

SHE3-02

Good Things Come In Small Packages

A One-Round D&D LIVING GREYHAWK[®] Sheldomar Valley Meta-Regional Adventure

Version 1.2

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If getting there was half the fun, then what does the second half of the journey have in store? Prepare to enter the realm of Sheldomar politics and find the answer to the question of “what’s in the box?”. A role-playing intensive Sheldomar Valley meta-regional adventure for APLs 6-14 and Part Two of Don’t Shoot the Messenger (Part One was KEO2-07 Getting There is Half the Fun).

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

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Introduction

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

Preparation

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

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

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

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

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

face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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) 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 one-round Meta-Regional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley (Meta-Region One) pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich

Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Is It a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Adventure Background

This is a complex scenario that takes a good deal of preparation. A good familiarity with the regions it encompasses is encouraged. Reading the scenario and taking notes is advisable. This is not the kind of scenario you should “judge on the fly.”

This adventure works best if one or more of the PCs participated in **KEO2-07 Getting There is Half the Fun**, the first scenario in this series and if the main NPC from that scenario, Charlton Pental Dasco survived that scenario (although this scenario details what to do if Charlton no longer lives). Ask each player whether or not their PC played **Getting There is Half the Fun**. If they did, ask them the results of that scenario and check their Adventure Records to confirm the result. The scenario begins in different ways depending on whether or not any PC has participated in the events of **Getting There is Half the Fun**. Some PCs may not be eligible to play this scenario (see the Introduction).

This adventure is based on a simple premise; a Keoish nobleman needs to get into Geoff to deliver a belated wedding gift to Princess Calisse of Keoland (who was recently betrothed and married to the Brenin, Duke Owen of Geoff). If only it were that simple; unfortunately this particular nobleman, Charlton Pental Dasco is the descendant of two Keoish lines who have a knack for getting for themselves into dire straits, House Dasco and House Pental. Both of these houses have served generations of Keoish nobility (see Appendix I for details).

As Charlton gets closer to Geoff, his presence is felt through the Ether. The ghost of his ancestor, the assassinated ambassador Dartun Dasco, tries to draw Charlton to him - hoping that he can once again face the world with a somewhat familiar face and accomplish his original mission. In the event that Charlton is already

dead, than the ghost draws the PCs towards him, feeling that they owe the family a debt.

Adventure Summary

Introduction

The adventure begins at Fortress Ravonnar in Keoland. The PCs may have been summoned by Charlton or arrive here for other reasons depending on the success of any previous participation in **Getting There is Half the Fun**.

Encounter One: Holding Down the Fort

The PCs learn of the Night Terrors and meet the Hospitalers stationed at the fort. If Charlton lives, the PCs meet him here as well.

Encounter Two: The Night Terrors

The PCs deal with the Night Terrors (fiyhrs).

Encounter Three: The Audience

The PCs are rewarded for their battle against the Night Terrors and have an audience with Charlton.

Encounter Four: Take Me to the River

The PCs leave for Geoff. The best way to Hochoch is by water travel up the Javan River and then a transfer to the Realstream once in Geoff. Unfortunately, it being springtime, the waters have ebbed and become somewhat dangerous. Of more concern upon their arrival, will be the fires of the remaining thatch huts that have been recently raided. This leads the PCs to the tomb of Dartun Dasco and an encounter with the drow.

Encounter Five: Those Who Refuse to Understand History

The ghost of Ambassador Dasco haunts Oerth dreaming of a day when the Gyri properly submit to the Keoish and he is given a full and proper state funeral. He still intends to petition the Duke to submit troops to fight the Velunese and he intends to use his descendant for this task (if Charlton lives). Everything the PCs do from this point will influence how Dartun will act in the final encounter - both his alignment and his attitude.

Complicating matters is the fact that the only other apparent exit to the cave is through an elaborately pair of carved doors that lead directly to the middle of the Stark Mounds and a horde of swordwraiths. Either through the ghost or dumb luck they will find out that a ring in the tomb has the ability to transport them to Dasco's cousin Alistaire Pental I's demesne in what is now Bissel.

Encounter Six: There's No Place Like Home

This former minor palace is now inhabited by Baklunish squatters who have been illegally living there. It also happens to be eviction day - local members of the Knights of the Watch arrive to put these refugees in camps to ensure that they are not spies. To make matters more interesting, Lord Odovacar Marcomir III, The Baron of Davoniya also wants to arrest the squatters for tax evasion and has at his disposal his own troops as well as some Gran March soldiers that have been lent to him. When the PCs arrive, Charlton, if possessed, should begin acting strangely at this point asking odd questions about recent history that he should know.

As they leave the demesne behind them they may encounter one of the veterans from the Gran March Military Ambush from **Getting There is Half the Fun**. He will explain that he was reassigned after he attempted to make his report about Captain Gulrm Hanston (actually Rhoidin Lidion Thaln, a Scarlet Brotherhood agent) to Captain Rys Hooden, the next in command. Other members of his patrol were likewise given new assignments and none have been seen again. The PCs can either head straight to Hochoch (Encounter Seven) or take a side trek to search for the suspicious commander (Encounter Eight). In either case, they may be able to pursue the other encounter afterwards.

Encounter Seven: Are Doomed to Repeat It!

The PCs arrive in Geoff where the gift is presented. As the box is opened a programmed image of Drawmij appears and explains that he has foreseen that the union of the Brenin and Calisse will produce a child who will be important to the continued prosperity of the Sheldomar. His gift is a guardian that will protect both the mother and the potential heir to the Keoish throne. The tiny chest will then grow to a fantastic size and a construct will be produced that will take a defensive stance next to Grand Duchess Calisse. The Grand Duchess, for her part, has a major fear of these creatures due to being attacked by some shortly before her wedding. At this point the ghost will attempt to take over whomever he is possessing. He will immediately be hostile against what he perceives to be such a slight to the Lion Throne. The PCs can fight the ghost but the only way to permanently get to lay it to rest is to convince it that times have changed and that the Gyri are again allied with the throne.

Encounter Eight: The Wolf in Wolf's Clothing

While in Gran March the PCs will root out the Scarlet Brotherhood traitor (a doppelganger no less) that was alluded to in **Getting There is Half the Fun**. This is the

man who has been taking men secretly from the work teams and telling them that they can get freedom for performance of certain acts. In addition, he has been posing as a Pathfinder and a Captain (at various times), commanding others to take action against those who are actually not their enemies. The PCs will be in the difficult situation of trying to expose a high-ranking member of the Gran March Military as a traitor.

Introduction

This adventure begins at Fortress Ravonnar in Keoland. The PCs may have been summoned here by Charlton Pental Dasco, or they might arrive here for other reasons. If any of the PCs participated in the Keoland Regional **KEO2-07 Getting There is Half the Fun**, check with them (and on their Adventure Records) for the result they reached in that scenario. No PC that got a result of "Failure" in **Getting There is Half the Fun** may participate in this adventure. Ask the player to play a different PC. If all of the PCs that played **Getting There is Half the Fun** got a result of "Ultimate Success" or "Great Success" or "Success" or if at least three PCs got one of those results, give the players **Player Handout #1**; Charlton is alive and asks for their presence. If all of the PCs that played **Getting There is Half the Fun** got a result of "What do we do with this?" or if at least three PCs got that result, give the players **Player Handout #2**; Charlton is dead, and Trad Kyerdyln sends the request for the PCs' presence. If some of the PCs played **Getting There is Half the Fun** but neither of the above apply, give the players **Player Handout #3**; Charlton died, was raised/resurrected, and now asks for their presence. If some PCs are members of the Gran March military, give the players **Player Handout #4**. If some PCs are military/militia members from Bissel, Keoland, or the Yeomanry, give the players **Player Handout #5**. If the PCs meet none of the above criteria or never participated in **Getting There is Half the Fun**, give the players **Player Handout #6**.

You have found yourself for any one of a myriad reasons in the Viscounty of Mandismoor in the Kingdom of Keoland in the locality of Fortress Ravonnar. Nearly a year has passed since the siege of this fortress by, what whispered voices have related to you (or what you know from your own experience to be), the walking dead; yet, from the appearance of things, it seems the local people still cling to the outside of the fortress like toddlers at their mother's apron-strings. It doesn't take a farmer to realize that, if the peasants are still here, they have obviously missed the beginning of the first growing season. What could befoul these people so badly that they

have refused to return to their homes and fields? With Keoland declaring its involvement in Geoff's campaign against the Giants, it would seem this Viscounty may fail its responsibility to resupply the troops as the year progresses.

The PCs will most likely wish to learn what's going on here. If they have received an invitation from Charlton, he will be their best source of information. If Charlton is dead, use Kyerdylan to lead the PCs to the Hospitalers (see below). In either case, the PCs may choose to speak with the locals before heading into the Fortress. The commoners can share the following information:

Most of the commoners will only know that there is something(s) prowling around the land outside the Fortress that is preying on them. They fear that if they are barely safe around the Great Fortress of Ravonnar, how could they be safe in their individual farms in the surrounding valley. They cannot provide details of the creatures (which are Fihyrs) but they will mention that the victims were all found with a horrified expression on their faces, as if they were scared to death. Feel free to improvise tales that the locals might spin to explain these attacks, especially by making references to the Demon Mage of Cryllor. The locals call their assailants the Night Terrors because they must strike at night, as their victims are found in the morning. The locals all recommend that the PCs seek out the Hospitalers or the local lords at the Fortress.

Once the PCs have announced their intention to speak with someone in charge about the Night Terrors, proceed to Encounter One.

Encounter One: Holding Down the Fort

The Hospitalers have been allowed by the local lord and the military to intervene and attempt to calm the peasants' fears. Unfortunately, the fihyrs are doing the opposite. The fihyrs are created through the communal anxiety and fear at the Fortress over the recent undead siege and the magical destruction that took place during the siege. They are now preying upon the weak-willed in the camps around the Fortress.

🏰 Fortress Ravonnar (Large Town): Conventional; AL LN; 800 gp limit; Assets 250,000 gp; Population 4,000; Isolated (97% human (FOS), 1% gnome, 1% halfling, 1% other).

Authority Figures: Sir Trad Kyerdylan, Royal Castellan of Fortress Ravonnar; Lord Althon, Provincial Ruler, Knight of the Watch; Adriella Kyerdylan, local magistrate; Rendew Suellen, Trad's second in command.

Places: The fort is the main structure here. There's also a tent city in which the refugees have taken shelter. Some merchants have set up outdoor bazaars, and a few blacksmiths are setting up establishments as well.

If the PCs seek out one of the major NPCs in the fortress, see the appropriate sections below. If the PCs ask around the Fortress for information on Lord Althon, Trad Kyerdylan, or local happenings, ask the PC to make Gather Information checks (or Knowledge (local – Keoland) checks) and consult the charts below.

Trad Kyerdylan

- DC 10** Trad is still awfully upset over the death of his father, but he tries not to show it. He works hard to live up to his father's reputation.
- DC 15** Trad does not get along with the Provincial Ruler, Lord Althon.
- DC 20** Trad has a great hatred for the Darkwatch, the Knights of the Malagari. It has always been there, but it has surfaced more as of late.

Lord Althon

- DC 10** Lord Althon has long been torn between his duties as a Knight of the Watch and as Provincial Ruler of Mandismoor. He has long wished to send troops to aid Geoff against the Giants.
- DC 20** The rivalry between Althon and House Kyerdylan grows fiercer as of late, but no one seems to know why.
- DC 30** Lord Althon is said to have dealing with the dead and is rumored to have a chamber of nasty things underneath his castle.

Ravonnar

- DC 10** The Ravonnar militia has been recruiting many new soldiers. They are strictly trained by Trad himself.
- DC 15** The soldiers seem very well disciplined and some have advanced very quickly, gaining promotions in a matter of a few months.
- DC 20** A huge lion was said to have rescued a merchant caravan a few weeks ago. It descended from the hills and slaughtered the attacking bandits. It then wandered back to the hills where it came from. One of the merchants swore it saw a collar with the name "Tavish" engraved.

DC 25 Scouts have been seen crossing the Stark Mounds from Ravonnar. Why this is being done is anyone's guess.

Charlton Pendal Dasco

If Charlton is alive, the PCs may wish to speak with him. The guards at the entrance to the Fortress will direct the PCs to Charlton if they explain why they are here. If Charlton has met any of the PCs before, or if they show him a letter from Trad Kyerdylan (**Player Handout #6**), he will receive the PCs. He will explain that he needs to deliver a package to Geoff and would like the PCs to provide him with some protection on his journey. But first he wishes to assist his friends in the Kyerdylan family with their problem. He'd like the PCs to deal with whatever is attacking the locals. If asked, he mentions that the Kyerdylan's are offering a reward for this task (see Encounter Three for the amount of the reward). He will then make some small talk before escorting the PCs to and then introducing them to Gil Lamthrong.

Charlton knows of the general nature of the attacks: that it seems that people have been scared to death, that the local druids sense an unexplainable imbalance in the ecosystem, and that the peasants will not return to their farms for fear of the Night Terrors. He will also confide that if the peasants do not return to their farms, Lord Althon will be forced to greatly deplete his treasury to feed his people. This may lead him to neglect other areas such as territorial defense. No one has seen a Night Terror and lived to tell about it.

☛ **Charlton Pendal Dasco:** male human Ari3/Brd1/Ftr1; hp 30; see Appendix I.

Lord Althon

Getting an audience with Lord Althon, the local leader of the Knights of the Watch, is nearly impossible (he will only speak with other members of his order). If a PC does meet with him, Althon will only reveal that he has no idea what is the cause of these Night Terrors and that his patrols have found nothing to substantiate the claims. He thinks it is some ploy by Kyerdylan to make him look poorly in the eyes of the people; he believes that Trad Kyerdylan wishes to have the stronger military force in the area (rather than the Knights of the Watch).

☛ **Lord Althon:** male human Ari2/Ftr5/Knight of the Watch4; hp 80; see Appendix I.

Trad Kyerdylan

Trad Kyerdylan is still feeling the loss of his father at the Siege of Ravonnar. He is willing to speak to adventurers

as they were the ones who answered the call to defend his keep last year. This does not mean he wears his heart on his sleeve, however. He can relate all of the information that Charlton can, except he will not reveal the potential financial woes the province might suffer if the peasants do not return to their farms. He starts off with an attitude of indifferent toward the PCs. If one can gain his trust (Diplomacy check DC 15, Veterans of the Siege of Ravonnar get a +4 circumstance bonus), he will reveal that the first reported attack occurred on the anniversary of his father's death (which was at the Siege at the hands of the Nightwalker). Kyerdylan is offering a reward for those who can end the threat or provide information to do the same (see Encounter Three for the amount of the reward). He will also direct PCs interested in helping with the Night Terrors to Gil Lamthrong.

☛ **Trad Kyerdylan:** male human Ari3/Ftr6; hp 63; see Appendix I.

Gil Lamthrong

Any questions by the PCs to any of the Hospitalers at Ravonnar will be directed to Gil Lamthrong, the local head of the organization. He has his base of operations at a tent near the center of the refugee camp.

The peaceful colors of the Hospitalers' flag fly high in the air above a large series of tents located in the central portion of the refugee camp. Members of this organization are tending to the populace's health and dietary needs. It is apparent that without the charity of this organization, many more would suffer in this area. After an initial contact with a low ranking member, you are directed to the local leader of the Hospitalers, His Most Resplendent Shining Beacon, Gil Lamthrong.

☛ **His Most Resplendent Shining Beacon, Gil Lamthrong:** male human Clr4/Ftr2/Hsptlr2 of Pelor; hp 63; see Appendix I.

At APLs 6-12, Gil will be very helpful and can provide the following information:

Gil was a participant at the Battle of Ravonnar and can provide some details of it: *"The day grew into night and undead creatures stormed the lines, then the Nightwalker strode forward and began to kill entire squads. Eventually the former Lord Kyerdylan strode forward on his Lion Mount and lanced the creature. The battle between the two was fierce, and although the foul creature was destroyed, the lord lost his life."* He will report to them that the attacks have occurred at the edges of the refuge camp and give them a general layout of the area. He will encourage them to help out,

even explaining that Kyerdyln has offered a reward if they are successful (see Encounter Three for the amount of the reward). He will also mention that he was also there when Lord Drake of Gand was raised from the dead having been laid low by the creature; Gil performed the ceremony himself. It was due to that event that he was allowed to set up a base here at the behest of Lord Kyerdyln.

AT APL 14, Gil will provide the same information as above. However, a great fihyr will be present at the interview, albeit invisible and lurking in a large hollow underneath the floorboards. Gil will say everything as above and strongly encourage the PCs to investigate the outskirts of the camp. If the PCs ask for one, a Sense Motive check (DC 20) will reveal that while his words ring true, Gil's eyes indicate that he and the PCs are in danger. This is because he has been battered by the *emotion control* ability of the great fihyr for days and is effectively under complete emotional control of the fihyr. He will deny that anything is wrong if pressed on this, roll opposing Bluff/Sense Motive checks accordingly. He will not reveal he is being controlled or that the great fihyr is present under the floorboards. If attacked, he will defend himself, though imploring the PCs to stop; he will only strike to subdue. In this event, the great fihyr will not interfere, instead feeding off Gil's fears of loss of control and inability to stop it. If the PCs are able to read Gil's mind in some way they will become aware of the great fihyr's presence. Once the fihyr realizes the PCs are aware of its presence, it will flee at top speed. The PCs won't have a chance to fight it until Encounter Two (if the PCs find some way to force a combat with the great fihyr here, another great fihyr will be present in Encounter Two). Even if the PCs don't realize the fihyr is there, it will leave at night to stalk new prey (and thus the PCs will face it in Encounter Two).

If the PCs drive the great fihyr off:

A very humbled looking Gil Lamthrong approaches – his eyes show great remorse and there seems to be a great sense of loss about him. “My friends, I thank you for freeing me from the grasp of the creature. Although my actions here were against my will, I can feel that the touch of my Master has left me. I would beseech you to help me atone for the wrongs that have occurred under my watch. You are of course under no obligation, but I would be greatly honored as you are truly people of mercy and good. But first, I hope you will help guard our camp this evening in case more of these creatures are out there.”

Unfortunately Gil has been cut off from his deity and will have to atone for his actions even though they were involuntary. He will not be able to gain new spells and

will be unable to convert spells to cure spells until he atones.

If any PCs offer to assist, explain to them that this will more than likely take place as a special mission. Remind them that a player may only participate in one special mission per year, no matter how many PCs they own. Mark this in the Critical Events Summary along with their contact information and tell them that they will be contacted when the mission is ready.

When the PCs decide to investigate the camp at night, proceed to Encounter Two.

Encounter Two: The Night Terrors

The fihyrs at Ravonnar are the result of the trauma the people of this region suffered during the massive undead attack on the Fortress and, until the people of this region feel safe again, they will continue to form from the Ether.

PCs with ranks in Knowledge (arcana) may make skill checks to determine the true identity of the assailants based on the information provided by the locals, but only once they actually see one of these creatures. A successful check (DC 20), identifies the creatures as fihyrs and the PC remembers how such creatures are created and that they are aberrations. A successful check (DC 25), provides the above information as well as knowledge of the special attacks of fihyrs. A successful check (DC 30), provides the above information as well as knowledge of the weaknesses of fihyrs.

If the PCs patrol the camp at night, they will be able to encounter the fihyrs:

The refugee camp straddles the outskirts of Fortress Ravonnar and is unnervingly eerie at night. The area around and/or near the camp of displaced farmers is desolate and forlorn at this time of night. Whatever it is that has the peasants spooked from returning to their homes doesn't seem to be poking its ugly head out tonight. But wait, the night is pierced by a loud scream. The game is afoot!

A commoner has left his tent to answer nature's call. Unfortunately, the outhouse he has visited is a popular hunting ground for the fihyr (see **DM Aid: Illustration of a Night Terror**).

APL 6 (EL 7)

✦ **Advanced Fihyr:** hp 81; see Appendix II.

APL 8 (EL 9)

🔥 Advanced Fihyrs (2): hp 81 each; see Appendix II.

APL 10 (EL 11)

🔥 Advanced Fihyrs (4): hp 81 each; see Appendix II.

APL 12 (EL 13)

🔥 Advanced Fihyrs (8): hp 81 each; see Appendix II.

APL 14 (EL 15)

🔥 Great Fihyr: hp 108; see Appendix II.

After the PCs defeat the fihyrs, Gil and some of his men arrive:

"We must report these findings to his Lordship at once. Now that we have identified the threat we may be able to prepare his men to deal with any more of these creatures in the area. I am sure he would be interested in rewarding you for your efforts as well. I am, as well, in your debt."

If Charlton Pendal Dasco has not yet been introduced to the PCs (and he is alive), add:

"I understand that his Lordship is entertaining Duke Luschan's Herald, Charlton Pendal Dasco, at the moment. I understand that Charlton is looking for escorts on a matter of great urgency, mayhaps he could use the company of well-proven individuals such as yourselves. It would do me great honor to introduce you to him."

If the PCs are in need of NPC healing after this encounter, the Hospitalers will provide it to the PCs at half the normal NPC spellcasting cost as a favor to them for their assistance with the fihyrs. When the PCs are ready, proceed to Encounter Three.

Encounter Three: The Audience

Having overcome the dreaded Night Terrors, you can foresee a time when this community will again be thriving. You have been granted an audience with Trad Kyerdylan, the heir to this region after his father's unfortunate passing in the siege the year past. The audience chamber is sizeable, though it appears to be less lavish than one would expect for a Keoish noble. Perhaps the rumors that the treasury is running dry are true. The stern Lord is flanked by an imposing member of the Knights of the Watch. It is

apparent from their exchanged glances that they are not the best of friends.

If Charlton Pendal is alive, add the following:

To Kyerdylan's right is a foppish-looking man bearing a coat of arms on his embroidered vest, which some of you easily recognize as Charlton Pendal Dasco (PCs who make a successful Knowledge (nobility) check or who have met Charlton before recognize the coat of arms as being that of Charlton's family).

Kyerdylan speaks, "I understand that you are the group that managed to stave off the affliction of the creatures on my people and lands. Something even the so-called "Defenders of the Valley" were unable to accomplish. Please, do tell us how it was done."

Kyerdylan wants to know all that the PCs have learned of the fihyrs. Althon will be displeased that the PCs success is his own embarrassment. Once this conversation is resolved, Kyerdylan will offer the PCs the rewards appropriate to the PCs APL.

Treasure: The treasure consists of Trad's reward for defeating the fihyrs.

APL 6: L: 0 gp; C: 400 gp; M: 0 gp.

