

A Tune of Transmutation

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

Version 1.0

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Ghosts have unfinished business – everyone knows that. Sometimes that business is even more important to the living. A ghost, a songbook, a bard, a wizard, a spell, a Chamber position – are these related? And what do they have to do with you? An adventure for character levels 1-10 (APL 2-8). This adventure is Part 3 of the Eight of Wands series, recommended for arcane spellcasters, particularly members of the Furyondy Mage Council as well as members of the Furyondy Players.

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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For questions specific to this document, please e-mail point of contact (POC) at poc@furyondy.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

AVERAGE PARTY LEVEL (APL)

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

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

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

TIME UNITS AND UPKEEP

This is a standard Metaregional adventure, set in Iuz's Border States. Characters native to that metaregion pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

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

ADVENTURE BACKGROUND

This adventure is Part Three in the Eight of Wands story arc. While playing the first two adventures in the arc, FUR6-06 *Invocation and Intrigue* and FUR6-07 *Conjuring Trouble*, may be useful, it is neither required nor necessary for the enjoyment of this one. The overlying theme of the story arc is that there is an opening on the Chamber of Four and adventurers are being recruited to interview potential candidates. This particular group of adventurers has been charged with interviewing Satiana, the court wizard in the Duchy of the Reach. She first appears in FUR6-06 *Invocation and Intrigue*.

Bard Remard Plexarin was a high ranking member of the Furyondy Players many years ago. He was very popular in his time as his tunes were very catchy. He credits his mother, Lily, with his beautiful voice and the encouragement to pursue a bardic career. During that long career, he sang in many wonderful places, and some full of dark secrets. Remard collected these secrets, some in the form of songs, some in spells, some just in lore and rumors. All were recorded in the bard's songbook, his most precious possession as well as his most dangerous. He felt a duty to keep and preserve this dark lore for future generations to learn from. He was particularly careful only to pass on rumors with a certain degree of accuracy, and then very discreetly.

Nayn Cerlain, a wizard in the Duchy of the Reach, heard much about this legendary songbook and the dark lore within. So Nayn had Remard killed, hoping to gain

the songbook. However, Remard was very careful with his songbook and rarely carried it on routine bardic progressions through the kingdom. Nayn's hired assassin did not find the songbook, even using magical devices provided by Nayn and others. Fearing it was hidden somewhere in Remard's home village, Nayn and his compatriots set a watch on Remard's grave, knowing his spirit would not rest until the songbook was given to someone the ghost felt was appropriate. Eventually, one of the watchers overheard Remard and his longtime friend, Carwend Braceworth, discussing the location and future disposition of the songbook. Upon learning of the conversation, Nayn procured magic to capture the bard Alise Viavaté. Alise and a roguish underling of Nayn's retrieved the songbook from Remard's hiding place in the village, his grave. Thus the story begins.

PCs begin in Chendl, which until recently (end of CY596) was covered by magical darkness and besieged by undead. At that time, many of the churches, in alliance with the Chamber of Four and some extraplanar help, conducted a complicated ritual to counter the original spell which had gone so horribly awry. Despite continued problems with undead, Chendl now bustles with life, as would be expected from a capital city.

PCs move from Chendl into the Duchy of the Reach, which contains the most cosmopolitan areas in Furyondy. It shares borders with Veluna, Verbobonc, and Highfolk. This has fostered a free-spirited independence that borders on hedonism at times. There are few poor and downtrodden people in the Reach however; the people here are good folk.

Duke Bennal Tyneman is the ruler of the Reach. He reflects both the best and the worst of the Reach folk. He is a carousing, self-indulgent gambler. He is cunning and enjoys political games. He is not in agreement with many of the King's aims and goals, and secretly works against him.

Toward the end of the adventure, the PCs enter the town of Caronis. It reflects the free-wheeling attitude in much of the Reach. It is the gateway from Furyondy to Veluna, just a few steps across the Volverdyva River. This is a self-indulgent town of bards, taverns, and trading. Many Velunans and descendants of Velunans live here as well.

ADVENTURE SUMMARY

1: A Ghostly Quest. PCs meet Carwend Braceworth, who tells them of the deceased bard Remard Plexarin. Bard Plexarin is upset his grave was disturbed and his songbook stolen.

2: Mage Council Mischief. PCs are intercepted by a messenger. Telmus, a member of the Mage Council, hires them to interview a wizard in the Duchy of the Reach as a possible candidate for the vacant post on the Chamber of Four and gather any information on the nobles that sponsor the wizard.

3: Meet Remard Plexarin. The PCs are asked to discover who murdered Remard, who stole the songbook, and make the true author of the songs known to the Furyondy Players.

4: Traveling to Caronis. The PCs discover that some of Remard's works are being played and attributed to a young lady who is performing very stiffly, and is accompanied by a scruffy looking man.

5: An Interrupted Evening. Sometime between leaving Remard and arriving in Caronis, the PCs are waylaid. A courtly-looking, half-vampire bard leads the band of miscreants.

6: Investigation in Caronis. PCs are told by Bard Rafendyl that the unfortunate captive bard is Alise Viavaté. The device on the sleeves of their attackers belongs to a local halfling wizard, Nayn Cerlain.

7: Satiana Herself. Satiana meets with the PCs for her interview as expected. She expresses her views on Furyondy at large.

8: Confronting Nayn. Nayn and his dark minions battle the PCs for control of the songbook.

9: Rescuing the Hapless Bard. Alise is being held in the dungeon at Nayn's mansion. The monster guards put up a tough fight.

10: Back to the Grave. PCs travel with Bard Rafendyl to meet the ghost as representative of the Furyondy Players. Alise accompanies them also and beg his forgiveness, with a promise to clear his good name.

Conclusion. The PCs report back to Telmus on Satiana.

PREPARATION FOR PLAY

Determine if any characters are members of the Furyondy Players or the Mage Council.

Determine if any characters have played either of the prior two stories in the Eight of Wands arc (FUR6-06 *Invocation and Intrigue* and FUR6-07 *Conjuring Trouble*). For those that played FUR6-06 *Invocation and Intrigue*, find out if anyone received the Void card or the Star card.

Determine if any characters have the Ire of Nakky from FUR4-03 *Bells in Gold*.

Determine if any PCs have played FURintro4-01 *Out in the Woods* or FURintro5-02 *Baffle 'Em With Bards*, as these PCs have met Carwend Braceworth. For those PCs who played FURintro5-02 *Baffle 'Em With Bards*, determine if anyone progressed to the final round of the bardic competition as well as if they won.

