 16, Flat-footed 15); Atks +5 melee (1d6 [crit 19-20], longsword) or +10 ranged (1d6 [crit 19-20], light crossbow); SQ Sneak attack (+2d6), trapfinding, evasion, trap sense +1, Favored enemy (human), track, wild empathy, Halfling traits; AL N; SV Fort +6, Ref +12, Will +2; Str 10, Dex 20, Con 12, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +1, Gather Information +5, Hide +15, Jump +1, Listen +10, Move Silently +13, Search +8, Sleight of Hand +9, Spot +8, Tumble +9; Combat Style Archery (Rapid Shot), Improved Initiative, Rapid Reload.

Possessions: studded leather armor, buckler, light crossbow, bots (30), longsword, 2 doses large scorpion venom already coated on first two arrows/bolts fired DC 18 initial damage 1d6 str damage / secondary damage 1d6 str.

Pilo Greenwarren (1): Male lightfoot halfling Rngr5; HD 5d8+5; hp 33; Init +9 (Dex, Improved Initiative); Spd 20 ft.; AC 20 (Touch 16, Flat-footed 15); Atks +6 melee (1d6 [crit 19-20], longsword) or +11 ranged (1d6 [crit 19-20], light crossbow); SQ Favored enemy (1-human, 2-dwarves), track, wild empathy, animal companion, Halfling traits; AL N; SV Fort +6, Ref +10, Will +3; Str 10, Dex 20, Con 12, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +0, Hide +15, Jump +0, Listen +11, Move Silently +13, Ride +13, Spot +9, Survival +9; Combat Style Archery (Rapid Shot), Endurance, Improved Initiative, Rapid Reload.

Spells Known (1; base DC = 11 + spell level): 1st —*entangle*.

Possessions: studded leather armor, buckler, light crossbow, bots (30), longsword, 2 doses large scorpion venom already coated on first two arrows/bolts fired DC 18 initial damage 1d6 str damage / secondary damage 1d6 str.

APL 10 (EL 12)

Lightfoot Halfling Smugglers (5): Male lightfoot halflings Rog5/Rng2; HD 5d6+2d8+7; hp 39 each; Init +9 (Dex, Improved Initiative); Spd 20 ft.; AC 20 (Touch 16, Flat-footed 15); Atks +6 melee (1d6 [crit 19-20], longsword) or +11 ranged (1d6 [crit 19-20], light crossbow); SQ Sneak attack (+1d6), trapfinding, evasion, trap sense +1, uncanny dodge, Favored enemy (human), track, wild empathy, Halfling traits; AL N; SV Fort +6, Ref +13, Will +2; Str 10, Dex 20, Con 12, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +1, Gather Information +7, Hide +19, Jump +1, Listen +12, Move Silently +17, Search +10, Sleight of Hand +11, Spot +10, Tumble +11; Combat Style Archery (Rapid Shot), Improved Initiative, Rapid Reload, Stealthy.

Possessions: studded leather armor, buckler, light crossbow, bots (30), longsword, 2 doses large scorpion venom already coated on first two arrows/bolts fired DC 18 initial damage 1d6 str damage / secondary damage 1d6 str.

Pilo Greenwarren (1): Male lightfoot halfling Rngr7; HD 7d8+7; hp 46; Init +9 (Dex, Improved Initiative); Spd 20 ft.; AC 20 (Touch 16, Flat-footed 15); Atks +8/+3 melee (1d6 [crit 19-20], longsword) or +14/+9 ranged (1d6 [crit 19-20] light crossbow); SQ Favored enemy (1-human, 2-dwarves), track, wild empathy, animal companion, woodland stride, Halfling traits; AL N; SV Fort +7, Ref +11, Will +4; Str 10, Dex 20, Con 12, Int 10, Wis 12, Cha 9.

Skills and Feats: Climb +0, Hide +17, Jump +0, Listen +13, Move Silently +15, Ride +15, Spot +11, Survival +11; Combat Style Archery (Rapid Shot), Endurance, Improved Combat Style Archery (Many Shot), Improved Initiative, Rapid Reload, Weapon Focus (light crossbow).

Spells Known (2; base DC = 11 + spell level): 1st —*entangle*, *entangle*.

Possessions: studded leather armor, buckler, light crossbow, bots (30), longsword, 2 doses large scorpion venom already coated on first two

arrows/bolts fired DC 18 initial damage 1d6 str damage / secondary damage 1d6 str.