APL 8: L: 0 gp; C: 500 gp; M: 0 gp.

APL 10: L: 0 gp; C: 600 gp; M: 0 gp.

APL 12: L: 0 gp; C: 700 gp; M: 0 gp.

APL 14: L: 0 gp; C: 800 gp; M: 0 gp.

In the event that the PCs are not familiar with Charlton and he is alive, Kyerdylan will formally introduce the PCs to Charlton and recommend them to him for his "pressing concern." Once the (re-)introductions have been made, Charlton will ask the PCs for a private audience to explain/update them on the situation.

If he knows all of the PCs he will reiterate what was in the handout. If he knows some of the PCs, he asks them to introduce the others and explain their abilities. He then explains his mission and asks whether they will help him. If he knows none of the PCs, he asks them all to introduce themselves and explain their abilities. He then explains his mission (to deliver the package/gift to Grand Duchess Calisse in Geoff) and asks whether they will help him.

Refer to the Adventure Background and Appendix I for Charlton's goals and personality in this scenario. Keep in mind that he believes that the gift is from his uncle, Duke Luschan of Gradsul. He will allow PCs to examine the box if they wish (or politely demands it back from PCs if it should already be in their possession). For details on the gift/package, see Appendix I.

Charlton explains that he intends to book passage on a vessel to go up the Javan River towards Hochoch. If the PCs accompany him, they will be aboard a trading vessel so it will make a few stops for exchanges of goods at some riverside villages. It should be a rather straightforward journey, but some of the borderlands are rough and he would appreciate a retinue.

The PCs are free to ask Charlton questions. Here are answers to the most likely ones:

- **Why don't you just go through Gran March or around the Rushmoors?**

Well, there was that incident with members of the Gran March military on my voyage here so I'd rather avoid contact with them if possible. No offense intended to their military, of course.

- **Why don't we transport there via magic?**

I'm afraid that will not do. My family has an unfortunate history with teleportation magic - my poor cousin Harold materialized halfway through a boulder once. I promised my mother I most definitely would never try. As for flying, I'm afraid I'm dreadfully afraid of heights; I may well pass out if I were to break the treetops. (Make other excuses as necessary but always relate them to a personal fear or obligation to family on his part).

- **Do you think the Grand Duchess or Duke Luschan will be upset with you?**

Quite possibly, but not as angry as if I don't follow through here.

- **Why don't you just let us take it?**

I'm afraid I would be disgraced if that were to happen so definitely not!

- **How much will you pay us?**

Well it seems that unexpected occurrences keep spring up, so I will promise each of you 200 gp if you can see me through to Hochoch.

- **Hey, you promised 100 gp last time?**

But we didn't get there yet now did we? I've just offered you a raise; I could have found someone else. Besides, you must be familiar with what my word can do for you in Keoland now. If all goes well here, perhaps I can bring value to my name in Geoff as well.

- **When do we leave?**

Tomorrow if you can be prepared in time. The journey up river should take a week; we will be stopping off at towns along the way. Prepare accordingly.

When the PCs are ready to proceed, go to Encounter Four.

Encounter Four: Take Me to the River

Your journey up the Javan River for the last three days has been fairly enjoyable. Other than some rough waters from the spring floods, it has been fairly comfortable. The beautiful sunrises over the Hellfurnaces and the budding of the local flora has been a respite from the normal adventurer's career of dungeons and caverns. The next bend should be your next stop, Riverside, a small hamlet that acts as a frequent waystation for river-goers. As the evening progresses and the sun begins to set, you can see some lazy dinner fires burning above the treetops that shroud the town in a nice shade.

PCs who make a successful Spot or Wilderness Lore check (DC 10) realize that the fires aren't spaced the way that chimneys should be. The PCs may prepare as they wish at this point if someone has realized the fires don't look right.

Upon approaching closer, however, it seems the sauntering smoke may not be that of the roast pig you had expected but rather the smoldering remains of many of the village's thatch huts.

A drow slaving party has sacked the hamlet. Describe the village as you see fit, keeping in mind that the entire population should be less than sixty. During their investigation, the PCs should discover a few things:

- On a successful Search check (DC 15) or Spot check (DC 20), the PCs find the body of a drow that died in the attack and fell into a pile of hay. He appears to have been slain by a pitchfork and was stripped of his belongings.
- On a successful DC 15 Search check (for those without the Track feat) or Wilderness Lore check (for those with the track feat), the PCs notice the prints of huge spiders that lead into, through, and around the village. The tracks are maybe two days old. At DC 18 on the check, the PCs can also identify humanoid footprints amongst the spider ones. PCs with the Track feat may follow these tracks away from the village (Wilderness Lore DC 15).
- On a successful Wilderness Lore check (for those with the Track feat), the PCs can identify the additional footprints as being from boots worn by medium sized creatures (DC 18), more specifically

an elf (DC 24), and most specifically boots made out of some type of cowhide (DC 28 - rothe, actually).

If the PCs wish to ignore the drow and proceed forward, Charlton pushes them to investigate (unwittingly drawn by the force of his ancestor's ghost towards the tomb). If forced to, Charlton will insist they investigate further. If the PCs still refuse to investigate, Charlton asks them to wait here, and he goes to investigate himself. If he does this alone, Dasco's ghost slays the drow and releases the villagers (who see nothing in the dark). Charlton finds the villagers at the opening to the tunnel and is possessed by the ghost there (see Encounter Five). He then returns to the PCs with the villagers. At this point, the PCs get no experience or treasure for this encounter, they miss the opportunity to participate in Encounters Six and Eight, and they must proceed directly to Encounter Seven.

If no one in the party can follow tracks, Charlton will try to guide the PCs (and will succeed thanks to gentle nudging by the ghost). Following the tracks leads the PCs to a cave opening that leads to a tunnel entrance to the Underdark. The tracks show no signs of the prisoners the drow took from the village because they are in cages atop the spiders.

🔪 **Iron Cage:** 2 in. thick bars; hardness 10; hp 60; Break DC 28; good lock (hardness 15, hp 30, Open Lock DC 30).

These spiders are trained as beasts of burden by the drow and will follow orders to attack if the drow give them. The tunnels are not lit so the PCs must provide their own light sources (or use darkvision).

The drow are underground about a day ahead of the PCs but are slower moving due to the slaves. The PCs should be able to catch up with them in one day assuming normal movement rates (30 ft.). Otherwise adjust the timing accordingly.

When the PCs get within 100 ft. of the drow (see **DM Aid: Map #1**), ask them to make Spot checks (DC 20 + the APL; dwarves get +2 on this check due to their stonecunning ability; PCs with ranks in Knowledge (architecture and engineering) can make a check with that skill instead of a Spot check). The passage has weakened and could collapse behind the PCs, trapping them in the Underdark (but not falling on them directly). Even if the PCs successfully make the check, Charlton will push forward (drawn by his ancestor's ghost) so the PCs are left with the choice of abandoning Charlton or risking trapping themselves in the caves. If they proceed, the ceiling does collapse and traps them underground behind nearly 10 miles of collapsed tunnel. The only way to go is forward and the drow now know that someone is following them (as they know how to avoid collapsing

the tunnels) so begin combat here (with the PCs 100 feet from the drow).

Please note that teleportation magic is often disrupted by certain minerals in the Underdark, some of which are present in the walls of this tunnel. No teleportation magic can be safely used to leave the tunnel. Any attempt to use such magic to leave the tunnel results in a mishap and the user actually ends up in the same place they started. Allow spellcasters to make a Knowledge (arcana) check (DC 15) or Spellcraft check (DC 30) to realize the dangers of casting a teleportation spell before they actually cast it for the first time in the tunnel.

At the beginning of combat, Charlton will use his bardic song to help the PCs in combat. For musically inclined judges, the song that Charlton sings is included in Appendix I.

At APL 6, one of the spiders on the map has been crushed by a falling rock; although the prisoners were unharmed, the spider is dead (so there are only two to fight instead of three). At APL 8, there is an additional spider beside the ones on the map that carries no prisoners. At APL 10, there is a succubus working with the drow. At APL 12, two retrievers accompany the drow. At APL 14, one retriever and one vroock accompany the drow.

APL 6 (EL 8)

🐜 **Sikitha of House Vae, female drow Clr1 of Lolth:** hp 7; see Appendix III.

🐜 **Drakd of House Vae, male drow Rog1:** hp 6; see Appendix III.

🐜 **Fiztulus of House Vae, male drow Cjr1:** hp 5; see Appendix III.

🐜 **Dreilia, Mastus, and Sedrius of House Vae, female, male, and male drow Ftr1 (3):** hp 9 each; see Appendix III.

🐜 **Huge Monstrous Spiders (2):** hp 68 each; see *Monster Manual*.

APL 8 (EL 10)

🐜 **Sikitha of House Vae, female drow Clr2 of Lolth:** hp 14; see Appendix III.

🐜 **Drakd of House Vae, male drow Rog2:** hp 11; see Appendix III.

🐜 **Fiztulus of House Vae, male drow Cjr2:** hp 9; see Appendix III.

☛ Dreilia, Mastus, and Sedrius of House Vae, female, male, and male drow Ftr2 (3): hp 18 each; see Appendix III.

☛ Huge Monstrous Spiders (4): hp 68 each; see *Monster Manual*.

APL 10 (EL 12)

☛ Sikitha of House Vae, female drow Clr4 of Lolth: hp 27; see Appendix III.

☛ Drakd of House Vae, male drow Rog4: hp 21; see Appendix III.

☛ Fiztulus of House Vae, male drow Cjr4: hp 21; see Appendix III.

☛ Dreilia, Mastus, and Sedrius of House Vae, female, male, and male drow Ftr4 (3): hp 36 each; see Appendix III.

☛ Huge Monstrous Spiders (3): hp 68 each; see *Monster Manual*.

☛ Succubus: hp 41; see *Monster Manual*.

APL 12 (EL 14)

☛ Sikitha of House Vae, female drow Clr6 of Lolth: hp 41; see Appendix III.

☛ Drakd of House Vae, male drow Rog6: hp 32; see Appendix III.

☛ Fiztulus of House Vae, male drow Cjr5/AotS1: hp 32; see Appendix III.

☛ Dreilia, Mastus, and Sedrius of House Vae, female, male, and male drow Ftr6 (3): hp 54 each; see Appendix III.

☛ Huge Monstrous Spiders (3): hp 68 each; see *Monster Manual*.

☛ Retrievers (2): hp 75 each; see *Monster Manual*.

APL 14 (EL 16)

☛ Sikitha of House Vae, female drow Clr8 of Lolth: hp 54; see Appendix III.

☛ Drakd of House Vae, male drow Rog8: hp 42; see Appendix III.

☛ Fiztulus of House Vae, male drow Cjr5/AotS3: hp 48; see Appendix III.

☛ Dreilia, Mastus, and Sedrius of House Vae, female, male, and male drow Ftr8 (3): hp 72 each; see Appendix III.

☛ Huge Monstrous Spiders (3): hp 68 each; see *Monster Manual*.

☛ Retriever: hp 75; see *Monster Manual*.

☛ Vrock: hp 66; see *Monster Manual*.

The tactics for the drow can be found in Appendix III along with details about their personalities and backgrounds.

Treasure: The treasure consists of the possessions of the drow.

APL 6: L: 464 gp; C: 0 gp; M: 2 *potions of cure light wounds* (4 gp each); *potion of sneaking* (13 gp); *potion of invisibility* (25 gp); *Fiztulus' spellbook* (32 gp); *potion of levitate* (25 gp); *wand of summon monster I* (1st level caster) (63 gp).

APL 8: L: 353 gp; C: 0 gp; M: 3 +1 *breastplates with armor spikes* (117 gp each), +1 *banded mail* (117 gp), +1 *studded leather* (98 gp), 5 *potions of cure light wounds* (4 gp each); *potion of sneaking* (13 gp); *potion of invisibility* (25 gp); *Fiztulus' spellbook* (32 gp); *potion of levitate* (25 gp); *wand of summon monster I* (1st level caster) (63 gp); *potion of jump* (4 gp); *potion of spider climb* (4 gp).

APL 10: L: 353 gp; C: 0 gp; M: 3 +1 *breastplates with armor spikes* (117 gp each), +1 *light fortification banded mail* (367 gp), +1 *studded leather* (98 gp), 5 *potions of cure light wounds* (4 gp each); *potion of sneaking* (13 gp); 2 *potions of invisibility* (25 gp); *Fiztulus' spellbook* (32 gp); *potion of levitate* (25 gp); *wand of summon monster II* (3rd level caster) (375 gp); *potion of jump* (4 gp); *potion of spider climb* (4 gp), 4 *cloaks of resistance +1* (83 gp each); 3 *potions of bull's strength* (25 gp each); *Quaal's feather token (whip)* (42 gp); *oil of slipperiness* (75 gp); *bracers of health +2* (333 gp); *necklace of fireballs type I* (138 gp).

APL 12: L: 260 gp; C: 0 gp; M: 3 +1 *breastplates with armor spikes* (117 gp each), +1 *light fortification banded mail* (367 gp), +1 *studded leather* (98 gp), 5 *potions of cure light wounds* (4 gp each); *potion of sneaking* (13 gp); 2 *potions of invisibility* (25 gp); *Fiztulus' spellbook* (32 gp); *potion of levitate* (25 gp); *wand of summon monster III* (5th level caster) (938 gp); *potion of jump* (4 gp); *potion of spider climb* (4 gp), 4 *cloaks of resistance +1* (83 gp each); 3 *potions of bull's strength* (25 gp each); *Quaal's feather token (whip)* (42 gp); *oil of slipperiness* (75 gp); *bracers of health +2* (333 gp); *necklace of fireballs type I* (138 gp); 3 *potions of endurance* (25 gp each); *potion of wisdom* (25 gp); *potion of cat's grace* (25 gp); *potion of haste* (63 gp); 3 +1 *falchions* (198 gp each).

APL 14: L: 260 gp; C: 0 gp; M: 3 +1 *breastplates with armor spikes* (117 gp each), +1 *light fortification banded mail* (367 gp), +1 *studded leather* (98 gp), 5 *potions of cure light wounds* (4 gp each); *potion of sneaking* (13 gp); 2 *potions of invisibility* (25 gp); *Fiztulus' spellbook* (32 gp); *potion of levitate* (25 gp); *wand of summon monster IV* (7th level caster) (1,750 gp); *potion of jump* (4 gp); *potion of spider climb* (4 gp), 4 *cloaks of resistance +1* (83 gp each); 3 *potions of bull's strength* (25 gp each); *Quaal's feather token (whip)* (42 gp); *oil of slipperiness* (75 gp); *bracers of health +4* (1,333 gp); *necklace of fireballs type I* (138 gp); 3 *potions of endurance* (25 gp each); *potion of wisdom* (25 gp); *potion of cat's grace* (25 gp); 2 *potions of haste* (63 gp each); 3 +1 *falchions* (198 gp each); *necklace of fireballs type II* (225 gp); *cloak of elvenkind* (167 gp); *potion of blur* (25 gp); *potion of cure serious wounds* (63 gp); *scroll of Evard's black tentacles* (7th level caster) (58 gp).

The tunnel the drow were headed towards has also collapsed due to a trap that the ghost forced the drow rogue to trigger at the same time that PCs triggered the cave-in (the collapsed tunnel ahead of the PCs is only one mile deep with rocks). The only obvious direction to head in is down a side tunnel (which leads to Dartun Dasco's tomb and is the direction that Charlton is being "pulled" in). If the PCs instead attempt to clear the one-mile of rocks that block off passage further into the Underdark, allow them to do so and then start throwing squads of retrievers at them until they turn back around and head towards the tomb (after all, they did just kill a priest of Lolth). Other Underdark terrors are also appropriate (just put a good scare into the PCs until they head to the tomb). If the PCs attempt to clear away the passage back to Riverside, it will cause additional cave-ins and thus will never be successful.

If the PCs complain that they are being forced to march to the one tunnel, smile devilishly at them, they are, of course, right. Eventually, they will go into Dartun's tomb.

Encounter Five: Those Who Refuse to Understand History

The side tunnel leads to a natural cavern that has served as the tomb of Dartun Dasco for centuries. The journey to the tomb should take about 10 minutes (at a normal dungeon crawling paces).

The underground tunnel appears to open up onto the floor of a worked stone area. It looks quite large based

upon what you can see with your light source (or darkvision).

When the PCs enter the tomb:

This appears to be a gigantic worked-stone tomb set within the cave. A number of braziers suddenly light up the room in its entirety as the first of you enters. A large pair of stone doors can be seen opposite the crevasse from which you emerged. A number of murals depict armed troops bearing heraldic symbols of a black lion on a red field (Knowledge (local – Keoland) or Knowledge (nobility and royalty) DC 5 to identify as Keoland) ***standing guard outside a hillside; others depict similar troops marching across a field towards a lone standard bearer of a flag marked with the symbol of a black and white griffon*** (Knowledge (local – Geoff) or Knowledge (nobility and royalty) DC 5 to identify as Geoff, DC 15 to identify as actually the Gonfallon of Geoff). ***A stone bier stands at the center of this chamber cloaked in a thin layer of dust and cobwebs. The air here is stale and stuffy.***

Dartun Dasco (see Appendix IV) will attempt to possess Charlton Pendal Dasco or another member of the party now. If Charlton is present, he automatically fails his saving throw and is possessed. Otherwise, he will attempt to possess a Suloise noble PC, a human noble PC, or a human PC, in that order. If all else fails, he will attempt to possess one of the PCs possessions (see Appendix IV for details on Dartun's possession ability). Dartun will not take control of his victim; he simply enters the victim's body for the time being.

All APLs (EL 20)

♣ **Dartun Dasco, Male Human Ghost Brd7/SpyMstr9:** hp 144; see Appendix IV.

When the PCs investigate the bier further:

The bier is elegantly carved on its face in the form of a man of fine Suloise features wearing a breastplate and armed with a superiorly crafted and engraved short sword and a shield bearing the heraldic symbol of Keoland emblazoned upon it. Other heraldic symbols appear upon the shield's face include that of a scroll and quill held in the beak of an egret. An inscription is found above the head of the sculpted man.

A Knowledge (nobility & royalty) check (DC 15), a knowledge (local – Sheldomar Valley) check (DC 25), a Knowledge (history) check (DC 20), or a Bardic Knowledge check (DC 20) will confirm that the heraldry is that of House Dasco of Keoland (Charlton knows this without making a check, of course). A Knowledge

(history) check (DC 20) or a Bardic Knowledge check (DC 25) will reveal the history of Dartun Dasco as it appears in the *LGG* entry for Geoff (that he was sent to find out why Geoff did not send support troops for Keoland's Short War with Veluna and that he was assassinated, causing a war between Geoff and Keoland). The inscription is in Ancient Suloise and reads, ***"Voice for Tavish, a temporary rest until those who we thought were our allies are punished for your death, and you are returned home as a martyr to the Lion Throne."***

Opening the bier reveals the remains of Dartun Dasco:

The bier's stone top comes off with some straining, revealing the corpse of a man-sized figure dressed in what remains of rotting finery. Weapons and armor corresponding to that on the lid cover the corpse's skeleton. Their quality is undeniable, bearing no rust or other marks of age other than a slight coating of dust. The shield's lion head is in fact raised, and it appears that the mouth may be moveable. On the brim of the skull there is a jeweled circlet of silver. A ring of gold inscribed with runes is on the left ring finger, the entire body lies upon a fine velvet cloak of red sewn with black and gold thread.

These items, except the ring, are the magic items under Dartun's description in Appendix I. Do not describe what these items are unless the character uses an *identify* spell or similar means to identify them. This is important because, if they leave them here, the ghost will be more powerful in the final encounter. If the PCs loot the tomb for personal gain, they receive the Graverobber! status on their AR (see the Treasure Summary); if they behave themselves, Charlton will offer them a chance to acquire these items at a later date (see the Treasure Summary).

The ring is actually a magical gate (a one-way variation of the ring gate; see the *DMG*). If someone picks it up, they can use it to travel to another location. The ring is a one-way portal to Alistaire Pandal's (see Charlton's family history in Appendix I) old demesne in the barony of Davoniya in Bissel. It was given to Dartun by his wife as a wedding band. They were unaware of its powers. Charlton will be willing to use this ring to escape the tomb as it is clear that the destination can be seen. The runes on the ring translate from Ancient Suloise to ***"The Way Home is Always at Hand"***. If the ring is removed from Dartun's body, have the PC make a Spot check (DC 10), or, if it is purposely examined, read the following:

For a brief second you swear you saw a flash of light coming from within the hole of the ring. As you continue to examine the ring, it seems as if the inside of the ring is malleable to your touch. You think you

see a room or chamber beyond, as if the inside of the ring is a window to elsewhere.

If the PCs try, they will be able to pull the ring out to accommodate the passage of up to Large-sized creatures. Have fun describing warhorses squeezing through with great frustration, etc. As soon as a PC passes through the gate, proceed to Encounter Six. If the PCs attempt to remove the ring from the tomb, it will disintegrate into nothingness within 12 hours.

Treasure: The treasure consists of Dartun's possessions, if the PCs decide to loot the tomb. However, no one will buy the items from the PCs (so the PCs get no gp for taking them) as they all radiate a detectable (but not harmful) unearthly chill when held or worn. If the PCs take the items, they gain the item access on the AR for them; otherwise, cross those items out on the item access section of the AR.

Troubleshooting Spells Cast on Dartun

Detect Evil/Undead, Protection from Evil, etc.: Refer to Appendix IV.

Reincarnate, Raise Dead: The body is too old.

Resurrection, True Resurrection: As the corpse is 143 years old, the caster must be at least 15th level for the spell to work. In addition, the ghostly form of Dartun must be laid to rest or destroyed before casting the spell.

Speak with Dead: Will not work as the corpse is the remains of an undead creature.

If the PCs manage to resurrect Dasco, he will accompany the PCs, but, upon confronting the Princess, he will attack her while she is alone rather than during an audience with her (sometime after the scenario ends). If he is resurrected after the confrontation at the castle, he will seek to wander the Sheldomar now that he has a second chance to again influence the world. His alignment will shift to CN. Make sure to report this result on the Critical Events Summary.

Leaving through the Stone Doors

The doors have permanent *hold portal* and *arcane lock* spells cast on them (18th level caster). The doors and walls have been treated to block *passwall*, *teleportation*, *dimension door*, ethereal (but not astral) travel, and similar effects.

❖ **Stone Doors:** 4 in. thick; hardness 10; hp 60; Break DC 43 (*arcane lock*, *hold portal*, 18th level caster).