For each PC, find out something unique about the character, appearance, weaponry. This is used in Encounter Two for an NPC to speak to the PCs with

individualized, flowery names – “Ivan the Red-Bearded Terror” or some such.

Note that timings for the encounters and distances between villages are available if required. They are not an integral part of the plot.

INTRODUCTION

This adventure starts at the Singing Kettle Inn in Chendl. The PCs are sitting down to an evening of good food, drink, and entertainment as the Singing Kettle is home base for many bards. Character introductions should be done at this time.

You find yourselves enjoying the afternoon's food, drink, and entertainment at the Singing Kettle Inn in Chendl. This is a welcome diversion as the fall weather is settling in, making those evenings of camping along your route seem more uncomfortable than usual.

1: A GHOSTLY QUEST

The Singing Kettle is where the bards themselves come to relax, drink, and make merry. The entertainment is informal, but very, very good nonetheless.

If any PC in the party played FURIntro5-02 Baffle 'Em with Bards, read the following:

Some of you remember this inn well – concluding a profitable adventure and helping the crown at the same time doesn't happen everyday.

The Singing Kettle is a three story building. The first floor is entirely devoted to the tavern portion and kitchen. All three floors are 60' x 25', with the 25' portion on the street side. On the bottom floor, the kitchen takes up 15' x 25'. The tavern décor is very basic; music scrolls and instruments signed by bards adorn the walls. There is a pile of instruments in one corner, ready for all comers to try their talents. The upper two floors hold rooms for rent, other than a small office on the second floor. The patrons are mostly bards. They are not dressed to entertain necessarily as this is their place to relax.

If no PC has played FURInt4-01 Out in the Woods or FURInt5-02 Baffle 'Em with Bards, read the following:

Approaching your table is an Oeridian man of indeterminate age with a short, black, well-trimmed beard. His bright patch marked clothes stand out even in this crowd. He greets several people at other tables, seeming to know most of the patrons. When he approaches your table, he smiles warmly but his eyes tell you the serious nature of his approach.

If any characters have played FURInt4-01 Out in the Woods or FURInt5-02 Baffle 'Em with Bards, they know Carwend

Braceworth and receive a +2 circumstance bonus on Charisma checks involving him. In that case, instead of the above, read the following:

Approaching your table is your old friend, Carwend Braceworth. You recognize the Oeridian man of indeterminate age with a short, black, well-trimmed beard. As usual, he is dressed in bright patch marked clothes. When he approaches your table, he smiles warmly but his eyes tell you the serious nature of his approach.

Carwend greets each PC he knows by name and mention some characteristic about them. He asks to be introduced to the rest.

For all parties, Carwend asks to join them for a drink and buys a round for the PCs. He engages in a bit of chit-chat about conditions in Chendl, the quality of the current group performing, his own past exploits, etc. As conversation continues, he uses PC names and tidbits as often as possible.

“My friends,” Carwend says in a low voice, maintaining the smile on his face, “you will never know how glad I am to see you this evening. I have something quite serious to discuss, but please, for discretions sake, let us show the world our carefree nature, and smile and laugh freely.” On that note, he lifts his glass and toasts the PCs loudly.

The conversation with Carwend is very free flowing. Be sure to cover the following points:

- He had a friend, Bard Remard Plexarin, who was murdered in a small village south of Chendl.
- Remard has been dead for nearly fifteen years. “*I just can't believe it's been that long*” (Carwend pauses and looks out into the distance.)
- Remard is resting uneasily as his murderer was not brought to justice. The bardic ghost wanders the cemetery where his body lies.
- Remard's grave was robbed about two days ago. The ghost is very concerned about the stolen item, which Carwend does not reveal, saying it is Remard's prerogative.
- The ghost is very insistent on needing a group to help him retrieve the stolen item.
- The tracks of the robbers seem to head off to the south.
- One of the robbers must have been a bard due to the nature of the item stolen. Again, Carwend reveals no more.

Other questions that maybe asked:

- “Are we getting paid for this?” Carwend looks a bit sheepish and mumbles something about fifteen/thirty/fourty-five/fourty-five (depending on APL played) wheat sheaves for each adventurer, knowing that isn't a great amount for the danger involved.

- “How do you know Remard?” *We traveled together when we were young and inexperienced.* He mentions an incident or two, such as getting chased out of a town or some such.
- “Why are you looking for adventurers here? Why pick us?” *Remard wanted people sympathetic to and able to understand the challenges faced by bards.*
- “Does Remard have any enemies?” Carwend knows of none, but mentions various fathers of daughters that are no longer quite as unworldly as they were previously.
- “Do you think we will face any danger?” *Considering the nature of the item, and the method of its theft, I believe there is a high probability of danger when the thieves are encountered.*

“My friends, Remard begged me to find help and quickly. Time is of the essence due to the nature of the item. I have been in touch with Bard Rafendyl in Caronis. He, and the leadership of the Furyondy Players, are concerned about this robbery and the bard involved. Mention his name in your travels and you may find unexpected assistance.”

If any PC that played FUR6-06 *Invocation and Intrigue* and drew the Star card, pull them aside and read the following:

As you listen to Carwend discuss Remard's plight, your mind moves back in time to the Feldrake Inn and the Rhenee fortuneteller. You again hear her words “To the south and west, a dead man will sing a song of loss. You must aid him and learn which of your friends are enemies and which of your enemies are friends.” You come back to the present slowly, her words echoing in your mind.

Creatures:

Carwend Braceworth: Male human Brd6 (Sense Motive +8, Diplomacy +12).

Development: If the PCs agree to the task, Carwend gives them directions to the village Remard haunts and pays their bar tab and room rentals for the evening. He then excuses himself, promising to pass word of their acceptance to Bard Rafendyl. If the PCs do not agree, he is very disappointed and tries diplomacy to convince the PCs to help. If any PCs are members of the Furyondy Players, he appeals to their bardic ties to work for the greater good of all bards. He leaves shortly after a second no. See Appendix Two: Distance Table for Travel Times if PCs ask about distance or travel time.

If PCs attempt to locate the village by asking around town, success is complicated by them not knowing the name of the village and needing to locate it by other means. However, a DC 20 Gather Information check means they find someone in late middle age who can give reasonable directions. A slightly higher DC 25 Gather Information check means the individual remembers

something about the name of the village, identifying it as Jarventine, Justineville, etc. but NOT Jarvestaville.

If the PCs decline to help, conclude with the following:

“Ah, well. I have done my best. I will seek other adventurers that are more willing to aid Furyondy, and my friend Remard. I bid you farewell.”

The conversation with Carwend is done around five bells.

2: MAGE COUNCIL MISCHIEF

As the PCs start to leave the inn, most likely the next morning, they are intercepted by a messenger from the Mage Council.