Encounter Three

APL 6 (EL 8)

Ilvenox, Sahuagin Priestess of Sekolah (1): Clr1; CR 3; Medium Monstrous Humanoid (Aquatic); HD 3d8+3; hp 19; Init +1 (Dex); Spd 30 ft.; swim 60 ft.; AC 16 (touch 11, flat-footed 15); Atk +5 melee (1d8+3, trident) and +2 melee (1d4+1, bite); or +4 melee (1d4+2, 2 talons) and +2 melee (1d4+1, bite); or +3 ranged (1d10 [crit 19-20], heavy crossbow); SA Blood frenzy, rake 1d4+1; SQ Blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +5, Ref +4, Will +8; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Blood Frenzy: -2 AC, +2 Constitution (+1 Fortitude save, +10 hp), +2 Strength (+2 hit and damage).

Skills and Feats: Concentration +5, Diplomacy +3, Handle Animal +4, Hide +6, Knowledge (Religion) +6, Listen +6, Profession (hunter) +1, Ride +3, Spellcraft +6, Spot +6, Survival +1; Great Fortitude, Iron Will, Multi-attack, Weapon Focus (Trident).

Spells Known [3/2+1]; base DC = 11 + spell level]: 0 –detect magic, light, read magic; 1st –bane, bless, enlarge person*.

*Domain spell. *Domains:* Strength (Feat of strength); War (Weapon Focus: trident).

Possessions: trident, heavy crossbow, bolts (10).

APL 8 (EL 10)

Sahuagin, Advanced (4): CR 3; Medium Monstrous Humanoid (Aquatic); HD 5d8+5; hp 37 each; Init +1 (Dex); Spd 30 ft.; swim 60 ft.; AC 16 (touch 11, flat-footed 15); Atk +8 melee (1d8+3, trident) and +5 (1d4+1, bite); or +7 melee (1d4+2, 2 talons) and +5 melee (1d4+1, bite); or +6 ranged (1d10 [crit 19-20], heavy crossbow); SA Blood frenzy, rake 1d4+1; SQ Blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +3, Ref +4, Will +4; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Blood Frenzy: -2 AC, +2 Constitution (+1 Fortitude save, +10 hp), +2 Strength (+2 hit and damage).

Skills and Feats: Handle Animal +4, Hide +8, Listen +8, Profession (hunter) +3, Ride +5, Spot +8, Survival +3; Great Fortitude, Multi-attack, Weapon Focus (Trident).

Possessions: Trident, heavy crossbow, bolts (10).

Shark, Large Advanced (2): CR 4; Large Animal (Aquatic); HD 10d8+10; hp 62 each; Init +6 (Dex, Improved Initiative); Spd 60 ft. (swim); AC 15 (touch 11, flat-footed 13); Atk +9 (1d8+4, bite); Face/Reach 10 ft./5 ft; SQ Blindsight 30 ft., keen scent; AL N; SV Fort +10, Ref +9, Will +4; Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +8, Spot +7; Alertness, Great Fortitude, Improved Initiative, Toughness.

Ilvenox, Sahuagin Priestess of Sekolah (1): Clr2; CR 4; Medium Monstrous Humanoid (Aquatic); HD 4d8+4; hp 26; Init +1; Spd 30 ft.; swim 60 ft.; AC 16 (touch 11, flat-footed 15); Atk +8 melee (1d8+5, trident) and +3 (1d4+1, bite); or +5 melee (1d4+2, 2 talons) and +3 melee (1d4+1, bite); or +4 ranged (1d10 [crit 19-20], heavy crossbow); SA Blood frenzy, rake 1d4+1; SQ Blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +6, Ref +4, Will +10; Str 14, Dex 13, Con 12, Int 14, Wis 14, Cha 9.

Blood Frenzy: -2 AC, +2 Constitution (+1 Fortitude save, +10 hp), +2 Strength (+2 hit and damage).

Skills and Feats: Concentration +6, Diplomacy +4, Handle Animal +4, Hide +6, Knowledge (Religion) +7, Listen +7, Profession (hunter) +2, Ride +3, Spellcraft +7, Spot +7, Survival +2; Great Fortitude, Iron Will, Multi-attack, Weapon Focus (Trident).

Spells Known [4/3+1; base DC = 12 + spell level]: 0 –detect magic, light, light, read magic; 1st –bane, bless, doom, enlarge person*.

*Domain spell. *Domains:* Strength (Feat of strength); War (Weapon Focus: trident).

Possessions: trident of warming, heavy crossbow, bolts (10).