Should the PCs persist and get through these doors, they are in for a sinister surprise:

You have finally breached the doors that lead from the tomb. The fresh air that assaults your face is enough of a reward for your endeavors, at least until the rank smell of undeath assaults your nostrils shortly thereafter. The sky here is overcast and you assume from the shadows that you are in a valley on the east side of the Hellfurnaces (Knowledge (geography) DC 10 identifies this place as being in the middle of the Stark Mounds). *As your eyes adjust to the twilight conditions, you realize you are not alone. Shadowy, nearly incorporeal human figures in armor with red eyes that pierce through the surrounding dimness can be seen patrolling this area. The sounds of horse hooves echoes through this area briefly as you view a cavalry unit on the next hillside take flight upon steeds of darkness with flaming hooves. Here and there, the scraps of battlements sway in the slow breeze displaying the standard of a lion. Legends have been told of the Keoish Army that never reached Gorna, and you fear that this may well be it. A retinue of guards stands with their back to you as if an honor guard for this tomb.*

Give the PCs a chance to back into the tomb and close the doors – make it suspenseful, but the swordwraiths (corporeal undead that look like incorporeal armored warriors; see the Fiend Folio for additional information as the swordwraiths are not detailed in this scenario due to the circumstances) will not take notice of them if they do. It would be most unwise for the PCs to announce themselves. There is really no place to hide in the immediate area. The area right in front of the tomb is a parade ground. There are hundreds of swordwraiths in this area. They are under orders not to parlay with anyone not allied with them (as in all living creatures). They will attack anyone who becomes visible to them. They will not, however, enter the tomb.

To make matters more complicated, Charlton will refuse to leave the tomb through the doors. He thinks it is suicidal, and has heard of the powers (they drain a victim of his Strength on every hit) of these creatures from the veterans of the Battle of Ravonnar. The commoners, if they were saved, will be afraid of both the swordwraiths and the portal. A Diplomacy, Bluff, or Intimidate check (DC 10 + the APL) would be appropriate to get them to leave the area through either method. If the PCs retreat to the tomb and the swordwraiths are aware of them, the swordwraiths will barricade the doors from the outside. If the PCs attempt to fight their way through, the hundreds of swordwraiths (and their nightmare steeds) will mow them down and slay them (do not try to run the combat; the PCs are simply overwhelmed). The PCs are dead and their bodies are unrecoverable except by powerful spells like *wish*. Please note this on the PCs'

ARs. Otherwise, the PCs only real alternative is to leave through the ring gate.

Encounter Six: There's No Place Like Home

The ring gate will deposit the PCs inside an old audience chamber of a ruined chateau once owned by Alistaire Pental I over two hundred years ago. It is on the outskirts of a good-sized village in the Barony of Davoniya in the March of Bissel. The light the PCs saw is either that of sunlight streaming through holes in the roof, the glow of a cooking fire, or a lantern at night (as appropriate to the time of day). The details and dimensions of the ruined chateau are left to the judge to describe. The PCs will find at least one coat of arms in the chateau that may be identifiable as representing the House of Pental (Knowledge (nobility & royalty) DC 15; Charlton can automatically identify it).

The source of the light can now be identified as you come through this most unnatural tunnel. A [beam of sunlight/cooking fire/lantern] lights up the area that you have entered. Pulling yourselves through you realize that you are in the ruins of what may have been, at one time, a grand audience chamber.

The sounds of a loud argument, between an authoritative voice in Common and a heavily pleading voice with a Baklunish-accent, can be heard from an adjoining chamber.

This is Johann Elmcroft, a Knight of the Watch, who wishes to remove some Baklunish refugees (15) from the premises. These Baklunish sought shelter here in the winter and are now being evicted by the Knights of The Watch (Elmcroft and 5 others) who believe they are Ketite spies (because Elmcroft claims they are; he has a deep hatred for the Baklunish since he lost family in the war). The Baklunish are pitiful, poor citizens of northern Bissel who fled here during the war and only wish to raise their large family in peace.

The PCs may interact with them as they wish, but, before a resolution can occur, a retinue of Gran March soldiers also arrives and states that they demand custody of the Baklunish as tax evaders (for not paying for the benefit of staying at the estate for the winter). They are to be taken into custody and brought before Baron Odovacar Marcomir III, who is strongly allied with the Gran March and thus has a small number of Gran March troops at his command.

As the PCs may not be in the best of physical shape at this point, this could be an interesting situation. Make sure the PCs interact with all of these forces. The Baklunish

may plead that they intervene on their behalf, etc. In the end, whether through PC action or inaction, they will end up on somebody's good side. Let the PCs negotiate by role-playing (with or without accompanying skill checks). Also keep track of how each PC acts in this encounter as it will affect their ability to influence the ghost of Dartun Dasco in the next encounter.

In the end, a resolution will eventually happen (what the end result is doesn't really matter for the purposes of this scenario, but it should be noted on the Critical Event Summary). Once a resolution occurs, the party may be approached by a member of the Gran March force (Private Kern) who has seen Charlton before. This will only occur if Charlton is with the party or the PCs mention Charlton in his presence.

Private Kern was a member of the unit that was on a mission to capture Charlton (in **Getting There is Half the Fun**). He has since learned that his mission was unauthorized; it was arranged by Captain Gulrm Hanston (actually Rhoidin Lidion Thaln, a Scarlet Brotherhood agent). Kern tried to report this incident to Gran March military command, but he made the mistake of doing this by going to the next in command, Captain Rys Hooden, who is actually the leader of this Scarlet Brotherhood infiltration and a powerful doppelganger. So high command in Gran March is unaware of the specifics of the incident (although they are desperately trying to track down the details and those responsible). Kern's unit was split up and reassigned to dangerous and undesirable missions soon after the failed (and unauthorized) mission (by Rys, of course).

Kern will apologize to Charlton for the misconceptions that caused his unit to attack him and explains the strange behavior of his former commanding officer. He will explain that he was reassigned after he attempted to make his report about the betrayal of his former captain (the one responsible for the fake mission). Other members of his patrol were likewise given new assignments and none have been seen again. He tells the PCs that he made his report to Captain Rys Hooden, who is now stationed in the far eastern Gran March town of Lortenford, on the border with the Duchy of Ulek. He believes Rys was the one responsible for his current assignment.

At this point, the PCs will have the option of going straight to Hochoch (Encounter Seven) or going after the Gran March traitor (Encounter Eight). They can undertake these tasks in either order.

For his part, Charlton would prefer to go to Hochoch first, but he will go along to Gran March as he does have

an interest in revealing the persons behind the assassination plot.

Proceed to Encounter Seven or Eight, depending on the decision of the PCs.

Encounter Seven: Are Doomed to Repeat It!

The trip to Hochoch is mostly uneventful this time. On the journey, all of the PCs experience the same nightmare, but on different nights. The nightmare is:

It is a pleasant spring evening somewhere in the Grand Duchy of Geoff. You are not sure how you know this, but you are sure of it. A party is up the road waiting to receive you. The usual pleasantries are exchanged. They know why you are here, the official reason anyways. You turn and make your way back to your entourage. Suddenly, a barrage of arrow sinks into your flank. You fall to the ground. As you try to get up, a wire comes around your throat. Gasping for air, you turn around to see hands, pale hands and a mark of red. Then nothing but darkness. . .

Upon reaching Hochoch, the town will seem unusually deserted. The PCs quickly learn that the Brenin (Grand Duke) is preparing his forces for the retaking of Gorna. He and his highest advisors are in the field. Most of the soldiers are gone, as are most of the griffon guard. Abinar is gone. The High Seneschal is gone. This leaves Colwyn, the Chancellor, Calisse, the Grand Duchess, Calisse's Chosen, her personal guards, and Briallen, the Druidess. Briallen, the Druidess, is attending to her duties, but is close by in case Calisse has need of her. With Calisse so close to term, Briallen is never very far from Calisse. Calisse's Chosen are always near her.

DM Note: The Brenin has recently fortified Hochoch against magical penetration by the Giants and their forces. Few individuals no exactly what has been done, but the effects are obvious to most spellcasters. No magical methods of transport that depend on the Astral Plane function while the caster is in Hochoch. A few special areas in the city are exempt from this effect, but the PCs won't be traveling to any of them.

An announcement of the arrival of Charlton Pendal Dasco will quickly earn the PCs entrance to the castle, Caer Dwr Gwyldy. Upon arrival at the Castle they will be given lodgings by Colwyn (and baths) and told that Grand Duchess Calisse will receive them after enjoying dinner with them as guest.

Eveningfest is a rather chaotic affair. Only knights (Malagari, Watch, Dispatch, Veluna, Hart, etc.), paladins

of respected churches in the Sheldomar, members of Calisse's Chosen, and nobles would be invited to sit at the high table with her. Others would have to sit at the lower tables, unless they can convince the Chancellor that they belong there according to their deeds (Diplomacy Check DC 16 + the APL, or use an influence point with Calisse, the Brenin or the Chancellor). Characters at the low tables will not be able to dine with Calisse, but they could come up and talk with her as time permits. Anyone at the high table will get a +2 on Charisma-based checks when dealing with other castle folk in this scenario.

After dinner, the PCs will be led by footmen to the audience area for a formal reception. Calisse's Chosen accompany her to the reception. Briallen is elsewhere in the castle, taking care of other matters.

Formal introductions should be made if they have not already occurred. Eventually, Calisse will ask why Charlton, if he is alive, has been dispatched to the Duchy. If Charlton is dead for the purposes of this scenario, then allow the PCs to present the gift. If it is forgotten about, she will mention that stories have reached her that Charlton was carrying some type of parcel before he died. Though if the PCs have come all the way here, they probably intend to present the gift themselves. If Charlton is here, he speaks now:

"Please be seated. Grand Duchess Calisse, it is with great honor that I am here before you today. I have two matters for which I have journeyed here, although one may be of more interest to your attendees this evening. I must first address the delayed concern. It is with great humility that I must announce my apologies for not attending to this sooner. Please allow the blame for this discourtesy to fall on my immature shoulders and not that of my liege, Duke Luschan. Grand Duchess, in honor of your nuptials and for the good of the Kingdom, I present this gift in the name of Gradsul."

Charlton [or a PC] presents a tiny chest to the Grand Duchess. As she takes it from his hands she lets out a little gasp and places it down on the floor before her. It seems one of the sigils on its surface is glowing.

An image is projected from the sigil of a man in Sea Mage's robes. [For those who have seen his image before, it is Drawmij of the Circle of Eight.] He repositions his spectacles upon his nose and looks at the Grand Duchess.

"Drawmij? Is that you?" asks the Princess.

The image speaks. "Greetings Princess Calisse. No wait, you would be a Grand Duchess by now. Terribly sorry about that slip. Hard to keep your time lines

straight in your head, y'know. Programmed illusions are simply matters of getting the timing right. Well, where was I? That's it! If my divinations are correct, you should now be roughly ten months married to Owen the Brenin. I do intend to visit if you will have me, but I am afraid I have other matters to attend to at the moment.

Oh yes, I nearly forgot. I do hope this belated gift finds you well. If everything went as expected than Charlton has delivered this to you just on time. Not for the wedding of course, but rather for your upcoming birthing.

Charlton, I do hope you are there. I did not mean to deceive you, but I foresaw that you needed to go through your right of passage. I told your uncle I would make a man out of you yet. For you to make it here, now, certainly shows that you will live up to your uncle's expectations.

Now princess, open the box, and receive my gift."

She does so, and removes a beautiful amulet.

"Hopefully you have found the jewelry. Please put this on immediately."

Calisse does so.

"Now stand back from the box and say the word activus."

As Calisse does so, the chest enlarges to the size of a small banquet table.

"Now, Princess I am, of course, aware of how much you loved those metal dancing figurines that you had as a child. You delighted to watch them animate..."

An alarmed look passes over Calisse's face.

"... with that in mind, I made you a complementing guardian. A knight in shining armor, if you will, for your dancers..."

A large construct stands up in the opened chest and steps out facing Calisse. It is crafted to resemble a man in armor decorated as a Keoish Knight.

"Oh, Drawmij you shouldn't have," she says apprehensively.

The image continues, "... that will act as a guardian for both you and your unborn child. I do hope you like it. You will have to excuse me now, I will be traveling for some time, but will contact you again soon my dear."

Give the players a chance to interact with Calisse. She will inform them that her music box had mithral dancers

that animated and attacked her shortly before her wedding (during a Geoff/Keoland cross-regional interactive). For successfully deliver the gift to Calisse, the PCs receive the favor of Drawmij; see the Treasure Summary for details. Calisse's new protector is a runic guardian:

All APLs (EL 10)

☛ **Runic Guardian:** hp 128; see Appendix I.

While all this is going on, Dartun will attempt to take full control of whoever he is possessing. If this is Charlton, he automatically succeeds. If not he will attempt to possess his current victim; have them make a save to avoid that fate. If the PC succeeds at its check, Dartun will move on to possessing another PC, and, failing that, he will attempt to possess any of a number of unattended weapons in the hall (see Appendix IV for more information). As a last resort, during the combat, he will manifest and fight accordingly.

All APLs (EL 20)

☛ **Dartun Dasco, Male Human Ghost Brd7/SpyMstr9:** hp 144; see Appendix IV.

As soon as Dartun releases possession of someone, all of their hair turns white and they suffer the effects of The Marks of the Passage of Time unless they make an immediate Fort save (DC 23); see the Treasure Summary for more information.

Assuming that Dartun can possess something with a mouth, read the following:

"Is this how we reward those who lay down with our enemies? We shower gifts upon those who prefer to bed our enemies rather than punish them, as they richly deserve. So that's how the times have changed the once proud Keoish. Such weakness. I for one have seen enough."

Dartun's first act is to use his frightful moan. Every member of Calisse's Chosen automatically fails their Will saves and is panicked for the rest of the combat. It is up to the PCs to save the day!

Dartun will make every effort to use the body/object he is possessing to attack Calisse. The runic guardian will intervene to protect the Grand Duchess. Calisse is an Ari2/Wiz2, so assume she is carrying appropriate protective spells and will cast them on herself. If she sustains more than 5 points of damage, a *contingency* spell kicks in; Briallen enters the room via a tree in the corner and magically transports herself and Calisse to the Brenin via a *transport via plants* spell. The combat

should resolve quickly enough that the Brenin and Calisse won't return to the hall in time to effect the outcome. It's up to the PCs to resolve this situation. Dartun will sing a song as he attacks (the words to the song are in Appendix IV). Dartun will also interact with PCs as appropriate. Keep in mind that if his current host body is dropped, Dartun will simply take appropriate actions to inhabit another body/object and then continue to attach the Grand Duchess (or the PCs if she has escaped).

It is quite likely that Dartun will overpower many groups, especially if inhabiting powerful PCs and using good tactics. Dartun is smart. If they destroy or incapacitate one body he will simply possess another and use the PCs own allies to destroy them. A better and perhaps more permanent method to resolve this situation is to convince Dartun that the times have changed for the better and that he should rest. In fact, this is the only likely course of action that the PCs will have unless they are very powerful and are fortunate in their tactics and rolls. The situation is meant to be resolved by diplomacy, but don't tell the PCs this. Let them figure it out themselves; Dartun's comments should lead the PCs to realize that they might be able to reason with him.

Note: As an EL 20 encounter, Dartun could easily destroy most parties. Use him to terrify the PCs and make sure they are aware of the incredibly powerful threat they face. But don't commit a wholesale massacre of the party unless the PCs leave you no alternative. Even then, Dartun strikes to disable (not kill) unless provoked or attacking Calisse. If he has disabled everyone in the hall and Calisse is no longer there, Dartun leaves and takes up permanent residence in the castle, haunting it for years to come.

Once the PCs realize they need to try to communicate with Dartun and convince him to stop his attacks, allow them to role-play an attempt to sway his attitude. He starts with an attitude of Hostile so it takes a Diplomacy check (DC 35) to change his attitude to Friendly, at which point he will listen to what the PCs have to say. If they make convincing arguments as to why things have changed for the better, Dartun will agree to stop hostilities and lay down to a permanent rest.

Negotiating with the ghost may cause some Knights of the Malagari to face a horrible situation – whether to consort with undead (a forbidden act) or let many innocents die so as to not perform this forbidden act.

The following circumstance modifiers should be applied to the Diplomacy check to calm Dartun: PC is Suloise +2, PC is Flan -2, PC is Keoish +4, PC is Gyri -4, PC is Velunese -2, PC saved the prisoners of the drow +8, PC

showed compassion to the Baklunish squatters in Bissel +2, PC obtained lodging for the Baklunish squatters and made sure they were not imprisoned +6, PC exposed the false captain in Gran March +5, PC made comments about incompetent Keoish nobles -4, PC is Keoish noble +4, PC recovered Dartun's body for reinternment in Keoland +4, PC promised to return for Dartun's body so it could be brought back to Keoland +2, PC looted Dartun's tomb for personal gain -8, PC convinced Charlton to stop drinking +6, PC denounced the ancient Gyri for using necromantic magics at Gorna +4, PC is Knight of the Watch/Dispatch/Malagari +4, PC is Herald of Keoland +4, PC made disparaging remarks about the King of Keoland -4, PC saved Charlton's life +2 per occurrence, PC is Calisse's Chosen -1, and/or PC makes eloquent statements (DM's discretion) +1 to +4.

If the PCs opt to instead attempt to destroy the ghost, run the combat accordingly, and, if they succeed, check to see if Dartun is permanently destroyed (as per the *MM*) and indicate this on the Critical Events Summary. Do NOT tell the players whether they have destroyed the ghost permanently.

If the PCs finally view the ghost of Dartun Dasco by itself, and its uses its horrific appearance ability describe the following:

The spectral form of a young noble Suloise man manifests before you, as you watch, his body becomes riddled with blood stains. Blood spouts from the innumerable piercing wounds across his sides. He then begins to asphyxiate, a gurgling comes from his mouth, and his eyes bulge out well beyond their normal means. Suddenly, large red welts appear on the sides of his neck which goes limp as if broken...

Should they convince Dartun to lay himself to rest, read the following:

The ethereal form of the once proud ambassador looks at you intently, as if dwelling on your words.

"What have I done? It has always been my aim to serve my country and my King. It is now clear to me that my time on Oerth has long passed. My King is dead, and it is time for a new generation to do things their way. Much as a testator should not be able to forever control his heirs with his icy grip, I now too must obey the laws of nature and allow you to inherit the guardianship of the Empire or at least the ideals for which it stood. Forgive me for my wrongs unto your persons, an unfulfilled desire can control you long after the wants of hunger and air are of no concern. Bold heroes, question whether your affairs are in order and remain true to your ideals, or perhaps you too may roam this valley as the restless dead."

With that the figure fades away.

Eventually the Brenin and Calisse and their retinue will return and secure the castle. They will be greatly pleased if the PCs have things under control, and the PCs will earn their favor and Charlton's as well (see the Treasure Summary).

If Charlton is alive, he will then present a sealed scroll to the Grand Duke and Duchess. Inside is a Proclamation from the Council of Niole Dra announcing that Charlton is to be the new ambassador to Geoff. As the cap to the scroll tube is removed, a projected image of Drawmij again addresses the on-lookers:

"Hello again Grand Duchess, look at me, I got it right this time. Salutations, good Grand Duke. If this message finds you well then my divinations were correct than Charlton's companions have served you well today. I know what you're thinking Grand Duchess; I apologize for the mix up with the construct. Had I known what would have occurred at the wedding at the time I made it, I would have just given you some fine tableware instead. Well, you can just direct it to me for return – just command it to walk right into the Azure. I will have something come along and pick it up. Of course, if you would rather keep it, that's fine too, you have no idea how hard it is to find good sculpture these days..."

My goodness, I nearly forgot. I did sorta arrange a replacement gift. Look inside the scroll tube."

Calisse looks over the parchment inside. "Why Charlton, it's a proclamation of the Council of Niole Dra. Look."

He does so. "It says that I am to be Skotti's ambassador to you, your Lordship."

The Brenin adds "I would welcome your counsel dear Charlton, the Gyri have waited too long to have a Dasco at their table."

If the PCs wish to follow up on the mysterious Gran March commander, they can do so now, but Charlton will not accompany them further. Proceed to Encounter Eight.

Encounter Eight: The Wolf in Wolf's Clothing

Following up on Private Kern's information, the PCs will travel to the far eastern town of Lortenford in Gran March on the border with the Duchy of Ulek.

Members of the Gran March military will have no problem arranging an audience with Captain Rys

Hooden. All others must use appropriate Influence Points or make successful Diplomacy, Bluff, or Intimidate checks (DC 14 + the APL) to find out where in town Rys is stationed and to gain access to him.

The PCs only have to wait a short time for an audience. During this time Rys (a doppelganger who works for the Scarlet Brotherhood and is trying to weaken relations between all of the nations of the Sheldomar Valley) will use his powers to try to get an idea of what the PCs are up to and prepare for their visit. Rys will attempt to bluff, persuade, or otherwise trick the PCs into believing that nothing is amiss. DMs should be creative in their storytelling here. If all else fails, Rys will use all of his capabilities to insure that he is not exposed. He will fight to the death as capture is an unacceptable result to his mission.

APL 6 (EL 9)

☛ **Captain Rys Hooden, Doppelganger Enc6:** hp 50; see Appendix V.

APL 8 (EL 11)

☛ **Captain Rys Hooden, Doppelganger Enc8:** hp 57; see Appendix V.

APL 10 (EL 13)

☛ **Captain Rys Hooden, Doppelganger Enc10:** hp 65; see Appendix V.

APL 12 (EL 15)

☛ **Captain Rys Hooden, Doppelganger Enc12:** hp 72; see Appendix V.

APL 14 (EL 17)

☛ **Captain Rys Hooden, Doppelganger Enc14:** hp 80; see Appendix V.

Any Gran March military member who exposes Rys for what it truly is earns a Commendation (see the Treasure Summary).

Treasure: The treasure consists of the possessions of the doppelganger.

APL 6: L: 40 gp; C: 100 gp; M: *Rys' spellbook I* (38 gp), *headband of intellect +2* (333 gp), *scroll of protection from arrows* (3rd level caster) (13 gp), *scroll of haste* (5th level caster) (31 gp), *wand of magic missile* (5th level caster) (313 gp), *pearl of power* (1st level) (83 gp).

APL 8: L: 40 gp; C: 100 gp; M: *Rys' spellbook I* (38 gp), *headband of intellect +2* (333 gp), *scroll of protection from arrows* (3rd level caster) (13 gp), *scroll of haste* (5th level caster) (31 gp), *wand of magic missile* (5th level caster) (313 gp), *pearl of power* (2nd level) (333 gp).