As you prepare to leave the Singing Kettle, a young girl of perhaps twelve years approaches you. She is dressed in a messenger's outfit, with a tabard proclaiming her employer, her bright red hair coiled tightly to her head.

A DC 12 Knowledge (nobility and royalty), DC 12 Knowledge (local [Iuz Border States]) or DC 15 Bardic Knowledge check reveals her employer is the Mage Council. Members of the Mage Council meta-organization automatically know this.

“Excuse me, gentlefolk. Would you happen to be [insert each PC's name and a fancy title – ex. Samantha the loyal wizard of the north, Darwin the great fighter from Namelessville]?”

When the PCs agree to their names, she continues, doing her best to look important.

“You are asked to report to the Mage Council immediately. A matter of some importance has come up and requires your presence.”

When questioned, the girl does not reveal who sent her. She does not know why they are being summoned. Basically, she has no information useful to the PCs beyond their requested presence at the Council.

If the PCs refuse and they have played the first two adventures in the story arc, Varnelle says the following:

“I am told you have met Telmus the mage before? It is he who is requesting your presence.”

If the PCs refuse and have not played the first two adventures in the story arc, Varnelle instead says the following:

“Please, follow me. I was told not to take no for an answer.”

Varnelle persistently asks the PCs to follow her and does not leave until they do. If the PCs choose to leave the building and do not head in the direction of the Mage Council, she hounds them until they leave Chendl. At that point, she informs them she will notify the Mage Council of their refusal. She seems extremely unhappy and somewhat afraid of the consequences of her failure. Proceed to the Development section for proceeding through the scenario.

Varnelle precedes you through the town, very proud of accomplishing her mission. Her route seems to be circuitous indeed as you wind through markets, around churches, and very close to the King's residence. After a half-hour or so, your destination is before you. It is a large, imposing building, made more so from your knowledge of what lies inside.

Your arrival at the Mage Council building is certainly expected. Varnelle immediately leads you to a small conference room with a stone table where you are greeted by a young Oeridian man, medium-height, dark hair. He wears cream-colored robes with some modest gold trim over a brown tunic and pants.

Words in brackets are only read to those who have met Telmus before.

"Ah, just the people I was waiting for. Welcome [once again]. Please, sit, sit. We have much to discuss." His attitude suggests he is becoming a great leader, someone you'll be glad you met.

"[As before,] I am hiring you on behalf of the Chamber of Four. [I am sure you remember that] there is an opening on the Chamber. You are being sent to interview one of the candidates for the position," as he looks down and fiddles with a handful of papers, many of which fall to the floor due to a clumsy streak, "a wizard named Satiana down in the Duchy of the Reach. You are to find out what you can about her and her sponsors, and report back. I need to hear from you within two weeks. You will be paid for your time of course. Now I'm sure you have questions?"

- "Why hire adventurers and not wizards?" *First and foremost, King Belvor has commanded that the Mage Council hire adventurers. Second, it is hoped that having a group with non-arcanists will provide a more balanced opinion of each candidate.*
- "How does the Mage Council feel about hiring non-arcanists?" *While the Council agrees that adventurers would generally be more neutral, the Mage Council is quite unhappy about the possibility of adventurers that are also Mage Council members going on this quest. They feel that another wizard would be suspected of being*

on the payroll of a rival, or someone outside the Council.

- "Are there special instructions for arcanists in the party?" *Please maintain a low magic profile on this trip, perhaps even a disguise is in order. Better yet, don't even participate in the candidate interview. This will keep the integrity of the interviews higher, I believe.*
- "Are we investigating all the wizards?" *Other adventuring groups will be hired as needed to talk to the other candidates. If you do well with this, perhaps you'd be hired again.*
- "What is the selection process for the Chamber opening?" See DM Aid One – Process for Selecting a Replacement Member for the Chamber of Four.
- "What role do you play in picking the new Mage Council representative?" *None whatsoever. The information you bring back and your opinion on the candidate will be passed along to the king, who of course makes the final decision.*
- "Who do you want in the position?" *Me? It would be inappropriate of me to speculate.*
- "What can you tell us of Satiana?" *While there are things I could mention, I prefer to avoid any hint of bias in the proceedings. I'm afraid I'll have to leave you to your own devices, [my friends.]*
- "We have another commitment. Can this wait?" *I really need your input within two weeks. Perhaps this can be done while you work on your other commitment? Or perhaps the other can wait?*
- "What if we refuse the mission?" (Telmus sighs broadly). *I can't say for sure. I know it will make my life more difficult as I will need to recruit other adventurers. I doubt there would be any official retribution from the Council, merely disappointment and possible repercussions on future employment opportunities.*
- "How will she know we are from the Mage Council?" *I will provide you with a letter of introduction which should explain everything to her satisfaction.* (Telmus then hands the PCs a letter).
- "How much are we getting paid?" *I always hope that a good heart will prevail over money, but someone always asks. I am authorized to pay you each twenty-five wheat sheaves when you return with information.*

"Well, there's no time like now to start an important job. I'm positive that this time there won't be any complications. Really. I mean it. Anyway, please remember: I would like your report in two weeks. Please excuse me," as he puts his head down to concentrate on the paperwork in front of him.

Creatures:

Varnelle: Female human Wiz1

Telmus: Male human Wiz4

Development: If the PCs wish to talk to the ghost, go to Encounter Three. If the PCs refuse to help the ghost at this point, but are pursuing the Mage Council investigation, go to Encounter Four. If they refuse both routes, the adventure is over for them. (Dealing with Telmus takes approximately two hours starting with the messenger). See Appendix Two: Distance Table for Travel Times if PCs ask about distance or travel time.

3: MEET REMARD PLEXARIN

The PCs head south of Chendl toward Caronis. The directions given by Carwend are easy to follow. They soon find themselves in an abandoned village.

The village, once known as Jasvestaville, managed to be just far enough away from Chendl to be unaffected by war. Its position made it a good place for farming and crafts that supplied both Chendl and Worlende. However, it was far enough away to maintain a rural feeling.

In its heyday, it had approximately three hundred residents and had an unusual feature...a very small bard school, run by one Carellion, a semi-retired bard that only took on enough students to maintain his standard of living.

The largest buildings in the town were the town hall and the church to St. Cuthbert. All the buildings are essentially intact, but some are beginning to be somewhat unsafe to walk in. Time is starting to take its toll on the unused buildings.

When Remard was killed, the villagers, already spooked, were magically encouraged to relocate.