APL 10 (EL 12)

Sahuagin, Large Advanced (4): Brb2; CR 8; Large Monstrous Humanoid (Aquatic); HD 8d8+2d12+22; hp 90 each; Init +0 (Dex); Spd 40 ft.;

swim 60 ft.; AC 16 (touch 9, flat-footed 16); Atk +16/+11 melee (2d6+6, trident) and +9 (1d6+6, bite); or +15/+10 melee (1d6+6, 2 talons) and +9 melee (1d6+6, bite); or +10 ranged (2d8 [crit 19-20, heavy crossbow]; Face/Reach 10 ft./10 ft.; SA Blood frenzy, rake 1d4+1; SQ Blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent, uncanny dodge, rage 1/day, fast movement, illiteracy; AL LE; SV Fort +8, Ref +3, Will +4; Str 22, Dex 11, Con 16, Int 14, Wis 13, Cha 9.

Blood Frenzy: -2 AC, +2 Constitution (+1 Fortitude save, +10 hp), +2 Strength (+2 hit and damage).

Barbarian Rage: +4 Strength (+2 hit and damage), +4 Constitution (+2 Fortitude save, +20 hp), +2 moral bonus on Will saves, -2 AC.

Skills and Feats: Handle Animal +6, Hide +9, Intimidate +5, Listen +12, Profession (hunter) +5, Ride +6, Spot +12, Survival +5; Great Fortitude, Multi-attack, Weapon Focus (Trident).

Possessions: trident, heavy crossbow, bolts (10).

Shark, Large Advanced (2): CR 4; Large Animal (Aquatic); HD 10d8+10; hp 62 each; Init +6 (Dex, Improved Initiative); Spd 60 ft. (swim); AC 15 (touch 11, flat-footed 13); Atk Bite +9 (1d8+4); Face/Reach 10 ft./5 ft.; SQ Blindsight 30 ft., keen scent; AL N; SV Fort +10, Ref +9, Will +4; Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +8, Spot +7; Alertness, Great Fortitude, Improved Initiative, Toughness.

Ilvenox, Sahuagin Priestess of Sekolah (1): Clr4; CR 6; Medium Monstrous Humanoid (Aquatic); HD 6d8+6; hp 40; Init +1 (Dex); Spd 30 ft.; swim 60 ft.; AC 16 (touch 11, flat-footed 15); Atk +10 melee (1d8+5, trident) and +5 (1d4+1, bite); or +7 melee (1d4+2, 2 talons) and +5 melee (1d4+1, bite); or +6 ranged (1d10 [crit 19-20], heavy crossbow); SA Blood frenzy, rake 1d4+1; SQ Blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +7, Ref +5, Will +11; Str 14, Dex 13, Con 12, Int 14, Wis 14, Cha 9.

Blood Frenzy: -2 AC, +2 Constitution (+1 Fortitude save, +10 hp), +2 Strength (+2 hit and damage).

Skills and Feats: Concentration +8, Diplomacy +6, Handle Animal +4, Hide +6, Knowledge (Religion) +9, Listen +7, Profession (hunter) +2, Ride +3, Spellcraft +9, Spot +7, Survival +2; Great Fortitude, Iron Will, Multi-attack, Weapon Focus (Trident).

Spells Known [5/4+1/3+1; base DC = 12 + spell level]: 0 – detect magic, guidance, light, light, read magic; 1st – Bane, bless; doom, enlarge person*, protection from good; 2nd – bull's strength*, sound burst, sound burst, sound burst.

*Domain spell. *Domains:* Strength (Feat of strength); War (Weapon Focus: trident).

Possessions: trident of warming, heavy crossbow, bolts (10).

Encounter Nine

All APLs

Nohey Brightsilver: Ftr1; CR 1; Dwarf Humanoid; HD 1; hp 11; Init +1 (Dex); Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +3 melee (1d10+2 [crit x3], dwarven waraxe); SQ Dwarven Traits; AL LG; SV Fort +2, Ref +0, Will -1; Str 14, Dex 10, Con 12, Int 10, Wis 8, Cha 16.

Skills and Feats: Climb +3, Intimidate +4, Jump +3, Ride +1, Search +4, Swim +3; Power Attack, Weapon Focus (dwarven waraxe).

Possessions: heavy crossbow, bolts (10), dwarven waraxe, scale mail, heavy steel shield.

Physical Description: A solidly built dwarven lass with long double-braided honey colored hair and a smiling face with a healthy dose of freckles. She wields an unmistakable adamantium battle-axe whose blades appear as the wings of an outstretched phoenix.