APL 10: L: 40 gp; C: 100 gp; M: *Rys' spellbook I* (38 gp), *Rys' spellbook II* (60 gp), *headband of intellect +4* (1,333 gp), *scroll of protection from arrows* (3rd level caster) (13 gp), *scroll of haste* (5th level caster) (31 gp), *wand of magic missile* (5th level caster) (313 gp), *pearl of power* (3rd level) (750 gp).

APL 12: L: 40 gp; C: 100 gp; M: *Rys' spellbook I* (38 gp), *Rys' spellbook II* (60 gp), *cloak of charisma +2* (333 gp), *headband of intellect +4* (1,333 gp), *scroll of protection from arrows* (3rd level caster) (13 gp), *scroll of haste* (5th level caster) (31 gp), *wand of magic missile* (5th level caster) (313 gp), *pearl of power* (4th level) (1,333 gp).

APL 14: L: 40 gp; C: 100 gp; M: *Rys' spellbook I* (38 gp), *Rys' spellbook II* (60 gp), *cloak of charisma +2* (333 gp), *headband of intellect +6* (3,000 gp), *scroll of protection from arrows* (3rd level caster) (13 gp), *scroll of haste* (5th level caster) (31 gp), *wand of magic missile* (5th level caster) (313 gp), *pearl of power* (5th level) (2,083 gp).

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character. **Only include the optional encounter xp awards if the PCs paid the additional TUs to partake in those encounters.**

Encounter Two: The Night Terrors

Defeat the fihyr(s)

APL 6 – 210 xp;

APL 8 – 270 xp;

APL 10 – 330 xp;

APL 12 – 390 xp;

APL 14 – 450 xp.

Encounter Four: Take Me to the River

Defeat the drow slaving party

APL 6 – 240 xp;

APL 8 – 300 xp;

APL 10 – 360 xp;

APL 12 – 420 xp;

APL 14 – 480 xp.

Encounter Six: There's No Place Like Home

Role-playing award for negotiating a peace in the conflict at the chateau

APL 6 – 80 xp;
APL 8 – 125 xp;
APL 10 – 170 xp;
APL 12 – 215 xp;
APL 14 – 260 xp.

Encounter Seven: Are Doomed to Repeat It!

Story award for destroying the ghost or getting it to lay down to rest

All APLs – 100 xp.

Encounter Eight: Wolf In Wolf's Clothing

Defeat the doppelganger

APL 6 – 270 xp;
APL 8 – 330 xp;
APL 10 – 390 xp;
APL 12 – 450 xp;
APL 14 – 510 xp.

Total possible experience:

APL 6 – 900 xp;
APL 8 – 1,125 xp;
APL 10 – 1,350 xp;
APL 12 – 1,575 xp;
APL 14 – 1,800 xp.

Treasure Summary

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

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for

some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three: The Audience

APL 6: L: 0 gp; C: 400 gp; M: 0 gp;
APL 8: L: 0 gp; C: 500 gp; M: 0 gp;
APL 10: L: 0 gp; C: 600 gp; M: 0 gp;
APL 12: L: 0 gp; C: 700 gp; M: 0 gp;
APL 14: L: 0 gp; C: 800 gp; M: 0 gp.

Encounter Four: Take Me to the River

APL 6: L: 464 gp; C: 0 gp; M: 165 gp;
APL 8: L: 353 gp; C: 0 gp; M: 751 gp;
APL 10: L: 353 gp; C: 0 gp; M: 2,333 gp;
APL 12: L: 260 gp; C: 0 gp; M: 3,678 gp;
APL 14: L: 260 gp; C: 0 gp; M: 6,091 gp.

Encounter Eight: Wolf in Wolf's Clothing

APL 6: L: 40 gp; C: 100 gp; M: 811 gp;
APL 8: L: 40 gp; C: 100 gp; M: 1,061 gp;
APL 10: L: 40 gp; C: 100 gp; M: 2,538 gp;
APL 12: L: 40 gp; C: 100 gp; M: 3,454 gp;
APL 14: L: 40 gp; C: 100 gp; M: 5,871 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 504 gp; C: 500 gp; M: 976 gp; Total:
1,980 gp (800 gp);
APL 8: L: 393 gp; C: 600 gp; M: 1,812 gp; Total:
2,805 gp (1,250 gp);

APL 10: L: 393 gp; C: 700 gp; M: 4,871 gp;
Total: 5,964 gp (2,100 gp);
APL 12: L: 300 gp; C: 800 gp; M: 7,132 gp;
Total: 8,232 gp (3,000 gp);
APL 14: L: 300 gp; C: 900 gp; M: 11,962 gp;
Total: 13,162 gp (6,000 gp).

Special

☛ *Graverobber!*

You have taken, for personal gain and without the permission of the Dasco family, the personal possession(s) of Dartun Dasco from his tomb. His possessions were well known amongst the Keoish nobility for their uniqueness and artistic qualities. You suffer a -10 to all Charisma-based skill or ability checks while interacting with any NPC Keoish noble or Herald while bearing _____ (the item(s) taken), until cleared of these charges publicly (consult the Keoland Triad for details). DMs have discretion in assigning other penalties, as appropriate, in other scenarios. This effect can be negated by being pardoned by King Kimbertos Skotti of Keoland (by using a favor of the same in the process).

☛ *The Marks of the Passage of Time*

You have bourn a century-old ghost in your system, and your system could not handle the shock. However, you have also gained an insight into all of Dartun Dasco's memories. You have aged sufficient years to place your PC in the venerable age category and you suffer the full effects of this aging: -6 to your Str, Con, and Dex scores and +3 to your Int, Wis, and Chr scores until this effect is reversed. Any skill points gained from the ability increase must be applied to either Charisma-based or Knowledge skills. A *greater restoration*, *limited wish*, *miracle*, or *wish* spell are the only spells that can reverse the effects of this shock (removing the aging and the modifications to the PC's stats).

☛ *Favor of the Archmage Drawmij*

For an act that you have unwittingly performed on his behalf, Drawmij owes you a favor. This favor counts as an influence point with Drawmij. This favor may have future uses as set by the campaign, but it has one specific use now: The PC can ask Drawmij to cancel the favor and instead offer the PC the chance to purchase any one rod, staff, or ring of value 24,000 gp or less from the *DMG* or *Tome & Blood*. If used this way, the PC spends 2 TUs arranging for the purchase of the item with Drawmij (by throwing a message in a bottle into the Azure Sea and then traveling some great distance to pick the item up). Please list the item purchased here:

☛ *Favor of the Grand Duke and Duchess of Geoff*

For protecting Grand Duchess Calisse and ending the threat of Dartun Dasco to the kingdom, the Grand Duke and Duchess will commission Court Mage Abinar to upgrade any one weapon, armor, or shield of masterwork quality or better to a +1, +2, or +3 version of that item. This favor may only be redeemed during an adventure set in Geoff (either a regional, an interactive, or a meta-regional). Please list the item upgraded here:

☛ *Favor of the Charlton Pental Dasco*

You may ask Charlton to represent you while obtaining any legal, non-magical good or service in the entire Sheldomar Valley. If you do so, the favor is used, but the price of the good or service is reduced by 10%. Any number of goods or services can be the simultaneous target of the bargain; however, whether or not the deal is successful, the favor is consumed. Use this favor only during a regional or meta-regional set in the Sheldomar Valley.

☛ *Dartun's Legacy*

As a gift for their assistance and for their respect of Dartun's tomb, Charlton Pental Dasco will hold any of Dartun's items in trust for the PC. The PC can acquire this item after any regional or meta-regional set in the Sheldomar Valley by making a donation (equal to the standard DMG cost of the item) to the war efforts of Keoland in Geoff, the Azure Sea, or in the Principality of Ulek. The items available are: *breastplate of command*, *lion's shield*, *sword of subtlety*, *cloak of charisma +4*, and *circlet of persuasion*.

☛ *Fiztulus' Spellbook*

1st—[*feather fall*, *grease*, *mage armor*, *magic missile*, *obscuring mist*, *shield*, *spider climb*, *summon monster I*]; 2nd—[*fog cloud*, *glitterdust*, *Melf's acid arrow*, *summon monster II*, *summon swarm*, *web*]; 3rd—[*fireball*, *flame arrow*, *haste*, *sleet storm*, *stinking cloud*, *summon monster III*].

Market Price: 380 gp; Weight: 3 lbs.

☛ *Rys' Spellbook I*

1st—[*burning hands*, *charm person*, *endure elements*, *expeditious retreat*, *hypnotism*, *mage armor*, *magic missile*, *shield*, *sleep*]; 2nd—[*mirror image*, *resist elements*, *Tasha's hideous laughter*, *web*]; 3rd—[*hold person*, *slow*, *stinking cloud*, *suggestion*]; 4th—[*confusion*, *Otiluke's resilient sphere*, *phantasmal killer*, *rainbow pattern*].

Market Price: 450 gp; Weight: 3 lbs.

☛ *Rys' Spellbook II*

5th—[*dominate person*, *feeblemind*, *mind fog*, *persistent image*]; 6th—[*acid fog*, *mass suggestion*,

mislead, programmed illusion]; 7th—[*forcecage, insanity, Mordenkainen's sword, prismatic spray*].

Market Price: 720 gp; Weight: 3 lbs.

🐾 Gran March Military Commendation

For revealing a high-level Scarlet Brotherhood operative in the Gran March military, you have received a commendation for your service to the Commandant.

Items for the Adventure Record

Item Access

APL 6:

- ❖ *Headband of Intellect +2* (Adventure, DMG)
- ❖ *Wand of Magic Missile* (Adventure, 5th level caster, DMG)
- ❖ *Pearl of Power* (1st level) (Adventure, DMG)
- ❖ *Rys' Spellbook I* (Adventure, see above)
- ❖ *Fiztulus' Spellbook* (Adventure, see above)
- ❖ *Wand of Summon Monster I* (Adventure, 1st level caster, DMG)
- ❖ *Breastplate of Command* (Adventure, DMG)
- ❖ *Lion's Shield* (Adventure, DMG)
- ❖ *Sword of Subtlety* (Adventure, DMG)
- ❖ *Cloak of Charisma +4* (Adventure, DMG)
- ❖ *Circlet of Persuasion* (Adventure, DMG)

APL 8 (APL 6 Items plus):

- ❖ *Pearl of Power* (2nd level) (Adventure, DMG)

APL 10 (APL 6, 8 Items plus):

- ❖ *Headband of Intellect +4* (Adventure, DMG)
- ❖ *Pearl of Power* (3rd level) (Adventure, DMG)
- ❖ *Rys' Spellbook II* (Adventure, see above)
- ❖ *+1 Light Fortification Banded Mail* (Adventure, DMG)
- ❖ *Quaal's Feather Token (Whip)* (Adventure, DMG)
- ❖ *Oil of Slipperiness* (Adventure, DMG)
- ❖ *Wand of Summon Monster II* (Adventure, 3rd level caster, DMG)
- ❖ *Bracers of Health +2* (Adventure, DMG)
- ❖ *Necklace of Fireballs Type I* (Adventure, DMG)

APL 12 (APL 6, 8, 10 Items plus):

- ❖ *Cloak of Charisma +2* (Adventure, DMG)
- ❖ *Pearl of Power* (4th level) (Adventure, DMG)
- ❖ *Wand of Summon Monster III* (Adventure, 5th level caster, DMG)
- ❖ *Potion of Haste* (Adventure, 5th level caster, DMG)

APL 14 (APL 6, 8, 10, 12 Items plus):

- ❖ *Headband of Intellect +6* (Adventure, DMG)
- ❖ *Pearl of Power* (5th level) (Adventure, DMG)
- ❖ *Necklace of Fireballs Type II* (Adventure, DMG)
- ❖ *Bracers of Health +4* (Adventure, DMG)
- ❖ *Wand of Summon Monster IV* (Adventure, 7th level caster, DMG)
- ❖ *Scroll of Evard's Black Tentacles* (Adventure, 7th level caster, DMG)
- ❖ *Cloak of Elvenkind* (Adventure, DMG)
- ❖ *Potion of Cure Serious Wounds* (Adventure, 5th level caster, DMG)

Appendix I: Dramatis Personae

Trad Kyerdylan

Trad was appointed to oversee the Fortress when his father was killed during a recent siege. (**Keoland Interactive: The Last Stand of Fortress Ravonnar**). He is a stern and taciturn man who takes his responsibilities seriously. He is a proud graduate of the Imperial Military Academy. He has developed a strong dislike for undead as a result of his father's death and welcomes the Hospitalers and their Priests of Pelor onto his lands. He hopes that his people can recover from the damage that has been done. His steed is a domesticated but fierce dire lion.

♣ **Trad Kyerdylan:** male human Ari3/Ftr6; hp 63.

Lord Althon

Althon is a secretive man, a schemer who tries to give the impression he is anything but. He is the Provincial Ruler and a Knight of the Watch, although many think he has another agenda as well. He does not get along with Trad, there have been open disagreements between them.

♣ **Lord Althon:** male human Ari2/Ftr5/Knight of the Watch4; hp 80.

Charlton Pental Dasco

♣ **Charlton Pental Dasco, Barrister and Ambassador for Duke Luschan of Gradsul:** male human (Suel) Ari3/Brd1/Ftr1; CR 5; medium humanoid (human); HD 3d8+1d6+1d10; hp 30; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [+2 Dex, +2 bracers]; Atk +7 melee (1d6/18-20, mw rapier) or +6 ranged (1d8/19-20, mw light crossbow); SA bardic music; SQ bardic knowledge; AL CG; SV Fort +3, Ref +5, Will +7; Str 10, Dex 12 (14), Con 10, Int 16, Wis 14, Cha 14. Height 5'11".

Skills and Feats: Bluff +9, Concentration +2, Decipher Script +5, Diplomacy +15, Disguise +6, Escape Artist +5, Gather Information +5, Handle Animal +3, Intimidate +4, Knowledge (arcana) +6, Knowledge (law) +4, Knowledge (history – Sheldomar Valley) +6, Perform (lap harp) +7, Pick Pocket +5, Profession (barrister) +3, Ride +7, Sense Motive +7, Spellcraft +5, Tumble +7; Alluring (+2 bonus on Diplomacy checks and +2 to save DC of all your mind-affecting, language-dependant spells), Persuasive (+2 bonus on Bluff and Intimidate checks), Trustworthy (+2 bonus on Diplomacy and Gather Information checks), Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: gloves of dexterity +2, bracers of armor +2, potion of glibness, potion of charisma, masterwork

rapier, masterwork light crossbow w/ 20 bolts, masterwork lap harp.

Spells Known (2; base DC = 12 + spell level): 0— [detect magic, light, prestidigitation, read magic].

Dasco is a most complex character. He returned to Keoland after some time away on business for his liege to find his childhood sweetheart was marrying the head of a nation who had their hands in assassinating his esteemed ancestor. Then turmoil struck the wedding, when Princess Calisse was ensorcelled by foul magic. Her saviors brought the villain to justice but in the process, the diary, which was her medicine, was his poison, for it revealed she did not care for him as much as she once did. Dasco, like many of his ancestors, took to heavy drinking in an attempt to drown his sorrows.

In the course of his bender and in shame he left Niolo Dra and took the alias of the wine merchant Polluc Zanst. In doing so, he has inadvertently abandoned one of his duties, presenting Duke Luschan's gift at the wedding. This led to the events of **Getting There is Half the Fun**.

Since that time, Charlton is a bit of a changed man. He is currently in the process of going cold turkey, giving up his drinking. This has some in game effects as explained below. The events of his adventure in Shellspring, the attempt on his life, and his time amongst the squalor of Fortress Ravonnar have sobered him up. He takes his duties very seriously now, and is proud that his actions may have helped the growing union between Keoland and Geoff. However, he now has a bit of distrust for those under the banner of the Gran March military.

If you haven't guessed, justice (and not necessarily law) is the most important thing to Dasco. He comes from a long line of "liberal" followers of Allitur. He won't advocate breaking laws for profit, but to do so to get the bad guy is ok in his book.

Important Role-Playing Notes:

When playing Dasco, emphasize the fact that he is recovering from a drinking problem. This plays out in a number of ways. Any time he is injured in combat, he will have to make a Will save (DC 10 + hp damage sustained) or attempt to get a drink. If he is given one and is allowed to finish it, he will fall into a stupor as if he were shaken (-2 to attack rolls, damage rolls, skill checks, saving throws, etc.). Every time he has a drink, a -2 cumulative penalty is applied to future rolls for the next twenty-four hours – which, depending on the circumstances, could snow ball out of control. As can be imagined, this may greatly reduce his will resistance

against Dartun's possession attempts. For the effects of Dartun's possession on Charlton, see Appendix IV.

House Pental

The following back history of the Pental House would be known to anyone with ranks in Knowledge (history – Keoland) or Knowledge (nobility & royalty). Relevant parts may be known to someone with ranks in Knowledge (history – Bissel). Don't just give the information to them, the PC should ask first. The DM should allow parts of this to be revealed, as they see proper, on any successful check using the skills above (DC 15), and the whole history on a successful check (DC 30). Give Keoish Noble PCs, and any Keoish Ambassador, Herald, or Barrister PC, a +2 circumstance bonus. A Bardic Knowledge check for this information is more challenging (DC 20 for part of the history and DC 35 for all of it).

One of the least known Noble Houses of Keoland, amongst those in the court, the Pentals are (though not in their presence) often referred to as “the Landlackers,” a derogative jibe at their history. House Pental is a younger house compared to many others, and it was this very quality that caused their fall from enfeoffment.

The patriarch of the House was Alistaire Pental, a servant to the Duke Tavish of Gradsul circa CY 286. The Duke's son was a robust and aggressive lad who often would wander into the nearby Dreadwood on adventurous forays, bringing his servant Alistaire with him. On one such excursion, the retinue was beset by a pack of lizardmen from the Hool Marsh. Alistaire I was able to save the life of Tavish II through diplomacy rather than attacking the reptilian humanoids. Tavish I rewarded his servant by choosing to have him tutored in Arts & Letters by the same professor as his own son.

Within a few years, Alistaire had earned the nickname, “The Barrister Bard,” after breaking into singsong soliloquies in the courts of law. Had his natural charisma not been so overwhelming, the stodgy judges would have held him in contempt. And after winning a case, Alistaire could be found reveling in his own brand of rhetoric at a nearby inn.

To Alistaire's astonishment, Duke Tavish ascended to the throne of the Lion in CY 287, and he accompanied his master to their new court. In Niolo Dra, Alistaire continued his wily and wanton ways, arguing on behalf of House Rhola by day and raising a ruckus at night.

It was a great surprise when Alistaire announced his engagement to a young woman of Suloise descent named Nymidia six months after arriving in the capitol. Old rumors said that this woman was in fact an enchantress

who charmed her way onto his arm. Other legends insinuate that this woman was fleeing an outlying community in the Salinmoor that had convicted her of witchcraft, and that she was using Alistaire as a shield against them.

Whatever the reasons for their betrothal, they were married in the winter of 288CY. Coincidentally, (some historians suggest consequently) Tavish the Great partially abolished the prohibitions on magecraft later the same year. In the following years, Alistaire learned some magical skills from his beloved.

In the year 291, Alistaire embarked upon a mission to Ulek on behalf of his liege. In his absence, his dear Nymidia began to swell with child. He returned carrying a treaty of annexation of the Ulek states to the warm embrace of his wife and newborn babe, and the glowing approval of his liege, Tavish. The child was given his father's name, and began immediately to charm his nursemaids and other visitors with his good behavior and infant coos.

Soon thereafter, in open court, Tavish I, with the full approval of the Noble Council, awarded him title and raised his station to their own, by giving him a parcel of the Gradsul holdings. A young prince looked on with evil thoughts.

In 301, Beory granted Alistaire a second son Julstin, but Nymidia did not survive the delivery. The Barrister Bard seemed to lose a bit of his flare after this, his songs a bit more morose. But before it all could set in, Tavish the Great dispatched him to the newly conquered Bissel territory to oversee the creation of a court system. His first son and namesake, nearing his adolescence, was permitted to come with him. The Elder Pental embraced this mission as it removed him from the painful reminders of his departed wife.

The wee babe, Julstin, was left in the care of a wet nurse at the Duke of Gradsul's estate – the current lord then being Tavish the Black Prince. For many years, “Uncle” Tavish fostered the Pental child, rearing him in his own understanding of the law – MIGHT makes RIGHT – and sculpting him in his image.

The years in Bissel were as cold as Alistaire's heart after the passing of his wife. Although he instilled his son with the love of the law, the history, and legends of the Sheldomar, he could no longer express his love to his son. Worse, what used to be his revel became his crutch, often drinking himself into a stupor within minutes of the close of court.

The young Pental, with barely any supervision proved to be as wily as his father in his youth. Upon reaching his

age of majority he left the Bissel holdings and embarked to explore the Sheldomar on his own.

By the year 316, as Geoff was founded, Alistaire I had reached his late ages. Besodden with lamentable libations, Tavish I recalled him from Bissel. He returned to his holdings in Gradsul to find the home and grounds poorly maintained and his servants undisciplined.

Alistaire did not manage to reverse the course in this matter and consequently entertained less and less often. When he did his songs were dirges and his tales morose. His son, Julstin would visit him on occasion and they would quarrel so loudly that the house nearly shook. One night, Julstin declared that Duke Tavish was more a father than Alistaire could ever be and then renounced his name and title. He loaded his few things and moved in with the Gradsul Rholas that night.

Elsewhere Alistaire II was sowing his wild oats and living a carefree life in vivacious romps throughout the courts and taverns of the Sheldomar valley.

It is well known that Tavish I was long in the tooth before his son assumed the throne, what many did not know was that, against all odds, his faithful servant lasted just as long. Some have speculated that the two were both protected or perhaps even bound magically to one another by some lost dweomer. That is mere speculation by rumor mongering sages of today however.

What is known is that late on a cold spring night in 346 CY a contingent bearing the standards of Gand arrived at the homestead of the Pendlas. They left late in the night bearing the deed to all the family's holdings signed by Alistaire I himself. No one knows how this negotiation, if any, occurred for the patriarch had finally succumbed to the years of alcohol abuse and entered into a final toxic sleep. King Tavish I died the same evening in his sleep.

As preparations were made for the grand coronation of Tavish the Black Prince, the funeral of Alistaire I went relatively unnoticed. The matter came to a head when his namesake returned. He found himself evicted by his neighbors and shunned by the Rholas who he knew growing up. Falling back upon the most basic precepts of his legal education he turned to the courts of equity.