Carwend gave clear, concise directions to this forgotten village. It is only a few hours travel from Chendl, but it almost seems you have gone back in time. This once thriving village looks as though it was quickly abandoned. Laundry is hanging on lines, rotting away. Windows are open with tattered curtains hanging. Tables are set for a meal that was never finished. As soon as you enter the village, eerie music fills your ears, drawing you toward its source.

The PCs are drawn to the back of the cemetery on the other side of the village. Nothing eventful happens as they cross the village, but having some small animals (raccoons maybe?) scurry out of cover across their path would be appropriate.

If the PCs search for a short time, they find more abandoned houses, seemingly abandoned in mid-stride as many things look half done. No one else is in the village. The only visible tracks follow the path being taken to and from the cemetery. Bard Remard was buried in the farthest corner, and is also the newest, and last, resident of the cemetery. A DC 23 Track check allows the PCs to follow tracks from the grave out of the village and to the southeast.

If the PCs Search the abandoned village thoroughly, taking at least ten hours, they find a half rotted sign in

front of the town hall saying “Ja—v—”. A DC 25 Knowledge (history) check, DC 30 Knowledge (local [Iuz Border States]) check or DC 30 Bardic Knowledge check reminds the PC that they once met or heard of someone in Worlende who mentioned this village.

The eerie music leads you to the furthest reaches of the cemetery. Under an apple tree, you see what looks like a white cloud sitting on the ground.

Bard Remard does not see the PCs approaching; he is too lost in his own misery to keep looking for visitors. If the PCs address him, or if they get so close he cannot miss them, he addresses them in a sort of Irish brogue.

“Oh! Goodness me! Honest to goodness live ones! What a splendid treat this is!” the ghost says as his form slowly turns from a cloudlike blob shape into something more like the man he used to be. “Bard Remard Plexarin at your service, (ladies and) gents! Welcome to the village that time forgot!” He chuckles a bit. “And who might I be addressing?”

When he learns they have been sent by Carwend, Remard happily gives the PCs any information they ask.

- “What was stolen from you recently?” *A bard has two things that they are careful to pass on to the right people – their instruments and their songbook. A bard’s songbook contains more than just songs, you know. It contains history, life, rumors, innuendoes, sometimes spells as well. My songbook would be particularly useful to the wrong type of people.*
- “When was the songbook stolen?” *It was two days ago (three if the PCs stayed overnight in Chendl before starting out), just before one of Carwend’s visits. Someone had to be watching me, biding their time until something popped.*
- “Who stole the songbook?” *Well, if I knew their names, I wouldn’t need you, now would I? The only thing I could make out was a scruffy sort of fellow wearing some real down and out looking clothes all in brown and a stiff looking bard of some sort, maybe a girlie, but she was well and truly disguised. I know she was a bard because I had protections put on that book. It would have hurt them both badly had she not been a true bard. She was acting a bit peculiar, almost like a marionette on strings.*
- “Why didn’t you use your ghostly powers to stop the thieves?” *I could tell the bard, girlie or no, was not acting as she would have otherwise, so I didn’t want to risk harming her. Having some live ones (winks at the PCs) find the book seemed less harmful to an innocent bard.*
- “Why didn’t you follow the robbers?” *I did follow for a bit, just to make sure I knew what direction they were heading – south east it was. I still have my*

instrument, so I couldn't abandon me post, don't ye know. Luckily, it wasn't buried with me like the blasted songbook!

- “What makes your songbook so valuable?” *One of my hobbies was collecting political rumors; many songs were a way to either combat rumors or to continue to spread them. Very subtly, mind you, but if you read between the lines you'd see links to some of the most powerful nobles in Furyondy and beyond. Mind you, I only repeated things I had heard many times, doing my best to insure the integrity of the information. Another hobby was collecting dangerous bard songs, songs that haven't been uttered for many years due to their dark nature. Dark bardic lore needs to be kept to learn from, but not to use. I fear this is what the culprit wanted.*
- “How will we know which songs are yours?” *Ah, well, there's my trademark rhythm that's somewhere in every song, fast or slow. (demonstrates a rhythm). But I'm thinking you won't be able to recognize it that way. There's also always a reference to my mother, somewhere in each song. That might be easier for you. You'll find a reference to a lily, that being her name and all.*
- “How did they discover where the songbook was?” *My best guess is that they overheard my conversation with Carwend when I was telling him where things were hidden. They probably had someone or something waiting all this time for me to say something.*
- “Can we see where the songbook was hidden?” *If you must, you must.* Remard shows the PCs his grave. It still holds his remains. The ground around the grave has been raked over to remove footprints.
- “What exactly do you want us to do?” *First off, I need you to find the stolen songbook. I'd also be grateful if you'd find the scheming bastard that murdered me and get the author of those songs straightened out with the Furyondy Players. Dead or not, I do deserve the credit for the songs, not the villainous lout who's stolen my book!*
- “How long have you been dead?” *I've been dead for nigh onto fifteen years now. It never seems like that long until I look into poor Carwend's face – he's looking old, he is!*
- “Why is there no one else in the village?” *I can't say for sure. One day I was alive and kicking, and the next, or so it seemed to me, I was a ghost and everything is as you see it. It seems as if my murder, or something else that happened at the same time, made everyone leave. Strange, very strange indeed.*
- “Why were you murdered?” *In all honesty, I'm not sure. I think they were after my songbook, but I'll never know for sure. I didn't have it with me when I traveled, so the blackhearts weren't able to get their hands on it. I had left strict instructions to*

have it buried with me, since graverobbing is particularly frowned upon in Furyondy.

- “Who murdered you?” *I'm not entirely certain. It happened at an inn here in the village; the very one I was born in. The evidence seemed to point to a magic user of some sort, but no one could ever discover who. 'Tis one reason I'm not leaving just yet, the other being the disposition of that blasted songbook!*
- “How were you killed?” *Well, I was eating dinner at my favorite inn here in the village, the very inn where I was born. I'd eaten there hundreds of times. But after this meal, I didn't feel quite right. I went to sleep and next thing I knew, a ghostie I was! (If PCs try to ask Remard's remains, they discover that his jawbone is missing so they are unable to cast speak with dead.)*
- “How do you know the songbook is being used?” *Carwend told me of a young lady bard singing political satire type songs. He was told by bards I used to know, who recognized my style right away. Luckily they were heading into Chendl and ran into Carwend.*
- “Are the protections against non-bards still on the songbook?” *Oh, yes, indeedy, they are. (if the group has a bard) Seeing as you have a bard in your group, getting it should be no problem. (if the group has no bard) Hmm, that could be a problem, couldn't it? Well, I'll give you a hint. The protections only kick in if you physically touch the songbook. If you take a sack and use something else, a stick maybe, and scoot that book into the sack without touching it, you should have no problem at all!*
- “Who is implicated in the songs?” *Remember, this is just rumor that they talk of, but they sing of various high and mighty people in the Duchy of the Reach and Furyondy. Very high up. Arcane magic users too. I'll say no more.*
- “What's in it for us?” *Carwend knows where some of my earnings were kept. I asked him to pay you fifteen/thirty/fourty-five/fourty-five (depending on APL played) wheat sheaves each if you can find my murderer and get the songbook back.*
- “Who else knows you're a ghost?” *Well, I'm not sure. Until two (three if they stayed in Chendl overnight) days ago, I thought only Carwend knew.*
- “Where did you get the dark magic in the book?” *It was collected over many years from people mostly long dead, from far and wide and in between. If PCs persist with the question, he responds: Yes, that means I'm not telling. Let's just say that you won't be able to run into any of the sources on this little trip, so no worries there. I don't want to put you in any more danger than I already am by giving you any more information on the dark magic.*
- “What was the name of this village?” *You know, it's been so long, I've forgotten myself. I should know*