APL 2 (EL 4)

Crusoden Taubey, Worshiper of Abbathor: Clr1; CR 3; Ghost Female Dwarf; HD 1d12; hp 12; Init +3 (Dex, Improved Initiative); Spd 20 ft., 30ft. (fly); AC 14 (touch 14, flat-footed 14); Atk +0; SA manifestation (DC 15), horrific appearance (DC 15), malevolence (DC 15), telekinesis (DC 15); SQ Turn or rebuke undead, darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL LE; SV Fort +1, Ref +0, Will +2; Str 10, Dex 8, Con 0, Int 10, Wis 14, Cha 20.

Skills and Feats: Diplomacy +7, Heal +4, Knowledge (Religion) +4, Spellcraft +2; Improved Initiative.

Spells Known [3/2+1; base DC = 12 + spell level]: 0 – detect magic, light, read magic; 1st – bane, command, disguise self.

*Domain spell. *Domains:* Luck (Good fortune); Trickery (Bluff, Disguise and Hide are class skills).

Physical Description: She is very pleasing to the eye, long auburn hair, beautiful green eyes, and perfect dwarven facial structure. As you look more closely at her expression, you sense a stern almost cruel feeling.

For additional information on Ghost please refer to page 117 of the *Monster Manual*.

APL 4 (EL 6)

Crusoden Taubey, Worshiper of Abbathor: Clr1, Aristocrat 3; CR 6; Ghost Female Dwarf; HD 4d12; hp 39; Init +3 (Dex, Improved Initiative); Spd 20 ft., 30 ft. (fly); AC 14 (touch 14, flat-footed 14); Atk +0; SA manifestation (DC 17), horrific appearance (DC 17), malevolence (DC 17), telekinesis (DC 17); SQ Turn or rebuke undead, darkvision 60ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL LE; SV Fort +2, Ref +1, Will +5; Str 10, Dex 8, Con 0, Int 10, Wis 15, Cha 20.

Skills and Feats: Diplomacy +8, Heal +4, Knowledge (Religion) +4, Listen +3, Sense Motive +3, Spellcraft +2, Spot +3; Improved Initiative, Combat Casting.

Spells Known [3/2+1; base DC = 12 + spell level]: 0 – detect magic, light, read magic; 1st – bane, command, disguise self.

*Domain spell. *Domains:* Luck (Good fortune); Trickery (Bluff, Disguise and Hide are class skills).

Physical Description: She is very pleasing to the eye, long auburn hair, beautiful green eyes, and perfect dwarven facial structure. As you look more closely at her expression, you sense a stern almost cruel feeling.

For additional information on Ghost please refer to page 117 of the *Monster Manual*.

APL 6 (EL 8)

Crusoden Taubey, Worshiper of Abbathor: Clr1, Aristocrat 6; CR 9; Ghost Female Dwarf; HD 7d12; hp 66; Init +3 (Dex, Improved Initiative); Spd 20 ft., 30 ft. (fly); AC 14 (touch 14, flat-footed 14); Atk +0;

SA manifestation (DC 18), horrific appearance (DC 18), malevolence (DC 18), telekinesis (DC 18); SQ Turn or rebuke undead, darkvision 60ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL LE; SV Fort +4, Ref +2, Will +9; Str 10, Dex 8, Con 0, Int 10, Wis 15, Cha 20.

Skills and Feats: Diplomacy +9, Heal +4, Knowledge (Religion) +4, Listen +4, Sense Motive +4, Spellcraft +2, Spot +4; Combat Castin, Improved Initiative, Iron Will.

Spells Known [3/2+1; base DC = 12 + spell level]: 0 – detect magic, light, read magic; 1st – bane, command, disguise self.

*Domain spell. *Domains:* Luck (Good fortune); Trickery (Bluff, Disguise and Hide are class skills).

Physical Description: She is very pleasing to the eye, long auburn hair, beautiful green eyes, and perfect dwarven facial structure. As you look more closely at her expression, you sense a stern almost cruel feeling.

For additional information on Ghost please refer to page 117 of the *Monster Manual*.

APL 8 (EL 10)

Crusoden Taubey, Worshiper of Abbathor: Clr3, Aristocrat 6; CR 11; Ghost Female Dwarf; HD 9d12; hp 84; Init +3 (Dex, Improved Initiative); Spd 20 ft., 30 ft. (fly); AC 14 (touch 14, flat-footed 14); Atk +0; SA manifestation (DC 19), horrific appearance (DC 19), malevolence (DC 19), telekinesis (DC 19); SQ Turn or rebuke undead, darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL LE; SV Fort +5, Ref +5, Will +10; Str 10, Dex 8, Con 12, Int 10, Wis 16, Cha 20.