Pendal made a great case referring to the lack of consideration given for the alleged sale of the land to Gand. He made the affirmative defense that his father lacked the capacity to enter into such an agreement due to his age, senility, and intoxication. Evidence was given and testimony heard for two weeks before the chancellor was prepared to give his opinion. All of the people of Gand and Gradsul gathered to hear the ruling.

As the chancellor took the bench, the doors to the courtroom were flung open. As the chancellor attempted to restore order, a High Herald marched into the chamber unrolled a scroll and ordered all proceedings in the matter stayed. The case was granted leave to be argued at the King's Bench with resolution to be determined by the full Council of Niole Dra. The argument before the council was fast and furious. Questions from the encircling princes shot at him in verbal volleys that nearly overcame him. And it went on for four days. Precedents. Charters. Treaties. Property rights. The "sanctity" of contract. Every argument made and unmade and remade until every lord, including the Black Prince was satisfied. Each lord was attended by their personal advisors and by barristers, to help formulate their questions. After all of this, an exhausted Pendal was summarily dismissed so that the Lords could consider their positions for the vote the next day.

Early the next morning, Tavish II called the Council to order. As was ordinary, many of the lords returned to their holdings leaving their proxy to stay for the vote. The nobles' votes were counted and marked on a large board in front of the King's bench. There was a dead tie. Upon recount, it was observed that no one had voted for Gradsul. The King looked up and asked if there was anyone there on behalf of his kin.

Julstin appeared for the Rholas and cast their vote against his own family. Tavish II looked down upon Alistaire and informed him that he must vacate his family lands and their seat on the Council. However protest came from a young noble of Monmurg. She argued that there was no vote on the latter condition and that if such was true, then the King could do so to any noble without the consent of the Council - such was an abuse of power. The cacophony that filled the chamber of what few remaining nobles and the proxies stayed was deafening. So it was that the Pendlas retained their title, but not their lands.

Alistaire II found sanctuary in another minor house. Many of the nobles gained a respect for his abilities in the Council Chamber. They realized that he had his father's greatness, and that would make him useful . . .

Through the years since, Pendlas have served in most if not all of the noble courts as lawyers, diplomats, advisors and courtesans. All of the following generations held the same natural gift for charisma – in some this manifested as sorcerous powers, others are successful bards, and even a few turned to the divine as successful paladins. One Pendal, Drella (a great-granddaughter), is even known to have married the famed assassinated ambassador, Dartun Dasco. Charlton is directly descended from this union.

Charlton's Song (Encounter Four)

This song is representative of the type that Charlton Pental Dasco would sing to inspire his allies. It should also help establish his character.

"The Last Long Mile"

based on the song by the same name by Emil Breitenfeld.

VERSE:

Oh, they put me in the army and they handed me a pack,
They took away my nice new clothes and dressed me in a sack;
They marched me twenty miles a day to fit me for the war,
I didn't mind the first nine-teen but the last one made me sore:

CHORUS:

Oh, it's not the pack that you carry on your back,
Nor the pike leaning on your shoulder,
Nor the five inch crust of colored dust
That makes you feel your limbs are growing older,
And it's not the march across the land so harsh,
That wipes a - way your smile,
Nor the socks of sister's that raise the blooming blisters,
It's the last ——— long—— mile.

[Repeat]

VERSE:

Some day they'll send us to Gorna's with its streets so narrow,
Takin' pot shots at the Giants—, with our bows and arrow,
And some day we'll be marching through the town looking oh
so fine,
And then you bet we'll all forget these mournful words of mine:

REPEAT THE CHORUS

The Gift

The statistics provided below are official errata for the earlier version of the box as it appeared in **KEO2-07 Getting There is Half the Fun**. The chest is tiny and very ornate with numerous glyphs inscribed upon it. Any wizard from the Sea Mages of Keoland may make a Knowledge (arcana) or Knowledge (local – Keoland) check (DC 25) to recognize that they have seen some of the marks on the gift somewhere before but cannot remember when or where. If any PC steals the box and decides to leave the scenario with it, mark their AR to reflect that this PC is out of play for the foreseeable future. An extremely powerful wizard who has a strong interest in this matter has captured the PC. The player must contact the Circle representative for the Sheldomar Valley meta-region (Steven Conforti, scon40@aol.com) if they wish to see their PC return to play.

The box is under the effect of a *Leomund's tiny chest* spell. It will grow to full size only upon one trigger - the touch of Grand Duchess Calisse of Geoff. It is *arcane*

locked by an 18th level caster. It is also *fire trapped* at that level as well.

It also has the following *greater glyphs of warding* inscribed upon the box by a 12th level caster. These glyphs are intentionally easy to find (Search DC 5). In fact the runes will even tell the examiner that the box is protected by glyphs and should only be opened if it is meant for them. The glyphs will go off if anyone other than the Grand Duchess Calisse tries to open the box, and the box will not open for anyone other than the Grand Duchess until all the glyphs have been triggered. The glyphs will only go off one at a time in the following order: blast [fire], blast [cold], blast [acid], blast [electricity], blast [sonic], spell [*blade barrier*], spell [*insect plague*], spell [*flame strike*], spell [*summon monster IV*— celestial lion], and spell [*searing light*].

The box is immune to *legend lore* and similar spells. It has acid, fire, electricity, cold, and sonic immunity.

The box contains an amulet for Calisse. When she places it on her neck, the box transform into a runic guardian to protect her:

☛ **Runic Guardian:** CR 10; large construct; HD 17d10; hp 128; Init +1; Spd 30 ft.; AC 28 (touch 10, flat-footed 27) [-1 size, +1 Dex, +18 natural]; Atk +18/+13/+8 melee (2d8+10 plus stunning strike, slam); Face/Reach 5 ft. by 5 ft./10 ft.; SA runic spells, stunning strike; SQ construct traits, DR 30/+3, fast healing 10, find master, guard, *shield master*, *teleport without error*; AL N; SV Fort +5, Ref +6, Will +5; Str 24, Dex 13, Con -, Int -, Wis 11, Cha 1.

Runic Spells (Sp): A runic guardian can hold a single inscribed spell of 6th or 7th level. This spell must be cast into the body when it is created. The spell is contained in the runes on the runic guardian's head, limbs, and torso. This runic guardian can cast *heal* once per day as a spell-like ability (17th level caster). The runic guardian discharges this spell either when directly commanded to do so or when a predetermined situation arises.

Stunning Strike (Ex): Any creature hit by a runic guardian's slam attack must make a successful Fort save (DC 25) or be stunned for 1 round, in addition to the normal damage from the blow. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Construct Traits: A runic guardian is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fort save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can

be healed through repair. A runic guardian has darkvision 90'.

Fast Healing (Ex): A runic guardian regains lost hit points at the rate of 10 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the runic guardian to regrow or reattach lost body parts.

Find Master (Su): No matter the distance, a runic guardian can find the piece of jewelry that connects it with its master, and it teleports to that spot when called. Should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival. This ability functions even across planar boundaries.

Guard (Ex): The runic guardian blocks blows, granting its master a +4 deflection bonus to AC. This power functions only when the runic guardian is within 5 feet of its master.

Shield Master (Sp): A runic guardian's master, when in possession of its jewelry, can activate this defensive ability when within 150 feet of the construct. *Shield master* transfers three-fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability otherwise functions like the *shield other* spell (caster level 25th), except that it provides no AC or saving throw bonuses.

Teleport without Error (Sp): Once per day, a runic guardian can use *teleport without error* (caster level 18th). It normally uses this ability to answer a call from its master, teleporting unerringly to her side.

Description: Runic guardians are constructs similar to shield guardians, but with far superior physical and magical capabilities. Runic guardians are especially popular among dwarves and giants, though spellcasters of all races find them useful. A runic guardian is a massive, human-shaped figure made of stone, steel, and lead. Its hands and arms are constructed of hollow stone and filled with lead for a more deadly punch. Carved, magic runes inlaid with precious metals adorn its head, limbs, and torso. Whenever a runic guardian casts a spell, these runes flare up into a variety of brilliant colors. A runic guardian serves one master that is designated at the time of its creation, and no other. The construct is keyed to a specific, unique piece of jewelry worn by its master and made at the time of its creation. The master can use this piece of jewelry to call the runic guardian to her side from any distance, or even from another plane. A runic guardian knows whether or not the bearer of its jewelry is really its master, and it slays any pretenders outright. In battle, a runic guardian protects its master by casting predetermined defensive spells upon him or her, then pounding away at foes with its leaden fists. A runic guardian is instantly aware of its master's death, whether or not it was present at the time. When the master's

death occurs, the construct immediately goes on a rampage, attacking all creatures within sight. Possession of its jewelry in such a circumstance grants its bearer neither control over the construct nor safety from its attacks. The rampage only ends with the destruction of the construct.

Gil Lamthrong

♣ **His Most Resplendent Shining Beacon, Gil Lamthrong:** male human Clr4/Ftr2/Hsptlr2 of Pelor; CR 8; medium humanoid (human); HD 6d8+2d10+16; hp 63; Init -1; Spd 20 ft.; AC 18 (touch 9, flat-footed 18) [-1 Dex, +9 armor]; Atk +10/+5 melee (1d8+3, +1 *morningstar*); SA spells (as 6th level cleric), turn undead (as 4th level cleric); SQ *lay on hands* (as 2nd level paladin); AL LG; SV Fort +12, Ref +0, Will +7; Str 14, Dex 8, Con 14, Int 10, Wis 16, Cha 12. Height 5'11".

Skills and Feats: Concentration +10, Handle Animal +6, Heal +6, Ride +4, Spellcraft +8; Extra Turning, Mounted Combat, Ride-By Attack, Skill Focus (heal), Spirited Charge, Trample.

Possessions: +1 full plate, wand of cure light wounds, +1 *morningstar*, potion of levitate.

Spells Prepared (5/5/5/4; base DC = 13 + spell level): 0—[*create water*, *detect poison* x2, *guidance*, *mending*]; 1st—[*bless water* x3, *deathwatch*, *protection from evil*^{aq}]; 2nd—[*aid**, *calm emotion*, *consecrate*, *delay poison*, *lesser restoration*]; 3rd—[*dispel magic*, *magic circle against evil**, *remove blindness*, *remove curse*]. **Note:** Gil has no spells prepared at APL 14.

*Domain spell. **Domains:** Sun (1/day – can perform a greater turning against undead in place of a regular turning – undead that would normally be turned are instead destroyed); Good (all good spells at +1 caster level).

Appendix II: Fihyrs

Fihyrs are the collected fears of humanity made corporeal. These creatures were once thought to be related to beholders, but in fact there is no connection between the two kinds of monsters aside from a superficial resemblance.

As the remnants of hundreds of people's nightmares swirl through the ether, they somehow combine with leftover magical power and coalesce into these physical monsters. A few random dream images aren't enough; it takes the strong emotional energy of a mass of people under duress to spawn a fihyr. The right combination of conditions is most often found in cities that are under siege, or being terrorized by monsters, or suffering from famine, civil war, or some other mass trauma.

Great fihyrs are larger, more intelligent, and much more dangerous than the smaller variety. A great fihyr forms when a number of small fihyrs combine.

All fihyrs have the same general appearance; the two kinds differ mainly in size. A fihyr is a roughly spherical blob of soft tissue and pulsating gray matter, much like a gigantic brain with a partial layer of skin stretched over it. The body of a fihyr is about 2 feet in diameter; that of a great fihyr is closer to 7 feet. Two large tentacles hang below the body and serve as the creature's legs. A mass of much smaller, constantly writhing and twining tentacles projects from its body; these help it maintain its balance. Numerous mouths and eyes are placed at random along the "front" side of the creature's body. The eyes are a startling gold color with horizontal black pupils, and the mouths are lined with needle-sharp teeth. The mottled skin of a fihyr runs the full spectrum of colors, but always in dull, sickly shades. An oily sheen covers the surface of the creature's body.

Fihyr's rarely survive beyond the night of their formation, and they never leave the troubled area that spawned them. Great fihyrs, on the other hand, survive until slain. They have been known to wander for hundreds of miles, from one tormented spot to another, feeding on the fear and despair of the inhabitants.

Both kinds of fihyrs attack by biting. The real purpose of the fihyr's bite is not to deal damage, but to spread fear in others.

Fihyr

Small Aberration

Hit Dice: 4d8 (18 hp)
Initiative: +3
Speed: 30 ft.
AC: 18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15
Attacks: Bite +2 melee

Damage: Bite 1d4-2

Face/Reach: 5 ft. by 5 ft./5 ft.

SA: Frightful presence

SQ: Darkvision 60 ft., SR 10, vulnerable to sunlight

Saves: Fort +1, Ref +4, Will +5

Abilities: Str 7, Dex 16, Con 10, Int 5, Wis 12, Cha 7

Skills: Hide +10, Move Silently +9, Spot +8

Feats: -

Climate/Terrain: Any city, town, or village

Organization: Solitary, pair, or brood (3-4)

CR: 3

Treasure: None

Alignment: Always chaotic evil

Advancement: 5-8 HD (Small); 9-12 HD (Medium)

Fihyrs never hesitate to attack, but they prefer to do so in front of as many witnesses as possible, to make use of their frightful presence ability.

Frightful Presence (Ex): Any creature that witnesses a fihyr attacking becomes panicked if it fails a Will save (DC 10).

Vulnerable to Sunlight (Ex): Fihyrs die instantly when exposed to sunlight, hissing and bubbling away into acrid smoke. They have no fear of sunlight, however, and they don't seek shelter to wait out the day. Magical sunlight can destroy a fihyr if it penetrates the creature's spell resistance, though if the fihyr succeeds at any allowed saving throw, it avoids the instant death effect.

Advanced Fihyr

Medium Aberration

Hit Dice: 12d8+12 (66 hp)

Initiative: +6

Speed: 30 ft.

AC: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Attacks: Bite +9 melee

Damage: Bite 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

SA: Frightful presence

SQ: Darkvision 60 ft., SR 10, vulnerable to sunlight

Saves: Fort +7, Ref +6, Will +9

Abilities: Str 11, Dex 14, Con 12, Int 5, Wis 12, Cha 7

Skills: Hide +13, Move Silently +13, Spot +11

Feats: Great Fortitude, Improved Initiative

Climate/Terrain: Any city, town, or village

Organization: Solitary, pair, or brood (3-4)
CR: 7
Treasure: None
Alignment: Always chaotic evil

Fihyrs never hesitate to attack, but they prefer to do so in front of as many witnesses as possible, to make use of their frightful presence ability.

Frightful Presence (Ex): Any creature that witnesses a fihyr attacking becomes panicked if it fails a Will save (DC 14).

Vulnerable to Sunlight (Ex): Fihyrs die instantly when exposed to sunlight, hissing and bubbling away into acrid smoke. They have no fear of sunlight, however, and they don't seek shelter to wait out the day. Magical sunlight can destroy a fihyr if it penetrates the creature's spell resistance, though if the fihyr succeeds at any allowed saving throw, it avoids the instant death effect.

Great Fihyr Medium Aberration

Hit Dice: 16d8+16 (88 hp)
Initiative: +6
Speed: 30 ft., fly 50 ft. (good)
AC: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Attacks: 4 bites +12 melee
Damage: Bite 2d6
Face/Reach: 10 ft. by 10 ft./5 ft.
SA: *Emotion control*, frightful presence
SQ: Darkvision 60 ft., SR 18, invisibility
Saves: Fort +8, Ref +9, Will +14
Abilities: Str 11, Dex 14, Con 12, Int 14, Wis 15, Cha 15
Skills: Hide +16, Move Silently +21, Open Lock +17, Spot +12
Feats: Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes
Climate/Terrain: Any
Organization: Solitary
CR: 15
Treasure: None
Alignment: Always chaotic evil
Advancement: 17-24 HD (Medium); 25-48 HD (Large)

Great fihyrs begin any conflict by using their *emotion control* ability to generate negative emotions on which they can feed. Once they decide to become visible, they immediately attack so as to use their frightful presence ability.

Great fihyrs are unaffected by sunlight, but they despise it. Thus, they prefer to lay low during the day in

dark, secluded spots, such as caves, dungeons, abandoned buildings, and the like.

Frightful Presence (Ex): Any creature that witnesses a great fihyr attacking becomes panicked if it fails a Will save (DC 20).

Emotion Control (Sp): At will, the great fihyr can produce an effect like that of an *emotion* spell (*despair*, *fear*, or *hate* only; caster level 16th; Will save DC 16), except that its range is 260 feet, its radius is 15 feet, and it lasts as long as the creature concentrates on it. The great fihyr can use this ability and remain invisible.

Invisibility (Ex): A great fihyr can become invisible at will. This effect is like that of an *invisibility* spell, except that the creature can remain invisible as long as it wishes, even when using its *emotion control* ability. Normally, a great fihyr is visible only immediately after delivering a melee attack.

Appendix III: Drow of House Vae

Role-playing Notes

Sikitha has been contacted by her goddess since the events of late in Sterich (CORS3-01 Assault on the Vault).

Lolth has sworn vengeance on anyone involved in that assault, especially the newly titled Lords Errant of Sterich. If any PC has that honorific, there is a chance Sikitha might recognize them (Knowledge (religion) check DC 20 – the PC's level, one check for each titled PC). If she recognizes any PC, she will order her party (in Undercommon) to slay that individual at all cost. Sikitha will use her spells and poisoned bolts for as long as possible before switching to her melee weapon. She is willing to use the slaves as cover or hostages if it will save her life. If she has a *potion of invisibility*, she will use it as a last resort in an attempt to escape. Any demons in this encounter will follow Sikitha's orders exclusively as they were sent by Lolth to aid Sikitha in her tasks.

Drakd will use his potions at the beginning of combat and then try to sneak behind the PCs and attack them with his poisoned short sword and then with his rapier. If Sikitha falls, he will use his *oil of slipperiness* and try to slip away into the shadows.

Fiztulus hates his fellow house members and hopes to destroy them and head out on his own some day. During the combat, his general priorities are to disable his enemies, to secure a safe place to cast spells from, and to summon as many creatures as possible to fight the invaders.

Dreilia, Mastus, and Sedrius are triplets (a female and two males, respectively). They all dress the same despite their difference in gender. Dreilia is considered an unfortunate accident and has been dressed and treated like a male since birth. The triplets are in charge of tending the spiders. They are accomplished archers and will use the slaves as cover during the battle. Once in melee, they switch to wielding their falchions two-handed. They use their punching daggers if grappled (as well as their armor spikes). They cooperate extremely well together.

APL 6

☛ **Sikitha:** female drow Clr1 of Lolth; CR 2; medium humanoid (elf); HD 1d8+1; hp 7; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16) [+1 Dex, +6 armor]; Atk +1 melee (1d8+1/x3, shortspear) or +2 melee (1d4+1, mw spiked gauntlets) or +1 ranged (1d8/19-20 plus poison, light crossbow); SA drow poison, spells, rebuke undead; SQ immune to sleep spells and effects, +2 to Will saves

vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness; SR 12; AL CE; SV Fort +3, Ref +1, Will +5; Str 12, Dex 12, Con 12, Int 12, Wis 17, Cha 11.

Skills and Feats: Concentration +5, Knowledge (religion) +5, Listen +5, Search +3, Spellcraft +5, Spot +5; Combat Casting.

Spell-Like Abilities (Sp): 1/day – *dancing lights, darkness, faerie fire* as 1st level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: keys to cages, mw banded mail, mw spiked gauntlets, shortspear, light crossbow w/ 20 poisoned bolts, 2 *potions of cure light wounds*.

Spells Prepared (3/2+1; base DC = 13 + spell level): 0—[*detect magic, guidance, resistance*]; 1st—[*bane, magic weapon, protection from law*].

*Domain spell. *Domains:* Chaos (cast chaos spells at +1 caster level); Destruction (gain the smite power 1/day, the supernatural ability to make a single melee attack at a +4 attack bonus and a damage bonus equal to your cleric level, must declare the smite before making the attack).

☛ **Drakd:** male drow Rog1; CR 2; medium humanoid (elf); HD 1d6+1; hp 6; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13) [+3 Dex, +3 armor]; Atk +3 melee (1d6+2/18-20, mw rapier) or +2 melee (1d6+2/19-20 plus poison [1st use only], short sword); SA drow poison, sneak attack +1d6; SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness; SR 12; AL CE; SV Fort +1, Ref +5, Will +0; Str 14, Dex 17, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +3, Craft (trapmaking) +6, Disable Device +6, Escape Artist +7, Hide +7, Listen +6, Move Silently +7, Search +8, Spot +6, Tumble +7; Dodge.

Spell-Like Abilities (Sp): 1/day – *dancing lights, darkness, faerie fire* as 1st level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: mw studded leather, mw rapier, envenomed short sword, dagger, *potion of sneaking*, *potion of invisibility*.

☛ **Fiztulus:** male drow Cjr1; CR 2; medium humanoid (elf); HD 1d4+2; hp 5; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10) [+3 Dex]; Atk -1 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20 plus poison, light crossbow); SA drow poison, spells; SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness; SR 12; AL CE; SV Fort +2, Ref +3, Will +2; Str 8, Dex 16, Con 14, Int 17, Wis 10, Cha 8.

Skills and Feats: Alchemy +7, Concentration +6, Knowledge (arcana) +7, Knowledge (the Planes) +7, Listen +2, Search +5, Spellcraft +7, Spot +2; Combat Casting, Scribe Scroll.

Spell-Like Abilities (Sp): 1/day – *dancing lights*, *darkness*, *faerie fire* as 1st level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: Fiztulus' spellbook, dagger, light crossbow w/ 20 poisoned bolts, *potion of levitate*, *wand of summon monster I* (1st level caster).

Spells Prepared (4/3; base DC = 13 + spell level): 0—[*detect magic*, *mage hand*, *ray of frost* x2[§]]; 1st—[*mage armor*^{*}, *obscuring mist*, *shield*]. ^{*}specialization bonus spell

☛ **Dreilia, Mastus, and Sedrius:** female/male/male drow Ftr1; CR 2; medium humanoid (elf); HD 1d10+2; hp 9 each; Init +3; Spd 30 ft.; AC 18 (touch 13, flat-footed 15) [+3 Dex, +5 armor]; Atk +5 melee (2d4+4/18-20, mw falchion) or +5 ranged (1d8+3/x3 plus poison, mw mighty composite longbow [+4 Str bonus]) or +4 melee (1d6+3, armor spikes) or +4 melee (1d4+3/x3, punching dagger); SA drow poison; SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness; SR 12; AL CE; SV Fort +4, Ref +3, Will -1; Str 16, Dex 16, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Handle Animal +3, Listen +1, Ride +7, Search +2, Spot +1; Point Blank Shot, Precise Shot.