it; I bet the scoundrel who laid me low had something to do with it!

- “Tell us about the village.” *Well, not too much to tell. You see, the location of the village being fairly near the Att River, and between Chendl and Worlende, but off the beaten path made it a nice place to live. Not too many people, but mostly hardworking folks. They mostly farmed and did crafts to sell in one or the other city. But it did have a lovely bard school with only a few students. My old tutor, Carellio, used to take on just enough students to get by, claiming anything more was just greed.*
- “Why doesn’t anyone live here now?” *Well, I’d have to say that’s probably my fault. I haven’t been too friendly to people visiting, what with wanting to protect the songbook and all. Only people I knew or people recommended by friends are truly welcome. I never hurt anyone, but being ghostie means I can be downright unpleasant if I have a mind to!*
- “What do you know of Satiana?” *I believe she was an apprentice when I was abruptly terminated. I certainly know nothing of use to you. At the time, she was a know-it-all brat, very good with her powers, but had the answer to everything.*

If any PCs were finalists in the bardic competition in Baffle ‘Em with Bards or are bards, the PCs hear the following:

“Ah, it’s wonderful to have such accomplished bards. The bardic music runs strong in your veins. This will make the task somewhat easier. The songbook will help direct your travels if you sing to it. You will hear music – only in your head(s) mind you – coming from the direction in which you must travel. The music gets louder the closer you get to the book. Also, I believe I may have some weapons that will help you in your quest.”

Remard does not say anything more about the weapons until the PCs agree to help him.

Should the PCs choose not to accept, they are attacked by the ghost and his otherworldly friends. Should the PCs decide to rob his grave, they are also attacked.

If the PCs agree to help, Remard leads those PCs who were finalists in Baffle or are bards to a particular building. Other PCs are asked to wait elsewhere. In the cellar, he shows them a small stash of weapons. Each PC can only take either a +1 *sacred longsword* or a +1 *composite longbow bane undead*. The rest of the party does not get the weapons.

Choose one to use, my friend(s). It is yours to use to help me with this task.

If some of the finalist PCs are arcane casters that cannot wield any of the weapons, they are given an arcane scroll of *cure moderate wounds* instead. Remard briefly explains what each is if necessary.

Creatures:

Remard Plexarin: Male human ghost Brd8 (Sense Motive +13, Diplomacy +7). See *Appendix One*.

Ghosts: Male gnome Brd 8 (12) with ghost template (MM); hp 61; see *Appendix One*.

Tactics: As this is an untiered combat, there should be a withdrawal route left open to the PCs. Never completely surround them. Also, there is no need to use every weapon available to the ghosts. The idea of this encounter is to convince the PCs that fighting the ghosts is a bad idea so they either run away or tell Remard they accept.

Development: The PCs can continue with the investigation of Satiana even if they refuse Remard’s request. If they accept, they head on their way to the Duchy of Reach and Caronis. Either way, once PCs have clarified their intent and either fled the attack or agreed to help Remard, proceed to Encounter Four. See *Appendix Two: Distance Table for Travel Times* if PCs ask about distance or travel time.

Treasure: If the PCs peacefully interact with Remard, he gives them the following treasure:

All APLs: Loot: 0 gp; Coin: 0 gp; Magic: 1405 gp - +1 *sacred longsword* (693 gp each), +1 *composite longbow bane undead* (700 gp each), scroll of *cure moderate wounds* (12 gp each).

If the PCs fight and slay Remard, they instead gain access to the following:

All APLs: Loot: 1 gp; Coin: 0 gp; Magic: 508 gp - +1 *mithral chain shirt* (175 gp each), *cloak of resistance +2* (333 gp).

Cross off items not gained on the AR.

4: TRAVELING TO CARONIS

This encounter consists of three small sub-encounters that occur in various villages along the road. These village scenes must occur in the order presented. However, only Encounter Four A: Bluetroun must be done prior to Encounter Five. If the PCs are helping Remard, all of Encounter Four as well as Encounter Five need to happen before the PCs reach Caronis in Encounter Six or Encounter Seven. If the PCs are not helping Remard, Encounter Five should be skipped.

If the PCs are helping Remard, mentioning Bard Rafendyl’s name gets the PC a +2 to any Charisma skill checks with bards in this encounter. If they are not helping Remard, any information about the songbook should be ignored and not given to the PCs. If any PCs are members of the Furyondy Players, they receive a +2 circumstance bonus when dealing with any bards.

4A: BLUETROUT

As you head out of Remard's "nameless village," traffic on the road becomes less frequent. The rolling hills and farmlands you traverse are very picturesque. Although you see what appear to be communities in the distance, very few appear on the road itself.

Bluetrout is the first village, appropriately named as it is on the Bluetrout River, a very small tributary of the Att River. It was once famous for its blue trout but they were fished out long ago. Now the area has fish farms. As in the last village, not many people live in the village proper. The largest building here is the fish processing building. There is a ferry at the mouth of the Bluetrout that crosses the Att River twice daily, at an hour past sunup and an hour (give or take) before sunset.

As you enter the village, a sign overhead proclaims you are entering Bluetrout. The smell of fish is everywhere. In fact, the smell from the fish processing building is nearly overwhelming considering the techniques used to salt and smoke the fish for winter use. Nothing unusual is seen, except for a small fortune teller's shop.

The PCs notice the villagers getting ready for winter; fixing holes in walls and roofs, pulling up plants or mulching gardens. Everyone is dressed quite warmly.

In town there is a church of St. Cuthbert, a general store, an inn with room for about ten guests, a rather large stable, a large smithy and a few houses. Most of the people live by their fish farms and come into town as needed.