Skills and Feats: Diplomacy +9, Heal +4, Knowledge (Religion) +6, Listen +4, Sense Motive +4, Spell Craft +4, Spot +4; Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes.

Spells Known [4/3+1/2+1; base DC = 13 + spell level]: 0 – create water, detect magic, light, read magic; 1st – bane, command, death watch, disguise self*; 2nd – desecrate, invisibility*, sound Burst.

*Domain spell. *Domains:* Luck (Good fortune); Trickery (Bluff, Disguise and Hide are class skills).

Physical Description: She is very pleasing to the eye, long auburn hair, beautiful green eyes, and perfect dwarven facial structure. As you look more

closely at her expression, you sense a stern almost cruel feeling.

For additional information on Ghost please refer to page 117 of the *Monster Manual*.

APL 10 (EL 12)

Crusoden Taubey, Worshiper of Abbathor:

Clr5, Aristocrat 6; CR 13; Ghost Female Dwarf; HD 11d12; hp 102; Init +3 (Dex, Improved Initiative); Spd 20 ft., 30 ft. (fly); AC 14 (touch 14, flat-footed 14); Atk +0; SA manifestation (DC 20), horrific appearance (DC 20), malevolence (DC 20), telekinesis (DC 20); SQ Turn or rebuke undead, darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits; AL LE; SV Fort +6, Ref +5, Will +11; Str 10, Dex 8, Con 12, Int 10, Wis 16, Cha 20.

Skills and Feats: Diplomacy +9, Heal +4, Knowledge (Religion) +8, Listen +4, Sense Motive +4, Spell Craft +6, Spot +4; Combat Casting, Improved Initiative, Iron Will, Lightning Reflexes.

Spells Known [5/4+1/3+1/2+1; base DC = 13 + spell level]: 0 – create water, detect magic, detect poison, light, read magic; 1st – bane, command, death watch, disguise self*, obscuring mist; 2nd – death knell, desecrate, invisibility*, sound burst, Invisibility; 3rd – animate dead, animate dead, nondetection*.

*Domain spell. *Domains:* Luck (Good fortune); Trickery (Bluff, Disguise and Hide are class skills).

Physical Description: She is very pleasing to the eye, long auburn hair, beautiful green eyes, and perfect dwarven facial structure. As you look more closely at her expression, you sense a stern almost cruel feeling.

For additional information on Ghost please refer to page 117 of the *Monster Manual*.

Player Handout #1

Name	Race	Gender	Main Class	Weapons
Tapocus Eightswords	Human	Male	Fighter	Dual Longswords/Chain Shirt
Nohey Brighsilver	Dwarf	Female	Fighter	Battle Axe/Chain Shirt
Dolsier Proudstone	Dwarf	Male	Fighter	Shield/Warhammer/Chain Shirt
Ridoles Proudstone	Dwarf	Male	Fighter	Shield/Warhammer/Chain Shirt
Jinai Devlin	Human	Female	Bard	Short Sword/Chain Shirt
Halind Strongforge	Dwarf	Male	Fighter	Shield/Warhammer/Chain Shirt
Hilt Axeson	Human	Male	Cleric	Shield/Warhammer/Chain Shirt

Player Handout #2

Dear Diary,

I can't believe them! First I take in my sister after our parents died. I fed her, clothed her, even took care of her when she was sick. How could she do this to me, my own flesh and blood. She knows that I have feelings for Krufec, even if he doesn't return them, yet. And he can't be blind to my advances and my desire to have him. It would be bad enough if he held another girl in his heart, but my sister. Come on! How cruel can you get? There's got to be something I can do to nip this in the bud. Rincese will never be Mrs. Krufec Brightsilver! Over my dead body!!

Dear Diary,

Now they've really gone and done it. They got engaged and are planning to be wed! I hate them both!! Just to spite them, I took a walk out to see the old crazy druid that lives on the outskirts of town. After bargaining for some time, we agreed upon a price for one stormy wedding day. Happiest day of my life, HA! This day will haunt them as the worst day of their lives.

Dear Diary,

I can't take it anymore!! My sister had the nerve to ask me to help with the wedding preparations and be her maid of honor!! They don't understand, no one does. No worries though, they've made their plans and so have. They'll pay.