Spell-Like Abilities (Sp): 1/day – *dancing lights*, *darkness*, *faerie fire* as 1st level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: 3 sets of keys to the cages, 3 mw mighty composite longbows (+4 Str bonus) with 20 poisoned arrows each, 3 mw falchions, 3 punching daggers, 3 breastplates with armor spikes.

APL 8

☛ **Sikitha:** female drow Clr2 of Lolth; CR 3; medium humanoid (elf); HD 2d8+2; hp 14; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17) [+1 Dex, +7 armor]; Atk +2 melee (1d8+1/x3, shortspear) or +3 melee (1d4+1, mw spiked gauntlets) or +2 ranged (1d8/19-20 plus poison, light crossbow); SA drow poison, spells, rebuke undead; SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness; SR 13; AL CE; SV Fort +4, Ref +1, Will +6; Str 12, Dex 12, Con 12, Int 12, Wis 17, Cha 11.

Skills and Feats: Concentration +6, Knowledge (religion) +6, Listen +5, Search +3, Spellcraft +6, Spot +5; Combat Casting.

Spell-Like Abilities (Sp): 1/day – *dancing lights*, *darkness*, *faerie fire* as 2nd level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a -1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: keys to cages, +1 *banded mail*, mw spiked gauntlets, shortspear, light crossbow w/ 20 poisoned bolts, 2 *potions of cure light wounds*, *potion of jump*, *potion of spider climb*.

Spells Prepared (4/3+1; base DC = 13 + spell level): 0—[*detect magic*, *guidance*, *resistance*, *virtue*]; 1st—[*bane*, *cause fear*, *magic weapon*, *protection from law*[§]].

*Domain spell. *Domains*: Chaos (cast chaos spells at +1 caster level); Destruction (gain the smite power 1/day, the supernatural ability to make a single melee attack at a +4 attack bonus and a damage bonus equal to your cleric level, must declare the smite before making the attack).

☛ **Drakd**: male drow Rog2; CR 3; medium humanoid (elf); HD 2d6+2; hp 11; Init +3; Spd 30 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 armor]; Atk +4 melee (1d6+2/18-20, mw rapier) or +3 melee (1d6+2/19-20 plus poison [1st use only], short sword); SA drow poison, sneak attack +1d6; SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness, evasion; SR 13; AL CE; SV Fort +1, Ref +6, Will +0; Str 14, Dex 17, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Craft (trapmaking) +7, Disable Device +7, Escape Artist +8, Hide +8, Listen +7, Move Silently +8, Search +9, Spot +7, Tumble +8; Dodge.

Spell-Like Abilities (Sp): 1/day – *dancing lights, darkness, faerie fire* as 2nd level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: +1 studded leather, mw rapier, envenomed short sword, dagger, *potion of sneaking*, *potion of invisibility*.

☛ **Fiztulus**: male drow Cjr2; CR 3; medium humanoid (elf); HD 2d4+4; hp 9; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10) [+3 Dex]; Atk +0 melee (1d4-1/19-20, dagger) or +4 ranged (1d8/19-20 plus poison, light crossbow); SA drow poison, spells; SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness; SR 13; AL CE; SV Fort +2, Ref +3, Will +3; Str 8, Dex 16, Con 14, Int 17, Wis 10, Cha 8.

Skills and Feats: Alchemy +8, Concentration +7, Knowledge (arcana) +8, Knowledge (the Planes) +8, Listen +2, Search +5, Spellcraft +8, Spot +2; Combat Casting, Scribe Scroll.

Spell-Like Abilities (Sp): 1/day – *dancing lights, darkness, faerie fire* as 2nd level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: Fiztulus' spellbook, dagger, light crossbow w/ 20 poisoned bolts, *potion of levitate*, *wand of summon monster I* (1st level caster).

Spells Prepared (5/4; base DC = 13 + spell level): 0—[*detect magic, mage hand, ray of frost* x2*, *read magic*]; 1st—[*mage armor**, *magic missile, obscuring mist, shield*].
*specialization bonus spell

☛ **Dreilia, Mastus, and Sedrius**: female/male/male drow Ftr2; CR 3; medium humanoid (elf); HD 2d10+4; hp 18 each; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [+3 Dex, +6 armor]; Atk +6 melee (2d4+4/18-20, mw falchion) or +6 ranged (1d8+3/x3 plus poison, mw mighty composite longbow [+4 Str bonus]) or +5 melee (1d6+3, armor spikes) or +5 melee (1d4+3/x3, punching dagger); SA drow poison; SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness; SR 13; AL CE; SV Fort +5, Ref +3, Will -1; Str 16, Dex 16, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Handle Animal +4, Listen +1, Ride +8, Search +2, Spot +1; Point Blank Shot, Precise Shot, Rapid Shot.

Spell-Like Abilities (Sp): 1/day – *dancing lights, darkness, faerie fire* as 2nd level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: 3 sets of keys to the cages, 3 mw mighty composite longbows (+4 Str bonus) with 20 poisoned arrows each, 3 mw falchions, 3 punching daggers, 3 +1 breastplates with armor spikes, 3 *potions of cure light wounds*.

APL 10

☛ **Sikitha**: female drow Clr4 of Lolth; CR 5; medium humanoid (elf); HD 4d8+4; hp 27; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17) [+1 Dex, +7 armor]; Atk +4 melee (1d8+1/x3, shortspear) or +5 melee (1d4+1, mw spiked gauntlets) or +5 ranged (1d8/19-20 plus poison, light crossbow); SA drow poison, spells, rebuke undead;

SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness; SR 15; AL CE; SV Fort +6, Ref +3, Will +8; Str 12, Dex 12, Con 12, Int 12, Wis 18, Cha 11.

Skills and Feats: Concentration +8, Knowledge (religion) +8, Listen +6, Search +3, Spellcraft +8, Spot +6; Combat Casting, Weapon Focus (light crossbow).

Spell-Like Abilities (Sp): 1/day – *dancing lights*, *darkness*, *faerie fire* as 4th level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: keys to cages, +1 *light fortification banded mail*, mw spiked gauntlets, shortspear, light crossbow w/ 20 poisoned bolts, 2 *potions of cure light wounds*, *potion of jump*, *potion of spider climb*, *cloak of resistance +1*, *potion of invisibility*.

Spells Prepared (5/4+1/3+1; base DC = 14 + spell level): 0—[*detect magic*, *guidance*, *resistance x2*, *virtue*]; 1st—[*bane*, *cause fear*, *doom*, *magic weapon*, *protection from law**]; 2nd—[*bull's strength*, *death knell*, *hold person*, *shatter**].

*Domain spell. **Domains:** Chaos (cast chaos spells at +1 caster level); Destruction (gain the smite power 1/day, the supernatural ability to make a single melee attack at a +4 attack bonus and a damage bonus equal to your cleric level, must declare the smite before making the attack).

☛ **Drakd:** male drow Rog4; CR 5; medium humanoid (elf); HD 4d6+4; hp 21; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 18) [+4 Dex, +4 armor]; Atk +7 melee (1d6+2/18-20, mw rapier) or +5 melee (1d6+2/19-20 plus poison [1st use only], short sword); SA drow poison, sneak attack +2d6; SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness, evasion, uncanny dodge (Dex bonus to AC); SR 15; AL CE; SV Fort +2, Ref +8, Will +1; Str 14, Dex 18, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +6, Craft (trapmaking) +9, Disable Device +9, Escape Artist +11, Hide +11, Listen +9, Move Silently +11, Search +11, Spot +9, Tumble +11; Dodge, Weapon Finesse (rapier).

Spell-Like Abilities (Sp): 1/day – *dancing lights*, *darkness*, *faerie fire* as 4th level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: +1 *studded leather*, mw rapier, envenomed short sword, dagger, *potion of sneaking*, *potion of invisibility*, *Quaal's feather token (whip)*, *oil of slipperness*.

☛ **Fiztulus:** male drow Cjr4; CR 5; medium humanoid (elf); HD 4d4+12; hp 21; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10) [+3 Dex]; Atk +1 melee (1d4-1/19-20, dagger) or +5 ranged (1d8/19-20 plus poison, light crossbow); SA drow poison, spells; SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness; SR 15; AL CE; SV Fort +4, Ref +4, Will +4; Str 8, Dex 16, Con 14 (16), Int 18, Wis 10, Cha 8.

Skills and Feats: Alchemy +11, Concentration +10, Knowledge (arcana) +11, Knowledge (the Planes) +11, Listen +2, Search +6, Spellcraft +11, Spot +2; Augment Summoning, Combat Casting, Scribe Scroll.

Spell-Like Abilities (Sp): 1/day – *dancing lights*, *darkness*, *faerie fire* as 4th level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Augment Summoning (from Tome & Blood): Your summoned creatures are better than normal. Creatures you conjure with any summon spell gain +1 hit point per HD and a +1 competence bonus to attack and damage rolls.

Possessions: Fiztulus' spellbook, dagger, light crossbow w/ 20 poisoned bolts, *potion of levitate*, *wand of summon monster II* (3rd level caster), *bracers of health +2*, *necklace of fireballs type I*.

Spells Prepared (5/5/4; base DC = 14 + spell level): 0—[*detect magic*, *mage hand*, *ray of frost x2**, *read magic*]; 1st—[*mage armor**, *magic missile*, *obscuring mist*, *shield*, *spider climb*]; 2nd—[*glitterdust**, *Melf's acid arrow*, *summon swarm*, *web*]. *specialization bonus spell

☛ **Dreilia, Mastus, and Sedrius:** female/male/male drow Ftr4; CR 5; medium humanoid (elf); HD 4d10+8; hp 36 each; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [+3 Dex, +6 armor]; Atk +9 melee (2d4+6/18-20, mw falchion) or +8 ranged (1d8+3/x3 plus poison, mw mighty composite longbow [+4 Str bonus]) or +7 melee (1d6+3, armor spikes) or +7 melee (1d4+3/x3, punching dagger); SA drow poison; SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness; SR 15; AL CE; SV Fort +7, Ref +5, Will +1; Str 17, Dex 16, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Handle Animal +6, Listen +1, Ride +10, Search +2, Spot +1; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (falchion), Weapon Specialization (falchion).

Spell-Like Abilities (Sp): 1/day – *dancing lights, darkness, faerie fire* as 4th level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: 3 sets of keys to the cages, 3 mw mighty composite longbows (+4 Str bonus) with 20 poisoned arrows each, 3 mw falchions, 3 punching daggers, 3 *+1 breastplates with armor spikes*, 3 *potions of cure light wounds*, 3 *potions of bull's strength*, 3 *cloaks of resistance +1*.

APL 12

☛ **Sikitha:** female drow Clr6 of Lolth; CR 7; medium humanoid (elf); HD 6d8+6; hp 41; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17) [+1 Dex, +7 armor]; Atk +5 melee (1d8+1/x3, shortspear) or +6 melee (1d4+1, mw spiked gauntlets) or +6 ranged (1d8/19-20 plus poison, light crossbow); SA drow poison, spells, rebuke undead; SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness; SR 17; AL CE; SV Fort +7, Ref +4, Will +9; Str 12, Dex 12, Con 12, Int 12, Wis 18, Cha 11.

Skills and Feats: Concentration +10, Knowledge (religion) +10, Listen +6, Search +3, Spellcraft +10, Spot +6; Combat Casting, Point Blank Shot, Weapon Focus (light crossbow).

Spell-Like Abilities (Sp): 1/day – *dancing lights, darkness, faerie fire* as 6th level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: keys to cages, *+1 light fortification banded mail*, mw spiked gauntlets, shortspear, light crossbow w/ 20 poisoned bolts, 2 *potions of cure light wounds*, *potion of jump*, *potion of spider climb*, *cloak of resistance +1*, *potion of invisibility*, *potion of wisdom*.

Spells Prepared (5/4+1/4+1/3+1; base DC = 14 + spell level): 0—[*detect magic, guidance, resistance x2, virtue*]; 1st—[*bane, cause fear, doom, magic weapon, protection from law*]; 2nd—[*bull's strength, death knell, hold person, shatter*]; 3rd—[*bestow curse, blindness/deafness, contagion*]; *dispel magic*.

*Domain spell. **Domains:** Chaos (cast chaos spells at +1 caster level); Destruction (gain the smite power 1/day, the supernatural ability to make a single melee attack at a +4 attack bonus and a damage bonus equal to your cleric level, must declare the smite before making the attack).

☛ **Drakd:** male drow Rog6; CR 7; medium humanoid (elf); HD 6d6+6; hp 32; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 18) [+4 Dex, +4 armor]; Atk +8 melee (1d6+2/18-20, mw rapier) or +6 melee (1d6+2/19-20 plus poison [1st use only], short sword); SA drow poison, sneak attack +3d6; SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); SR 17; AL CE; SV Fort +3, Ref +9, Will +2; Str 14, Dex 18, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +8, Craft (trapmaking) +11, Disable Device +11, Escape Artist +13, Hide +13, Listen +11, Move Silently +13, Search +13, Spot +11, Tumble +13; Dodge, Mobility, Weapon Finesse (rapier).

Spell-Like Abilities (Sp): 1/day – *dancing lights, darkness, faerie fire* as 6th level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: +1 studded leather, mw rapier, envenomed short sword, dagger, *potion of sneaking*, *potion of invisibility*, *Quaal's feather token (whip)*, *oil of slipperiness*, *potion of cat's grace*.

☛ **Fiztulus:** male drow Cjr5/AotS1; CR 7; medium humanoid (elf); HD 6d4+18; hp 32; Init +4; Spd 30 ft.; AC 15 (touch 14, flat-footed 11) [+4 Dex, +1 natural]; Atk +1 melee (1d4-1/19-20, dagger) or +6 ranged (1d8/19-20 plus poison, light crossbow); SA drow poison, spells; SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness, wear fiend; SR 17; AL CE; SV Fort +6, Ref +5, Will +6; Str 8, Dex 16 (18), Con 14 (16), Int 18, Wis 10, Cha 8.

Skills and Feats: Alchemy +12, Concentration +12, Knowledge (arcana) +13, Knowledge (the Planes) +13, Listen +2, Profession (herbalist) +3, Search +6, Spellcraft +13, Spot +2; Augment Summoning, Brew Potion, Combat Casting, Scribe Scroll, Spell Focus (conjunction).

Spell-Like Abilities (Sp): 1/day – *dancing lights*, *darkness*, *faerie fire* as 6th level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Augment Summoning (from Tome & Blood): Your summoned creatures are better than normal. Creatures you conjure with any summon spell gain +1 hit point per HD and a +1 competence bonus to attack and damage rolls.

Wear Fiend (Su): An acolyte of the skin summons the essence of a fiend to himself and wears it like a second skin. The bonded demon skin is for all intents and purposes the character's own. It grants a +1 natural armor bonus, a +2 inherent modifier to Dex, darkvision 60 ft., and the spell-like ability *poison* 1/day as a 16th level caster (DC 13).

Possessions: Fiztulus' spellbook, dagger, light crossbow w/ 20 poisoned bolts, *potion of levitate*, *wand of summon monster III* (5th level caster), *bracers of health* +2, *necklace of fireballs type I*, *potion of haste*.

Spells Prepared (5/5/4/3; base DC = 14 + spell level, 16 + spell level for conjunction spells): 0—[*detect magic*, *mage hand*, *ray of frost* x2*, *read magic*]; 1st—[*mage armor**, *magic missile*, *obscuring mist*, *shield*, *spider climb*]; 2nd—[*glitterdust**, *Melf's acid arrow*, *summon*

swarm, *web*]; 3rd—[*flame arrow*, *sleet storm*, *stinking cloud**]. *specialization bonus spell

☛ **Dreilia, Mastus, and Sedrius:** female/male/male drow Ftr6; CR 7; medium humanoid (elf); HD 6d10+12; hp 54 each; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [+3 Dex, +6 armor]; Atk +11/+6 melee (2d4+7/18-20, +1 *falchion*) or +11/+6 ranged (1d8+3/x3 plus poison, mw mighty composite longbow [+4 Str bonus]) or +9/+4 melee (1d6+3, armor spikes) or +9/+4 melee (1d4+3/x3, punching dagger); SA drow poison; SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness; SR 17; AL CE; SV Fort +8, Ref +6, Will +2; Str 17, Dex 16, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Handle Animal +8, Listen +1, Ride +12, Search +2, Spot +1; Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Weapon Focus (*falchion*, mighty composite longbow), Weapon Specialization (*falchion*).

Spell-Like Abilities (Sp): 1/day – *dancing lights*, *darkness*, *faerie fire* as 6th level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: 3 sets of keys to the cages, 3 mw mighty composite longbows (+4 Str bonus) with 20 poisoned arrows each, 3 +1 *falchions*, 3 punching daggers, 3 +1 *breastplates with armor spikes*, 3 *potions of cure light wounds*, 3 *potions of bull's strength*, 3 *cloaks of resistance* +1, 3 *potions of endurance*.

APL 14

☛ **Sikitha:** female drow Clr8 of Lolth; CR 9; medium humanoid (elf); HD 8d8+8; hp 54; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17) [+1 Dex, +7 armor]; Atk +7/+2 melee (1d8+1/x3, shortspear) or +8/+3 melee (1d4+1, mw spiked gauntlets) or +8 ranged (1d8/19-20 plus poison, light crossbow); SA drow poison, spells, rebuke undead; SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness; SR 19; AL CE; SV Fort +8, Ref +4, Will +10; Str 12, Dex 12, Con 12, Int 12, Wis 19, Cha 11.

Skills and Feats: Concentration +12, Knowledge (religion) +12, Listen +6, Search +3, Spellcraft +12, Spot

+6; Combat Casting, Point Blank Shot, Weapon Focus (light crossbow).

Spell-Like Abilities (Sp): 1/day – *dancing lights, darkness, faerie fire* as 8th level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: keys to cages, +1 *light fortification banded mail*, mw spiked gauntlets, shortspear, light crossbow w/ 20 poisoned bolts, 2 *potions of cure light wounds, potion of jump, potion of spider climb, cloak of resistance +1, potion of invisibility, potion of wisdom, necklace of fireballs type II*.

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level): 0—[*detect magic, guidance x2, resistance x2, virtue*]; 1st—[*bane, cause fear, divine favor, doom, endure elements, protection from law**]; 2nd—[*bull's strength, death knell, hold person, shatter*, sound burst*]; 3rd—[*bestow curse, blindness/deafness, contagion*, dispel magic x2*]; 4th—[*chaos hammer*, divine power, greater magic weapon, poison*].

*Domain spell. **Domains:** Chaos (cast chaos spells at +1 caster level); Destruction (gain the smite power 1/day, the supernatural ability to make a single melee attack at a +4 attack bonus and a damage bonus equal to your cleric level, must declare the smite before making the attack).

☛ **Drakd:** male drow Rog8; CR 9; medium humanoid (elf); HD 8d6+8; hp 42; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 18) [+4 Dex, +4 armor]; Atk +10/+5 melee (1d6+2/18-20, mw rapier) or +8/+3 melee (1d6+2/19-20 plus poison [1st use only], short sword); SA drow poison, sneak attack +4d6; SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness, evasion, uncanny dodge (Dex bonus to AC, can't be flanked); SR 19; AL CE; SV Fort +3, Ref +10, Will +2; Str 14, Dex 19, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +10, Craft (trapmaking) +13, Disable Device +13, Escape Artist +15, Hide +15 (+25), Listen +13, Move Silently +15, Search +15, Spot +13, Tumble +15; Dodge, Mobility, Weapon Finesse (rapier).

Spell-Like Abilities (Sp): 1/day – *dancing lights, darkness, faerie fire* as 8th level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a

second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: +1 *studded leather*, mw rapier, envenomed short sword, dagger, *potion of sneaking, potion of invisibility, Quaal's feather token (whip), oil of slipperiness, potion of cat's grace, cloak of elvenkind, potion of haste, potion of blur, potion of cure serious wounds*.

☛ **Fiztulus:** male drow Cjr5/AotS3; CR 9; medium humanoid (elf); HD 8d4+32; hp 48; Init +4; Spd 30 ft.; AC 15 (touch 14, flat-footed 11) [+4 Dex, +1 natural]; Atk +2 melee (1d4-1/19-20, dagger) or +7 ranged (1d8/19-20 plus poison, light crossbow); SA drow poison, spells; SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness, wear fiend, fire resistance 20, fiendish glare; SR 19; AL CE; SV Fort +8, Ref +6, Will +7; Str 8, Dex 16 (18), Con 14 (18), Int 19, Wis 10, Cha 8.

Skills and Feats: Alchemy +12, Concentration +15, Knowledge (arcana) +15, Knowledge (the Planes) +15, Listen +2, Profession (herbalist) +7, Search +6, Spellcraft +15, Spot +2; Augment Summoning, Brew Potion, Combat Casting, Scribe Scroll, Spell Focus (conjuraton).

Spell-Like Abilities (Sp): 1/day – *dancing lights, darkness, faerie fire* as 8th level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Augment Summoning (from Tome & Blood): Your summoned creatures are better than normal. Creatures you conjure with any summon spell gain +1 hit point per HD and a +1 competence bonus to attack and damage rolls.

Wear Fiend (Su): An acolyte of the skin summons the essence of a fiend to himself and wears it like a second skin. The bonded demon skin is for all intents and purposes the character's own. It grants a +1 natural armor bonus, a +2 inherent modifier to Dex, darkvision 60 ft., and the spell-like ability *poison* 1/day as a 16th level caster (DC 13).

Fiendish Glare (Su): An acolyte of the skin gains the supernatural ability to unnerve opponents with a ferocious glare once per day. This is not a gaze attack, and the target need not meet the acolyte's eye. Glaring is a standard action that affects any creature he can see within 100 feet. Opponents must succeed at a Will save (DC 20) or be appalled by the terrible promise of retribution in the acolyte's eyes, suffering a –2 morale penalty to attack rolls, damage rolls, and saving throws for 10 minutes. A creature with 50 or fewer hit points is also stunned for 3d4 rounds, one with 51 to 100 hit points is stunned for 2d4 rounds, and one with 101 to 150 hit points is stunned for 1d4 rounds. A creature with 151 or more hit points is not stunned but still suffers the –2 morale penalty for the failed saving throw.

Possessions: Fiztulus' spellbook, dagger, light crossbow w/ 20 poisoned bolts, *potion of levitate*, *wand of summon monster IV* (7th level caster), *bracers of health* +4, *necklace of fireballs type I*, *potion of haste*, *scroll of Evard's black tentacles* (7th level caster).