Various villagers give the following information via Gather Information checks shown below:

- DC 10: The fortune teller is the mayor's wife who feels she was "touched" a couple of years ago and can now tell fortunes. The mayor owned the shop she uses and it keeps her out of his hair, what little there is of it. However, she makes it her business to be in everyone else's, so she may know more.
- DC 10: There's been a cold snap recently, cold but no snow. Most years, there would be several inches of snow by now. *Guess it's just not wet enough to make snow, I reckon.*

Information on the ghost's quest:

- DC 10: Some new bardic songs were recently played in town. The person waxes eloquent about the songs.
- DC 15: A brilliant young bard was through two days ago and is said to have written the songs.
- DC 15: No real description of the bard or her traveling companion is available. What the PCs hear is very vague and contains descriptions that could be just about anyone.

- DC 17: Her name was, uh, Veena, Verina, something like that.
- DC 18: The new songs have a haunting beauty to them. They seem to hold a deeper message that the person can't quite figure out.
- DC 18: The person whistles part of a new song, adding a lalala lily something. A DC 15 Perform or Bardic Knowledge check allows the PCs to identify the whistled tune as one of Remard's songs.

Information on Satiana:

- DC 15: The person won't know much about Satiana as Bluetrout is pretty far away from Caronis. The person has heard the name and notes the person that mentioned it looked a little scared and really didn't say much.

FORTUNE TELLER'S SHOP

Talking to the fortune teller, Madame Alsbetica, is an exercise in frustration. Everything she says is accompanied by nonsense syllables and gestures.

The shop of the fortune teller is extremely small and not well furnished. Tattered and worn couches and chairs compete for space in the small room. A small round table is covered by a faded purple tablecloth. You see before you a well-worn, middle-aged woman who appears to have had a hard life. Her graying hair is piled on her head in what is supposed to be an elaborate arrangement but looks more like a bird's nest. Her faded and patched black robe is what a stereotypical fortune teller of old would wear. She seems to be trying desperately to look the part.

If the PCs encountered Lielennam the Rhennee seer in FUR6-06 *Invocation and Intrigue* and drew the Void card, Madame Alsbetica realizes it.

"Ah, the chosen one is here," Madame Alsbetica yells.

She stops, pauses, and approaches any PC that drew the Void card almost reverently.

"I'm so sorry. I didn't mean to startle you. Finding one touched by the fates is always a surprise. I'm glad to see you are following your fated path." She pats you on the back, smiles slightly, turns, and heads to the back of the shop without another word.

Creatures:

Madame Alsbetica: Female human Commoner 2 (Sense Motive +2, Diplomacy +1).

If no one has played FUR6-06 *Invocation and Intrigue*, she offers to read the PCs fortunes from a deck of cards, for a small fee of two coppers a person. She thinks she's using a deck of many things (DMG pg 278) and treats it reverently, although she manages to drop several cards

that are not in the *deck of many things*. Examples would be 4, 5 or 6 of cups, 9 of swords, 5, 6 or 7 of staves. PCs can use a DC 15 Knowledge (arcana) check to realize it's not a *deck of many things*. Alternately, a DC 12 Knowledge (religion) check confirms they are plain Tarot cards. The fortunes should be in appropriate flowery gibberish with lots of handwaving. Fortunes are as follows:

- Fighter types – Glorious battle awaits with many spoils to be gathered. Furyondy is glad to have you on her side.
- Divine caster types – Your god(dess) smiles down upon you. Your clerical abilities are unfortunately put to good use soon.
- Ranger types – You and the tracks of your enemies will become one. You find your path with unanticipated clarity and your comrades will be forever in your debt.
- Rogue types – Riches and fame await you in your later years. Your frugal habits today prove to be your saving grace.
- Arcane caster types – Mystical energies swim around you, clarifying your thoughts and making your future path clear to all who meet you.

The road between Bluetrout and Worlende is becoming much busier. While you are still in the rolling hills, there appear to be more villages in the distance, a sure sign of civilization.

Development: When the PCs move on, proceed to either Encounter Four B or Encounter Five. See Appendix Two: Distance Table for Travel Times if PCs ask about distance or travel time.

If the PCs choose to go through Worlende and ask around, they can find an ancient bard in an apothecary shop that knows the name of Remard's abandoned village. It is Javestaville, named after the first mayor's wife. Carellio, the old bard, was a tutor of Remard's when he was young. If asked he raves about Remard's talents endlessly.

4B: BETHUR

This hamlet is a farming community that supports small towns closer to Chendl and Worlende. The hamlet itself is extremely small. Most people live on the surrounding farms and only come into town on market days.

As you wind your way to Caronis, you find the little hamlet of Bethur. It is very small, typical of a farming community. The largest building in town is the granary. There is a small store with a tavern in the other side, as well as a smithy and a healer's shop. Very few people actually live in Bethur; most live on their farms and only come to the hamlet as needed. The weather seems to be turning colder by the day.

Various people give the following information with a successful Gather Information check.

General information:

- DC 10: (This is mentioned by everyone in town the PCs speak to). The healer eventually sees everyone that comes into town and may know something. She moved to town a number of years ago with two daughters who have since moved away. She is the hamlet's main source of healing and medicine.
- DC 10: Dresadoe is not grown much around here. Instead normal foodstuffs (beans, corn, wheat, etc.) are grown to supplement the dresadoe crops so prevalent in Gold County.

Information related to the ghost's quest:

- DC 10: Some new bardic songs were recently played in town. The person waxes eloquent about the songs.
- DC 15: A brilliant young bard was through two days ago and is said to have written the songs.
- DC 15: No real description of the bard or her traveling companion is available. What the PCs hear is very vague descriptions that could be just about anyone.
- DC 18: The new songs have a haunting beauty to them. They seem to hold a deeper message that the person can't quite figure out.
- DC 18: The person whistles part of a new song, adding a lalala lily something. A DC 15 Perform or Bardic Knowledge check allows the PCs to identify the whistled tune as one of Remard's songs.

Information related to Satiana:

- DC 14: Satiana and Thimme have a long standing love affair. Apparently they break up and get back together fairly regularly. Everyone walks on eggshells around both during the periods they are not seeing each other.
- DC 15: There are tales of Satiana's kindness to domestic animals, going out of her way to help stray dogs and cats, getting healing for them or helping to find them a home.
- DC 19: If the PCs ask, by name, if Satiana or Thrommel are referred to in the songs, the NPC abruptly breaks off the conversation and leaves.