Spells Prepared (5/5/5/4; base DC = 14 + spell level, 16 + spell level for conjuration spells): 0—[*detect magic*, *mage hand*, *ray of frost* x2*, *read magic*]; 1st—[*mage armor**, *magic missile*, *obscuring mist*, *shield*, *spider climb*]; 2nd—[*glitterdust**, *Melf's acid arrow* x2, *summon swarm*, *web*]; 3rd—[*fire ball*, *flame arrow*, *sleet storm*, *stinking cloud**]. *specialization bonus spell

☛ **Dreilia, Mastus, and Sedrius:** female/male/male drow Ftr8; CR 9; medium humanoid (elf); HD 8d10+16; hp 72 each; Init +3; Spd 30 ft.; AC 19 (touch 13, flat-footed 16) [+3 Dex, +6 armor]; Atk +14/+9 melee (2d4+9/15-20, +1 *falchion*) or +13/+8 ranged (1d8+4/x3 plus poison, mw mighty composite longbow [+4 Str bonus]) or +12/+7 melee (1d6+4, armor spikes) or +12/+7 melee (1d4+4/x3, punching dagger); SA drow poison; SQ immune to sleep spells and effects, +2 to Will saves vs. spells and spell-like abilities, spell-like abilities, darkvision 120 ft., light blindness; SR 19; AL CE; SV Fort +9, Ref +6, Will +2; Str 18, Dex 16, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Handle Animal +10, Listen +1, Ride +14, Search +2, Spot +1; Improved Critical (falchion), Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Weapon Focus (falchion, mighty composite longbow), Weapon Specialization (falchion).

Spell-Like Abilities (Sp): 1/day – *dancing lights*, *darkness*, *faerie fire* as 8th level sorcerer.

Drow Poison: If struck by an envenomed weapon, the victim must make a Fort save (DC 17) or fall unconscious. After 1 minute, the subject must make a second Fort save (DC 17) or remain unconscious for 2d4 hours. This poison deals no secondary damage.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for

1 round. In addition, they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Possessions: 3 sets of keys to the cages, 3 mw mighty composite longbows (+4 Str bonus) with 20 poisoned arrows each, 3 +1 *falchions*, 3 punching daggers, 3 +1 *breastplates with armor spikes*, 3 *potions of cure light wounds*, 3 *potions of bull's strength*, 3 *cloaks of resistance* +1, 3 *potions of endurance*.

Appendix IV: Dartun Dasco

☛ **Dartun Dasco:** Male Human Ghost Brd7/SpyMstr9; CR 20; medium undead (incorporeal); HD 16d12; hp 144; Init +6; Spd 30 ft., fly 30 ft. (perfect); AC manifest: 19 (touch 19, flat-footed 19) [+7 Cha, +2 Dex], ethereal: 19 (touch 12, flat-footed 19) [+7 armor, +2 Dex]; Atk +12/+7 (+16/+7 when sneak attacking) melee (1d6+1/19-20, *sword of subtlety*) and *lion's shield* 3/day; SA spells, bardic music, sneak attack +3d6, manifestation, frightful moan, horrific appearance, improved malevolence; SQ bardic knowledge, cover identities (3), undetectable alignment, quick change, uncanny dodge (Dex bonus to AC and can't be flanked), slippery mind, spot scrying, deep cover, hear subharmonics, detection damper, reactive body language, undead traits, rejuvenation, turn resistance +4; AL CN; SV Fort +5, Ref +13, Will +11; Str 12, Dex 14, Con -, Int 16, Wis 10, Cha 20 (24).

Skills and Feats: Bluff +22, Concentration +15, Decipher Script +14, Diplomacy +19, Disguise +20, Escape Artist +12, Gather Information +19, Hide +20, Innuendo +14, Knowledge (nobility & royalty) +13, Listen +10, Move Silently +12, Open Lock +12, Perform (song, lap harp, piano, poetry, oratory, recorder, harpsichord, ballroom dance, acting, trumpet) +19, Pick Pocket +8, Profession (cook) +4, Search +14, Sense Motive +11, Spot +11, Tumble +12; Dodge, Improved Initiative, Mobility, Skill Focus (bluff, disguise), Spell Focus (enchantment), Spring Attack.

Cover Identity: A typical spymaster wishes to keep her true profession secret, so she pretends to be a simple rogue, ranger, or the like. In addition to allaying her companions' suspicions, maintaining a cover identity also leads opponents to underestimate the spymaster until it is too late. At 1st level, a spymaster establishes one specific cover identity. While operating in that identity, she gains a +4 circumstance bonus on disguise checks and a +2 circumstance on Bluff and Gather Information checks. At 4th level and again at 7th level, the spymaster can maintain one additional cover identity that provides the same circumstances cover bonuses as the first. Should the spymaster wish to "retire" a cover identity and develop a new one, she must spend one week rigorously practicing subtle vocal intonations and body language before she earns the bonuses. Cover identities do not in themselves provide the spymaster with additional skills, proficiencies, or class features that others might expect of the professions pretended, though required ranks (see below) can bolster skills in the chosen areas. However, the spymaster must be careful to choose identities that can withstand regular scrutiny.

Undetectable Alignment (Ex): The web of different identities and agendas inside the spymaster's

mind makes it impossible to detect her alignment via any form of divination once she reaches 2nd level. This ability functions exactly like an *undetectable alignment* spell, except that it is always active. Only divinations are confounded; spells that function only against certain alignments, such as *protection from evil* and *holy smite*, affect the spymaster normally.

Quick Change (Ex): By 3rd level, the spymaster has become adept at quickly switching from one identity to another. She now can don a disguise in one-tenth the normal time (1d3 minutes) and put on or take off armor in one-half the normal time.

Slippery Mind (Ex): At 5th level, the spymaster gains the slippery mind ability (See the Rogue section in Chapter 3 in the *PH*) if she does not have it.

Spot Scrying (Ex): Also at 5th level, the spymaster notices the magical sensor created by *arcane eye*, *scrying*, a *crystal ball*, or the like with a successful Spot check (DC 20).

Deep Cover (Ex): At 8th level, the spymaster can quiet her mind and completely immerse herself in her cover identity at will. While she is still in deep cover, divination spells detect only information appropriate for her cover identity, they reveal nothing relating to her spymaster persona.

Hear Subharmonics: Also at 8th level, the spymaster can determine the true motives of others by listening to the subtle inflections of their voice. Her ears are so well trained that she gains a +3 insight bonus to Sense Motive checks.

Detection Damper (Su): At 9th level, the spymaster can subconsciously create interference that hampers *detect magic* spells. The aura strengths for all magic items she holds, carries, or wears register as two categories weaker than they normally would. For example, a strong aura becomes faint, and a faint or dim aura becomes completely undetectable.

Reactive Body Language (Ex): Also at 9th level, the spymaster learns the silent language of subconscious body language. By mimicking the body language of those with whom she interacts, she gains a +2 insight bonus to Bluff and Disguise checks.

Manifestation (Su): As ethereal creatures, ghosts cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the

Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells can also affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells only work on ethereal targets.

Frightful Moan (Su): The ghost can moan as a standard action. All living creatures within a 30-foot spread must succeed at a Will save (DC 25) or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for one day.

Horrific Appearance (Su): Any living creature within 60 feet that views the ghost must succeed at a Fort save (DC 25) or immediately suffer 1d4 points of permanent Str, 1d4 points of permanent Dex, and 1d4 points of permanent Con drain. A creature that successfully saves against the effect cannot be affected by the same ghost's horrific appearance for one day.

Improved Malevolence (Su): Once per round, an ethereal ghost can possess a creature or object on the Material Plane. The target must make a Will save (DC 25) to avoid possession. See the New Possession Rules below for details.

Undead Traits: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Rejuvenation (Su): A ghost will restore itself after being destroyed in 2d4 days on a successful level check (1d20 + ghost's levels) against DC 16.

Possessions: breastplate of command, lion's shield, sword of subtlety, cloak of charisma +4, circlet of persuasion. **Note:** Dartun only has these items if they were not removed from his tomb. If they were, adjust his stats accordingly.

Spells Known (3/4/3/1; base DC = 17 + spell level, 19 + spell level for enchantment spells): 0—[*detect magic, light, mage hand, prestidigitation, read magic, resistance*]; 1st—[*detect secret doors, feather fall, mage armor, ventriloquism*]; 2nd—[*cat's grace, detect thoughts, invisibility, silence*]; 3rd—[*dispel magic, haste*].

Description: Dartun normally appears as a middle-aged Suloise male of regal bearing wearing fine clothes in an ancient style. He has strawberry blonde hair and green eyes. Also refer to his special equipment to determine other qualities. When using his horrific appearance ability, Dartun's body is pierced by a multitude of sheaf

arrows in his upper torso and thighs. These wounds bleed continuously and blood oozes out of his mouth when he speaks. In addition, his eyes are bulged out and dark bruises develop around his neck. As mentioned above, Dartun Dasco, perhaps the most well known of Keoland's ambassadors to Geoff, was lost after being dispatched to find why the Duchy refused to send troops for Keoland's Small War with Veluna. For further information, please see the Geoff entry of the *LGG*. It was while Dartun was on his last mission, that his wife began showing the fruits of their union. Within the customary time, she gave birth to a child carrying both the best and worst traits of the combined lineages. And so many other Pendal-Dasco's came and went until we reach today. Dartun is to say the least, not well, he believes that the Gyri continue to rebel against the Lion Throne and that it is his responsibility to punish them for that and for his death. He was sent to be diplomatic with the Gyri convincing them of their cause, and failing that to disguise one of his entourage to appear as him when it was time to leave then remain behind and eliminate the leaders of the opposition as a spymaster can. Unfortunately another force got the drop on him.

Dartun Dasco's Song (Encounter Seven)

"That's What's the Matter"

based on the song by the same name by Stephen C. Foster.

This song was sung by the Keoish Troops as they marched towards Gorna during the period after Dartun Dasco's death. It is a bit of a tune that Dartun has sung to himself for about the last 150 years, when he attacks the Grand Duchess he will share it with her as well.

We live in hard and stirring times,
Too sad for mirth, too rough for rhymes;
For songs of peace have lost their chimes,
And that's what's the matter!
The men we held as brothers true
Have turned into a rebel crew;
So now we have to put them thro',
And that's what's the matter!

CHORUS:

That's what's the matter,
The rebels have to scatter;
We'll make them flee, by land and sea
And that's what's the matter!

Oh! yes, we thought our neighbors true,
Indulg'd them as their mothers do;
Then they struck him down, out of the Blue,
And that's what's the matter!
We'll never give up what we gain,
For now we know we must maintain
Our Laws and Rights with might and main;
And that's what's the matter!

CHORUS

The rebels thought we would forget,
That they did not honor their war debt;
It's a mistake they will soon regret
And that's what's the matter!
But, when the Short War had begun,
All party feeling soon was gone;
They turned on us brothers, ev'ry one!
And that's what's the matter!

CHORUS

We've heard of Grand Duke Arnod,
And thought he'd fight us long and hard;
But he has play'd out his last card,
And that's what's the matter!
So what's the use to fret and pout,
We soon will hear the people shout,
Secession dodge is all play'd out!
And that's what's the matter!

New Possession Rules

Dartun Dasco's ghost is so ancient that its malevolence ability has improved as described below, it is now even more powerful (and in some ways less powerful) than the normal *magic jar*-like effects. This ability raises the CR of the ghost by 2. This has already been factored into his statistics.

Possessing Creatures

For Dartun Dasco to possess a creature, his ethereal form must be adjacent to its desired target. Remember that unless a ghost manifests, its ethereal form is invisible to those not on the ethereal plane or not using magic capable of seeing creatures on the Ethereal plane. A *protection from evil* spell makes a creature immune to possession attempts. An unprotected target of a possession attempt must succeed at a Will saving throw (DC 25) to avoid possession. Once a creature succeeds at a save against possession, the ghost cannot attempt to possess the creature again for 24 hours.

Effects of the Possession of a Creature

A ghost in possession of a body becomes a part of the victim, aware of what is going on around the creature they possess. It can see and hear as well as the victim can. The ghost can speak mentally to the creature it possesses in a language the creature understands. A creature possessed is not always aware that he is possessed. The ghost may attempt to hide its presence within the possessed creature, allowing it to pass through *magic circle against evil*, enter a *forbiddance*-warded church, and escape detection by *detect evil*. To do so, the ghost

must make a “mental” Hide check. This is a Hide Check using the ghost's Int modifier rather than its Dex modifier, but which otherwise uses its Hide skill. The difficulty class for the Hide check is 10 + the level of the spell + the spellcaster's relevant ability modifier (like a saving throw for a spell). The ghost gets a +4 circumstance bonus if it is not currently controlling the victim. The ghost can also use the Hide check to prevent the possessed creature from taking damage from alignment-based spells such as *holy smite*. If the Hide check fails, the spell affects the creature as if it has the same alignment as the ghost.

While in possession, the ghost has immediate access to all of victim's current thoughts, as the *detect thoughts* spell, except that they automatically read surface thoughts. If desired, a possessing ghost can probe the possessed creature's memories as well, but the victim is allowed a Will save (DC 25). If the save is successful, the ghost is kept out of the victim's thoughts for 24 hours. Whether the save succeeds or not, probing memories automatically reveals the ghost's presence to the victim.

When in possession of a creature or object, any sort of attack, magical or otherwise directed at the ghost affects the possessed creature or object instead - even force effect spells! Killing the possessed victim only forces the ghost back into the Ethereal plane. Even other creatures on the Ethereal plane cannot harm a ghost while in possession of a victim. Only a *dismissal* can affect the possessing ghost when cast by a non-Ethereal caster. A ghost possessing a creature can take four roles with respect to its victim: rider, ally, controller, or enemy. The ghost can only choose one role at a time. If a ghost is acting as a controller, it can't also grant the victim the bonuses it could if the ghost were an ally, for example.

Rider: Much of the time, a ghost that possesses a creature simply rides along with the victim, who usually unaware of its presence. The fiend might combine riding with hiding to get into an area protected by a *forbiddance* spell or slip past *magic circle against evil* near a target it could not otherwise approach. As a free action, the possessing ghost can become the ally or controller of the possessed creature. Both of these actions, however, make the ghost's presence known to the victim.

Ally: If the possessed creature is aware of the possessing ghost and willing to be its host, the possessing ghost can grant the victim a +4 profane bonus to any ability score. The ghost is in control of this ability and can take it away as a free action. If the possessed creature acts contrary to the ghost's wishes, the ghost can switch from ally to controller or ally to enemy as a free action.

Controller: In the most feared aspect of possession, a ghost can take a standard action to attempt direct control over the actions of the victim, who struggles to maintain control over his or her body. The victim must make a saving throw every round (DC 25 + 1 for each previous failed attempt against the controller that day) to avoid losing control. If the victim's save succeeds, the victim has resisted the ghost, and the ghost can make another control check in the next round. Victims struggling against control are considered staggered and can take only partial actions.

If the possessed creature makes three consecutive saving throws, then the possessing ghost cannot make further attempts to control the victim that day. The success or failure of the victim's saving throws against the control do not affect the overall possession, however, and the ghost is still possessing the creature.

If the creature fails the Will save against control, the ghost has access to all of the creature's senses, abilities, skills, feat and spell knowledge. The ghost now acts as though it is the creature in all respects, until control is lost or relinquished. During this time, the possessed creature can speak mentally to the ghost and is still privy to all sensory input - unless the possessor takes a standard action to block the possessed creature's access to the senses. If the ghost wishes, the victim blacks out while the ghost is in charge.

The ghost uses its own Intelligence, Wisdom, and Charisma scores, but it adopts all of the creature's physical ability scores. Ghosts of at least 9 HD and 15 Int that maintain control of a victim for at least ten rounds can also draw upon the possessed creature's spell-like abilities (at the same caster level as the possessed creature). The ghost assumes the victim's creature type and is affected by spells and effects as if it were the possessed creature.

The ghost can automatically maintain control for a number of rounds equal to 15 + 1 for each time the ghost has controlled this specific victim. When the ghost's control lapses, it can attempt to reassert control if it chooses.

Enemy: The opposite of an ally, this possessing ghost is a hindrance to the creature it possesses. A possessing ghost usually takes this tactic when it has failed to control its victim or when angry with a possessed creature to which it was acting as an ally. The possessing ghost can grant the victim a -4 profane penalty to any ability score. The ghost is in control of this ability and can take it away as a free action.

Possessing Objects

A ghost can possess an object of at least tiny size and no larger than huge. An item held, worn, or carried by a character uses its owner's saving throws as if a spell were being cast on them. In each case a Will save DC is 25. The ghost can automatically succeed in possessing an unattended non-magical item.

Effects of the Possession of an Object

A ghost possessing an object becomes a part of the object. A possessing ghost can see and hear up to 60 feet away from the object, but cannot use darkvision or blindsight while possessing an object, even if it normally has these abilities. The possessing ghost remains vulnerable to spells or abilities that affect undead or evil creatures. Physical attacks and most spells do not affect the ghost, but might damage the object; destroying the object forces the ghost to take ethereal form and seek a new host.

The ghost may attempt to hide its presence within the possessed object, allowing it to pass through *magic circle against evil*, enter a *forbiddance*-warded church, and escape detection by *detect evil*. To do so, the ghost must make a "mental" hide check. This is a Hide Check using the ghost's Int modifier rather than its Dex modifier, but which otherwise uses its Hide skill. The difficulty class for the Hide check is 10 + the level of the spell + the spellcaster's relevant ability modifier (like a saving throw for a spell). The ghost gets a +8 circumstance bonus if the spell normally only detects or targets creatures. The ghost can also use the Hide check to prevent the possessed creature from taking damage from alignment-based spells such as *holy smite*. If the ghost fails its Hide check, the possessed object takes damage as if it were the fiend.

A ghost can also possess a substance that has no fixed shape (i.e. a pool of water) or is part of a larger object. When it does so, a ghost cannot possess an area or a volume larger than 10 feet on a side.

The ghost gets a bonus on attempts to possess creatures that carry, hold, or wear the item. For each day the possessed item was worn, held, or carried by the target prior to the possession attempt, the DC for the target's Will save increases by +1, up to a maximum of +10.

A ghost possessing an object can take any of the following roles. Changing roles is a standard action.

Watcher: The ghost possesses an object, usually something big and stationary. It can see and hear twice its normal range as long as the object remains stationary.

Controller: If the possessed object has moving parts, a possessing ghost can control the movement. A wagon can be made to steer toward a pedestrian on a street or roll out of a stable with no horse pulling it. Possessed objects with wheels or legs cannot move faster than the

ghost itself could move in its corporeal form. More powerful ghosts can exert a greater control. A ghost with at least 10 HD and Charisma 17 can force an object to animate even if the object doesn't have any moving parts. The possessed object functions as an animated object. However, no ghost can control an animated object with a higher challenge rating than its CR.

Corruptor: The possessed item radiates a cursed, befouling presence. Anyone touching the possessed object must succeed at a Will save (DC 25) or fall under the effect of a *bestow curse* spell with a caster level equal to the ghost's Hit Dice. Unlike the *bestow curse* spell, the subject does not necessarily know that the curse is in effect or that it came from the item. Nothing about the object's appearance suggests that it is possessed. The curse lasts until removed with *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*, even if the ghost vacates the possessed object.

Enhancer: A ghost can possess a Tiny or larger weapon or armor and enhance it as if it were a magic item. The field can duplicate magic item powers worth up to 2,000 gp per HD. A ghost possessing magic armor or a magic weapon can increase its power by the same amount. The ghost is in control of the powers it bestows upon the item. It can take them away as a free action at a moment's notice if the creature using the item does not act in a manner that the ghost wishes. If the ghost leaves the items, it loses all powers bestowed by the possession. Despite the ghost's duplication of magic item abilities, a nonmagical possessed item doesn't become actually magical. *Detect magic* will not sense an aura; *detect evil* will, however. Smart characters might notice that the possessed item behaves strangely or has an unusual appearance. A character that succeeds at a Search check (DC 25) notes that there is "something strange" about the item.

Appendix V: Rys Hooden the Doppelganger

Rys slew a Captain of the Gran March military and assumed his identity two years ago. Rys is a student of the arcane and enjoys dominating those less powerful than it with its magic. It looks forward to earning a promotion and then assuming the identity of whoever promoted it. Rys plays his current role very well through his use of his own knowledge and that it can glean from others using its abilities. If Rys senses a confrontation, it will use its silent/stilled spells while trying to converse with its potential attackers. Rys will also order any Gran March PC soldiers to protect him, if it comes to that. And Rys will use his illusions to create other individuals at the meeting who can be blamed for the strange orders coming from Rys' office and some of the spells that Rys may cast. It will then use its mind-affecting spells to best affect. Note that it is not proficient with its shield and will not carry it while spellcasting. It will use its alter self ability to appear that it has drawn its sword, however the sword will in reality be its arm and use that to perform a slam attack if in melee. Rys will try to escape if that becomes an option after it is unmasked.

APL 6

☛ **Captain Rys Hooden:** doppelganger Enc6; CR 9; medium shapechanger; HD 4d8+6d4+10; hp 50; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 natural]; Atk +7 melee (1d6+1, 2 slams); SA detect thoughts; SQ alter self, immunities; AL N; SV Fort +7, Ref +8, Will +11; Str 12, Dex 14, Con 12, Int 20 (22), Wis 14, Cha 15.

Skills and Feats: Bluff +13 (+17 if reading opponent's mind), Concentration +14, Disguise +23 (+27 if reading opponent's mind), Knowledge (local – Gran March) +13, Knowledge (local – Sheldomar Valley) +12, Listen +11, Profession (soldier) +5, Sense Motive +6, Spellcraft +19, Spot +8; Alertness, Dodge, Scribe Scroll, Silent Spell, Spell Focus (enchantment), Still Spell.

Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell cast by an 18th level sorcerer (DC 14). It can suppress or resume this ability as a free action.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium humanoid. This works like *alter self* as cast as an 18th level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own form as a standard action.

Immunities (Ex): Doppelgangers are immune to sleep and charm effects.

Possessions: mw longsword (never used), mw large steel shield (never used), Rys' Spellbook I, *headband of intellect* +2, *scroll of protection from arrows* (3rd level caster), *scroll of haste* (5th level caster), *wand of magic missile* (5th level caster), *pearl of power* (1st level), 100 gp.

Spells Prepared (5/6/6/4; base DC = 16 + spell level, 18 + spell level for enchantment spells): 0—[*daze**, *detect magic*, *mage hand*, *prestidigitation*, *read magic*]; 1st—[*charm person* x3*, *expeditious retreat*, *mage armor*, *shield*]; 2nd—[*mirror image*, *resist elements* x2, *Tasha's hideous laughter** x2, *web*]; 3rd—[*silent stilled charm person* x2, *stinking cloud*, *suggestion**]. *specialization bonus spell

APL 8

☛ **Captain Rys Hooden:** doppelganger Enc8; CR 11; medium shapechanger; HD 4d8+8d4+12; hp 57; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 natural]; Atk +8 melee (1d6+1, 2 slams); SA detect thoughts; SQ alter self, immunities; AL N; SV Fort +7, Ref +8, Will +12; Str 12, Dex 14, Con 12, Int 20 (22), Wis 14, Cha 16.

Skills and Feats: Bluff +14 (+18 if reading opponent's mind), Concentration +16, Disguise +24 (+28 if reading opponent's mind), Knowledge (local – Gran March) +17, Knowledge (local – Sheldomar Valley) +17, Listen +11, Profession (soldier) +8, Sense Motive +6, Spellcraft +21, Spot +8; Alertness, Dodge, Scribe Scroll, Silent Spell, Spell Focus (enchantment), Still Spell.

Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell cast by an 18th level sorcerer (DC 15). It can suppress or resume this ability as a free action.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium humanoid. This works like *alter self* as cast as an 18th level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own form as a standard action.

Immunities (Ex): Doppelgangers are immune to sleep and charm effects.

Possessions: mw longsword (never used), mw large steel shield (never used), Rys' Spellbook I, *headband of intellect* +2, *scroll of protection from arrows* (3rd level caster), *scroll of haste* (5th level caster), *wand of magic missile* (5th level caster), *pearl of power* (2nd level), 100 gp.

Spells Prepared (5/7/6/5/4; base DC = 16 + spell level, 18 + spell level for enchantment spells): 0—[*daze**, *detect magic*, *mage hand*, *prestidigitation*, *read magic*]; 1st—[*charm person* x3*, *expeditious retreat*, *mage armor*, *magic missile*, *shield*]; 2nd—[*mirror image*, *resist elements* x2, *Tasha's hideous laughter** x2, *web*]; 3rd—[silent stilled *charm person* x2, *slow*, *stinking cloud*, *suggestion**]; 4th—[*confusion**, *Otiluke's resilient sphere*, *phantasmal killer*, *rainbow pattern*]. *specialization bonus spell

APL 10

☛ **Captain Rys Hooden:** doppelganger Enc10; CR 13; medium shapechanger; HD 4d8+10d4+14; hp 65; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 natural]; Atk +9 melee (1d6+1, 2 slams); SA detect thoughts; SQ alter self, immunities; AL N; SV Fort +8, Ref +9, Will +13; Str 12, Dex 14, Con 12, Int 20 (24), Wis 14, Cha 16.

Skills and Feats: Bluff +14 (+18 if reading opponent's mind), Concentration +18, Disguise +24 (+28 if reading opponent's mind), Knowledge (local – Gran March) +24, Knowledge (local – Sheldomar Valley) +24, Listen +11, Profession (soldier) +10, Sense Motive +6, Spellcraft +24, Spot +8; Alertness, Dodge, Scribe Scroll, Silent Spell, Spell Focus (enchantment, illusion), Spell Mastery (*charm person*, *dominate person*, *hold person*, *mage armor*, *persistent image*, *shield*, *suggestion*), Still Spell.

Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell cast by an 18th level sorcerer (DC 15). It can suppress or resume this ability as a free action.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium humanoid. This works like *alter self* as cast as an 18th level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own form as a standard action.

Immunities (Ex): Doppelgangers are immune to sleep and charm effects.

Possessions: mw longsword (never used), mw large steel shield (never used), Rys' Spellbook I & II, *headband of intellect* +4, *scroll of protection from arrows* (3rd level caster), *scroll of haste* (5th level caster), *wand of magic missile* (5th level caster), *pearl of power* (3rd level), 100 gp.

Spells Prepared (5/7/7/6/5/4; base DC = 17 + spell level, 19 + spell level for enchantment and illusion spells): 0—[*daze**, *detect magic*, *mage hand*, *prestidigitation*, *read magic*]; 1st—[*charm person* x3*, *expeditious retreat*, *mage armor*, *magic missile*, *shield*]; 2nd—[*mirror image*, *resist elements* x3, *Tasha's hideous laughter** x2, *web*]; 3rd—[silent stilled *charm person* x2, *hold person*, *slow*, *stinking cloud*, *suggestion**]; 4th—

[*confusion* x2*, *Otiluke's resilient sphere*, *phantasmal killer*, *rainbow pattern*]; 5th—[*dominate person**, *feeblemind*, *mind fog*, *persistent image*]. *specialization bonus spell

APL 12

☛ **Captain Rys Hooden:** doppelganger Enc12; CR 15; medium shapechanger; HD 4d8+12d4+16; hp 72; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 natural]; Atk +10 melee (1d6+1, 2 slams); SA detect thoughts; SQ alter self, immunities; AL N; SV Fort +9, Ref +10, Will +14; Str 12, Dex 14, Con 12, Int 20 (24), Wis 14, Cha 17 (19).

Skills and Feats: Bluff +15 (+19 if reading opponent's mind), Concentration +20, Disguise +25 (+29 if reading opponent's mind), Knowledge (local – Gran March) +26, Knowledge (local – Sheldomar Valley) +26, Listen +11, Profession (soldier) +20, Sense Motive +6, Spellcraft +26, Spot +8; Alertness, Combat Casting, Dodge, Scribe Scroll, Silent Spell, Spell Focus (enchantment, illusion), Spell Mastery (*charm person*, *dominate person*, *hold person*, *mage armor*, *persistent image*, *shield*, *suggestion*), Still Spell.

Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell cast by an 18th level sorcerer (DC 16). It can suppress or resume this ability as a free action.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium humanoid. This works like *alter self* as cast as an 18th level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own form as a standard action.

Immunities (Ex): Doppelgangers are immune to sleep and charm effects.

Possessions: mw longsword (never used), mw large steel shield (never used), Rys' Spellbook I & II, *headband of intellect* +4, *cloak of charisma* +2, *scroll of protection from arrows* (3rd level caster), *scroll of haste* (5th level caster), *wand of magic missile* (5th level caster), *pearl of power* (4th level), 100 gp.

Spells Prepared (5/7/7/7/5/5/4; base DC = 17 + spell level, 19 + spell level for enchantment and illusion spells): 0—[*daze**, *detect magic*, *mage hand*, *prestidigitation*, *read magic*]; 1st—[*charm person* x3*, *expeditious retreat*, *mage armor*, *magic missile*, *shield*]; 2nd—[*mirror image*, *resist elements* x3, *Tasha's hideous laughter** x2, *web*]; 3rd—[silent stilled *charm person* x3, *hold person*, *stinking cloud*, *suggestion* x2*]; 4th—[*confusion* x2*, *Otiluke's resilient sphere*, *phantasmal killer*, *rainbow pattern*]; 5th—[*dominate person**, *feeblemind*, *mind fog*, *persistent image*, silent stilled

slow]; 6th—[acid fog, mass suggestion*, mislead, programmed illusion]. *specialization bonus spell

[forcecage, insanity*, Mordenkainen's sword, prismatic spray]. *specialization bonus spell

APL 14

☛ **Captain Rys Hooden:** doppelganger Enc14; CR 17; medium shapechanger; HD 4d8+14d4+18; hp 80; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 natural]; Atk +11 melee (1d6+1, 2 slams); SA detect thoughts; SQ alter self, immunities; AL N; SV Fort +9, Ref +10, Will +15; Str 12, Dex 14, Con 12, Int 20 (26), Wis 14, Cha 17 (19).

Skills and Feats: Bluff +25 (+29 if reading opponent's mind), Concentration +20, Disguise +25 (+29 if reading opponent's mind), Knowledge (local – Gran March) +27, Knowledge (local – Sheldomar Valley) +27, Listen +11, Profession (soldier) +20, Sense Motive +6, Spellcraft +27, Spot +8; Alertness, Combat Casting, Dodge, Scribe Scroll, Silent Spell, Spell Focus (enchantment, illusion), Spell Mastery (*charm person, dominate person, hold person, mage armor, persistent image, shield, suggestion*), Still Spell.

Detect Thoughts (Su): A doppelganger can continuously detect thoughts as the spell cast by an 18th level sorcerer (DC 16). It can suppress or resume this ability as a free action.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium humanoid. This works like *alter self* as cast as an 18th level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own form as a standard action.

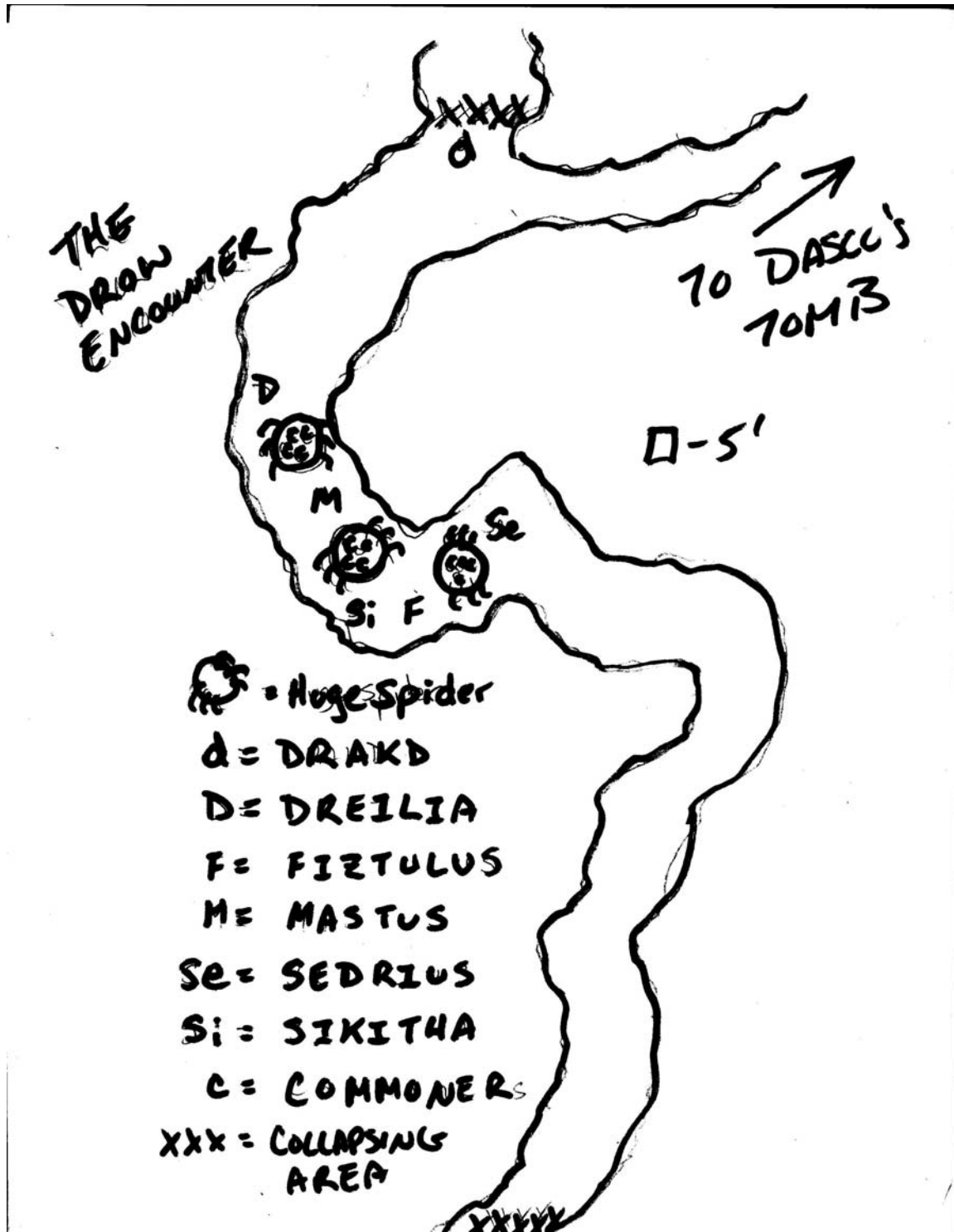
Immunities (Ex): Doppelgangers are immune to sleep and charm effects.

Possessions: mw longsword (never used), mw large steel shield (never used), Rys' Spellbook I & II, *headband of intellect* +6, *cloak of charisma* +2, *scroll of protection from arrows* (3rd level caster), *scroll of haste* (5th level caster), *wand of magic missile* (5th level caster), *pearl of power* (5th level), 100 gp.

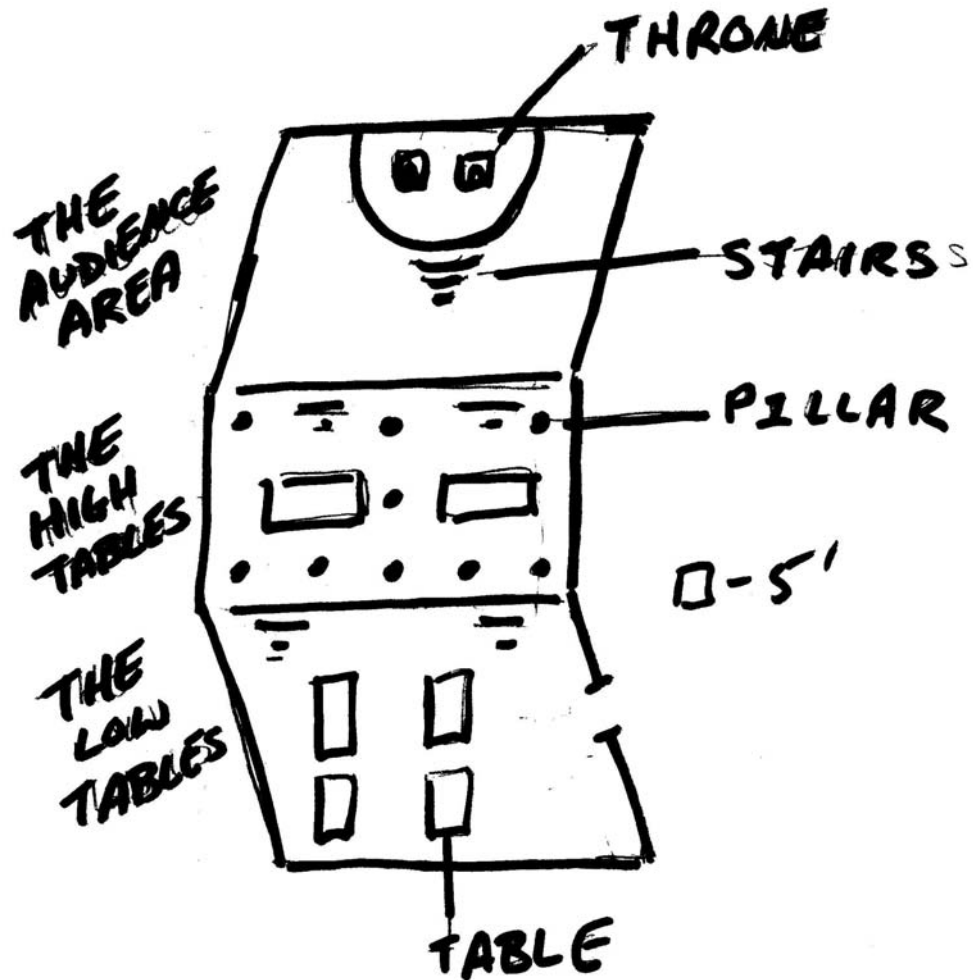
Spells Prepared (5/7/7/7/7/5/5/4; base DC = 18 + spell level, 20 + spell level for enchantment and illusion spells): 0—[*daze**, *detect magic*, *mage hand*, *prestidigitation*, *read magic*]; 1st—[*charm person* x3*, *expeditious retreat*, *mage armor*, *magic missile*, *shield*]; 2nd—[*mirror image*, *resist elements* x3, *Tasha's hideous laughter** x2, *web*]; 3rd—[*silent stilled charm person* x3, *hold person*, *stinking cloud*, *suggestion* x2*]; 4th—[*confusion* x2*, *Otiluke's resilient sphere*, *phantasmal killer* x2, *rainbow pattern*]; 5th—[*dominate person**, *feeblemind*, *mind fog*, *persistent image*, *silent stilled suggestion**]; 6th—[*acid fog*, *silent stilled confusion*, *mass suggestion**]; 7th—[*mislead*, *programmed illusion*];

DM Aid

Map #1 - Map of Tunnel



Map #2 – Castle Hall and Audience Area



Map #1 – Illustration of a Night Terror



Player Handout #1

[The following was hand-delivered to you, sealed with wax and affixed with a ribbon, by a Herald of Keoland.]

Intrepid Adventurer,

Though it has been some time, I still intend to honor my part of the contract we made this past fall. If you will again accompany me on my path to the Grand Duchy of Geoff, you would be most welcome, and I will discharge my obligations to you.

I am currently staying as the guest of Lord Kyerdylan of Mandismoor. Please inquire directly, I have much news of developments in the relationship of my native land and that of the Gyri.

I may also know of another who could be in use of your services, which would only slightly delay my mission. The lands of Mandismoor have experienced some strange happenings since the Siege of Ravonnar. Perhaps we can discuss this upon arrival.

Officially Yours,

Charlton Pendas Dasco

Player Handout #2

[The following was hand-delivered to you, sealed with wax and affixed with a ribbon, by a Herald of Keoland.]

Bold Adventurer,

This past fall you had accompanied one Charston Pental Dasco on his venture to the lands of Geoff. It is my understanding that he unfortunately expired in the course of your travels. This is unfortunate as he was a friend of my father, and when I learned of his intent to pass through my lands, I had hoped to see him.

It has also come to my attention that you bear in trust a certain small package that he was bearing. I have learned from my representative at the Council of Nicke Dra that this package bears a gift to Princess, now Grand Duchess, Calisse. It would do me great honor if, now knowing this, you would complete the voyage to Hechoch to deliver the gift to my dear cousin in Charston's memory. I know the two of them were very close.

In addition, there are other more local concerns that I would like to discuss with a person of your caliber. You may wish to gather some trusted companions to entertain my offer.

Seek me at Fortress Ravennar.

Officially Yours,

Trad Kyerdylan

Lord of Mandismoor

Player Handout #3

[The following was hand-delivered to you, sealed with wax and affixed with a ribbon, by a Herald of Keoland.]

Dear Adventurer,

I have been led to understand that you may have in your possession, or may know another who does, a certain article, a box or chest, which is properly my charge. I must ask that you return this to me immediately.

Though it has been some time, I still intend to honor my part of the contract we made this past fall. If you will again accompany me on my path to the Grand Duchy of Geoff, I will discharge my obligations to you.

I am currently staying as the guest of Lord Kyerdyran of Mandismoor. Please inquire directly,

I may also know of another who could be in use of your services, which would only slightly delay my mission. The lands of Mandismoor have experienced some strange happenings since the Siege of Ravonnar. Perhaps we can discuss this upon arrival.

Very Truly Yours,

Charlton Pendas Dasco

Player Handout #4

[The following was hand-delivered to you, sealed with wax and affixed with a ribbon indicating official orders of the Gran March military.]

To: <Your Rank, Name>

From: His Most Resolute Magnitude, Magnus Vrianian,
Commandant of Gran March

Reports have come to my attention of certain unauthorized operations conducted by members of the Army. A group, led by a Captain who has since disappeared, attempted to ambush and assassinate a Keoish noble. This has caused no end of diplomatic problems for our forces. In light of recent events in Hochoch, our good relations with King Skotti and Brenin Owen are already strained.

I understand that the target of this attack, a Charlton Pendal Dasco, is currently staying in Mandismoor. I wish for you to journey to Fortress Ravonnar and learn what you can of this matter. If you can, in any way, be of service to him, please put yourself at his disposal. Return to Gran March with your report once relations with Charlton Pendal Dasco are no longer strained and you have an answer as to who attacked him and why.

For Commandant and Country!

M.V.

Player Handout #5

[The following was hand-delivered to you, sealed with wax and affixed with a ribbon indicating official orders of the
(Bissel Army/Keoish Military/Yeomanry Militia).]

To: <Your Rank, Name>

As you well know, we have recently sent a large force to our ally Geoff to aid them in their fight against the Giant horde. Some of this force has been stationed at Fortress Ravonnar in the Province of Mandismoor in Keoland awaiting deployment into Geoff. Recently there have been a number of alleged sightings of strange creatures attacking the civilians of Mandismoor. These attacks are disrupting our preparations for aiding Geoff and causing significant panic amongst the populace. In an attempt to improve our relations with Keoland and continue our efforts to assist Geoff, please journey to Ravonnar and help the authorities there deal with the terrible situation they are facing.

Player Handout #6

[The following was hand-delivered to you, sealed with wax and affixed with a ribbon, by a Herald of Keoland.]

Bold Adventurer,

Tales of your adventures have reached my ear. I am doubly in need of assistance from resourceful individuals like yourself. First, some strange and foul creatures have been terrorizing the populace of Mandismoor in the vicinity of Fortress Ravennar. Our attempts to find and stop these creatures have not been fruitful. Second, a family friend, Charlton Pendal Dasco, is in need of some brave adventurers to provide him assistance on a personal mission to Geoff.

I hope you will reply to this summons with your presence and a willingness to deal with the above situations. You may wish to gather some trusted companions to entertain my offer.

Seek me at Fortress Ravennar.

Officially Yours,

Trad Kyerdylan

Lord of Mandismoor

Good Things Come in Small Packages
Critical Events Summary
For Tables Running in June, July, or August of 2003

- 1. Did the PCs defeat the fihyr and inform the local lords of their existence?*
- 2. At APL 14, what happened to Gil? List the name, email address, and RPGA # of anyone who asked to go on the special mission to help Gil atone.*
- 3. Did the PCs rescue the villagers?*
- 4. Was the swordwraith army reported to anyone? If so, to whom?*
- 5. How did the PCs resolve the Baklunish squatters situation?*
- 6. Did the PCs get the ghost to lie down via diplomacy, did they slay it (and was it permanent), or did the ghost escape? Was Dartun resurrected?*
- 7. Was the doppelganger exposed and, if so, did he escape?*

If you run this event in June, July, or August of 2003, please e-mail the results from this sheet to Steven Conforti, Circle representative for the Sheldomar Valley, scon40@aol.com, by September 15, 2003.