HEALER'S SHOP

You enter the healer's shop, an unusual feature in a hamlet this small. The proprietress is a middle aged human named Joyath, with evidence of striking features from her youth. Her practical, tan tunic and trousers are covered with an equally practical apron. Her short, wavy, light red hair is cut in a low maintenance way – nothing impractical about her, although seeing a youthful portrait of her in a fabulous gown gives you a glimpse of the woman she can be should she so choose.

Creatures:

Joyath: Female human Adept 3 (Sense Motive +4, Diplomacy +3). Joyath is a short, middle-aged woman with spectacles and short, wavy red hair. She is somewhat

pudgy with a no-nonsense, hospital-type attitude. With a DC 12 Gather Information check, she tells the PCs that a young bard performed two days ago. The bard was performing very stiffly and was accompanied by a scruffy looking man in well worn brown clothing. A DC 12 Intelligence check lets the PCs connect Joyath's description to the one Remard gave, if players do not recall this on their own.

With a DC 16 Gather Information check, Joyath confides that she is worried the songs will bring unwanted attention to the hamlet as they mention "people from the highest places" who shouldn't be discussed by common folk. She refuses to give names. Part of the problem is the tunes are catchy and people are going around humming or singing snatches from them. With a DC 30 Diplomacy, Gather Information or Intimate check (PCs may attempt only one of the three once), she reluctantly says the songs mention Thrommel and Satiana. Then she leaves the area abruptly and refuses to talk to the PCs again.

If asked about Satiana or the nobles, Joyath indicates she actually met Satiana as she travels to Caronis regularly for medicinal supplies. If PCs succeed at a DC 18 Gather Information check, Joyath indicates she was called in on a consultation for a fellow healer at Satiana's residence once. A guest had a rather unusual set of injuries, something to do with amnesia or mistaken identity. It's been a long time and Joyath doesn't remember a lot. Satiana had been cordial but not overly friendly. She seemed saddened when they couldn't help the person.

Development: When the PCs move on, continue with the following, then proceed to Encounter Four C or Encounter Five. See *Appendix Two: Distance Table for Travel Times* if PCs ask about distance or travel time.

Leaving Bethur, you find yourselves back amongst the rolling hills and farmlands so typical of this part of Furyondy. In fact, if you didn't know better, you'd swear you hadn't gone forward at all. The hills are starting to all look alike. You are passed on the road by fewer and fewer travelers.

4C: RENFROTH

Renfroth is a frequent stop for people leaving Caronis. As such, it has many more buildings and inhabitants in the village itself than the prior stops. The population is around two hundred, so invent support buildings as required. The one building needed is a handyman's shop for the local fix-it guy.

In yet another village after yet another cold night, you see some signs of prosperity, a rarity out in the country. There seems to be enough money for a few taverns and even a handyman's shop.

Various villagers all mention that Robfr'nal talks to just about everyone and usually knows what's going on. Gather Information checks reveal the following:

General Information:

- DC 0: If any of the PCs were finalists in *Baffle 'Em with Bards*, the villager babbles about the contest and how wonderful they were.

Information on the ghost's quest:

- DC 10: The bard and her keeper were here just yesterday.
- DC 13: They left with another person, dressed as a commoner, but the villager thinks he was a noble downplaying his status for some reason.
- DC 15: A lady bard was through about a day and a half ago. She was of medium height, quite ordinary looking, wearing a dark brown cloak with the hood always up, even when she performed. She seemed distracted or distant; she did not answer questions but ignored them. She had a lovely voice and played the flute wonderfully.
- DC 17: The bard called herself Winsola. The person with her was just a body guard, or so she said.
- DC 18: The bard lady was traveling with a scruffy looking man with a rather large scar on his right hand. A chunk seemed to be missing from his chin. He had bright blond hair that did not seem natural.
- DC 20: The new songs that the lady bard sang bring shivers to the villager and a quick look over the shoulder to make sure no one is listening. The villager whispers that certain high placed royals and mages may be involved in some not quite legal things, and possibly with each other as well.

If the PCs ask, by name, if Satiana or Thrommel are referred to in the songs, the NPC abruptly breaks off the conversation and leaves.

Information about Satiana:

- DC 20: If asked about Satiana, the villager talks about a distant relative that was in her employ for a time. The relative was let go unexpectedly, but with generous severance pay, so the villager gives Satiana high marks.

HANDYMAN

If the PCs ask to speak to the handyman, the following occurs.

The villager shows you where the local handyman lives and works, talking him up as you approach. His name is Robfr'nal and he is of average height, and late middle age with a slight belly, but rough hands that speak volumes about his work ethic. His thinning hair just adds to the air of competency that swirls about him. Robfr'nal can apparently fix or make just about anything. He may not be an expert in all fields, but he has the tenacity to figure out

what he doesn't know. You get the impression he is very important to the people of the village.

Creatures:

Rob'frral: Male human Expert3 (Sense Motive +12, Diplomacy +3).

Rob'frral tells the PCs that yes, the bard was there yesterday. With a DC 10 Gather Information check, he further comments that she performed some very dark and scary ballads, upsetting the townsfolk. A DC 15 Gather Information check indicates that many are worried that the songs will bring unwanted attention from nobles and arcane magic users. In addition, he mentions the bard just wasn't acting like a typical bard. In fact, she was "*just not acting right at all, kind of stiff like, almost like someone else was pulling her strings.*" He says the silly noble she left with, a gnome of all things, was trying to disguise himself and forgot to disguise the shoes and speech.

With a DC 18 Gather Information check, he goes on to note that the bard's scruffy looking male friend just wasn't in the same class as the others and seemed to know it. He describes the device on the sleeve of the fake commoner, a stick or wand pointing down to a cloud with sparks in and around it. If Encounter Five has occurred, PCs recognize the device on his sleeve as the one worn by Murkenan.

If asked about Satiana, he just shrugs and tells the adventurers that he could tell you tales but since he never met the lady, he will not tell tales out of turn. No matter the Diplomacy or bribe or Intimidate, he does not say anything more.

If asked about Thrommel, the PCs see a sort of sneer on Rob'frral's face and he comments "*Some people are just a waste of space and doubly so when they are royalty.*" He won't elaborate.

Development: When the PCs move on, continue with the read aloud text below. If the PCs are not helping Remard, proceed to Encounter Seven if they proceed directly to Satiana or to Encounter Six if they instead chose to go to Caronis for some reason. If they are helping Remard, and proceed to Encounter Five if they have not done so yet and Encounter Six if they have. See Appendix Two: Distance Table for Travel Times if PCs ask about distance or travel time.

The road from Renfroth to Caronis gets much busier as you travel. Civilization shows signs of returning as villages and towns in the distance are more frequently seen. There is finally something to look at beside the hills and farms!

5: AN INTERRUPTED EVENING

This encounter occurs only if PCs are helping Remard. It must occur after visiting Bethur in Encounter Four, but can be before or after the other two villages, or in

between. If PCs are helping Remard, all of Encounter Four and Five must happen before PCs reach Caronis in Encounter Six.

It is a dark and chilly night, reminding you that winter cannot be far away in this part of Furyondy, or perhaps it is already here. Your campsite seems ideal; defensible, up against some boulders with an overhang for protection against wind and rain or, gods forbid, snow.

After dark (remembering that darkness falls much earlier in late fall) but before midnight, a voice is heard.

"Ho the camp! Do you have room for another traveler?" a warm, male voice asks. "I do not have any traveling companions and would deeply appreciate company during the dark of night." A mandolin is heard in the distance. As a shadow detaches itself from the trees, you see a handsome, well-proportioned gnome, dressed as a traveler. His smiling face and friendly demeanor, not to mention his prowess on the mandolin, suggest bardic heritage of some sort. He is wearing a traveler's cloak that appears to be a bit above the ordinary cut. His silver-blond hair is swept back across his brow, held back by a simple cord tied around his forehead. His deep brown eyes are complimented nicely by the rust and tans of his clothing, remarkably well coordinated.

The speaker tries to chat for a while as he joins the PCs' camp. If PCs ask him to leave, he does so (see Tactics below). He introduces himself as Murkenan, a poor traveler looking for work. Whether he gets into camp or not, he starts asking why they were asking about the lady bard and the songs she was singing. A DC 12 Knowledge (nobility and royalty) check or DC 17 Bardic Knowledge check shows that he has the mannerisms of nobility but is not dressed the part. If Renfroth (Encounter Four C) has been visited, PCs recognize the device on his sleeve as the one described by Rob'frral. If asked, he claims to be down on his luck due to gambling debts.

As Murkenan approaches the camp, the instruments have hidden themselves on the other side of the boulders where the PCs have made their camp (full cover).

If someone in the party *detects evil* on Murkenan, he tries to convince them that he is not evil; a curse was put on his best mandolin, which of course never leaves his side. He tries to start bardic performances, casting spells as he can to influence party members.

If the PCs tell him they have been looking for the lady bard then Murkenan claims he heard one of her earlier performances and tries to do justice to one of her songs. He gets his mandolin going without waiting for PC permission. He plays enough that they recognize the telltales from Remard, but winds in a bardic spell to allow his musical minions to get very close.

Creatures: Murkenan's goal is to delay the PCs so the bard and the scruffy man can get farther ahead. While he is not adverse to PC's dying, he also is not particularly interested in risking his own neck to slay them. He continues talking as long as possible, trying to get as close to midnight as he can when his minions are most effective. When the PCs stop talking to him, he excuses himself to find a convenient bush. Murkenan then moves to the other side of the boulders and gathers up the animated instruments. Shortly after, the PCs are attacked.

The instruments the PCs encounter are created of wood at APL 2 (hardness 5) and metal at higher APLs (hardness 10). All instruments are long (rather than tall) and therefore do not gain additional reach.

APL 2 (EL 4)

Murkenan: Gnome half-vampire Brd 1; hp 8; potion of undetectable alignment taken; see *Appendix One*

Animated Instruments, Small (2): hp 18, 17; drum sticks, fiddle; see *Monster Manual* p. 13

APL 4 (EL 6)

Murkenan: Gnome half-vampire Brd 3; hp 18; potion of undetectable alignment taken; see *Appendix One*

Animated Instruments, Medium (2): hp 37, 35; trumpet, lap harp; see *Monster Manual* p. 13

APL 6 (EL 8)

Murkenan: Gnome half-vampire Brd 5; hp 28; potion of undetectable alignment taken; see *Appendix One*.

Animated Instruments, Large (3): hp 64, 61, 59; bass fiddle, bass drum, kettle drums; see *Monster Manual* p. 13

APL 8 (EL 10)

Murkenan: Gnome half-vampire Brd 7; hp 38; potion of undetectable alignment taken; see *Appendix One*.

Animated Instruments, Huge (3): hp 108, 104, 99; piano, organ, harpsichord; see *Monster Manual* p. 13

Tactics: Once out of sight of the PCs, Murkenan swallows the remaining potions (*aid* and *protection from good*) and casts *summon monster* spells before the instruments come out and as many as possible before stepping into the fray. Murkenan concentrates on any obvious arcane casters or bards first. The instruments try to take out the most dangerous looking PC, most likely the heaviest armored of the group. The primary goal is to delay the PCs, not kill them but the half-vampire is also not willing to risk himself unduly. Murkenan does not surrender willingly and if captured, tries to kill himself somehow. Note that Murkenan is NOT undead, nor is he light-sensitive in any way, although PCs may certainly believe otherwise.

Treasure: When the fight is over, the PCs can recover Murkenan's masterwork mandolin as well as the remainder of his equipment.

All APLs: Loot: 11 gp; Coin: 0 gp; Magic: 233 gp - *brooch of shielding* (125 gp), *gnome twist cloth* +1 (108 gp)

Development: If the PCs chose to go directly to meet with Satiana, proceed to Encounter Seven. If the PCs agreed to help Remard and therefore chose to go into Caronis, proceed to Encounter Six.

6: INVESTIGATION IN CARONIS

If the PCs agreed to assist Remard, as they enter Caronis, they are accosted by a messenger from Bard Rafendyl.

As you pass through the gates of Caronis, a thin, clean-cut young man greets you. "Excuse me, gentlefolk. I was told to watch for a group such as yourselves entering Caronis. From what I hear you enjoy bardic music, particularly our own Bard Rafendyl." He is not dressed exceptionally well, nor exceptionally poorly either. After his few words, he starts plucking at the smallest fiddle you've ever seen.

Questions for the messenger:

- "Who are you?" *My name is the least important item you need to know. I need to know if you want to meet with our mutual friend in town.*
- "Where can we find Bard Rafendyl?" *He'll be in his usual room at the Bard's Rest Inn (and gives the PCs directions).*
- "How did you know we were coming?" *Weren't you told that the Bard would be told you were coming? He was and he knew, so now I know too. I don't know what you're here for, and frankly, I don't want to. I'm just the messenger, folks.*

When he manages to convey who and where, he slips off into the crowd as soon as possible. A PC with the Track feat can attempt to follow him (DC 28 Survival check with a -5 circumstance penalty for being in the city where the tracks are much harder to follow).

PCs who chose to spend some time checking on information about Satiana while in Caronis may find out the following information with successful Gather Information checks:

- DC 5: Satiana is a very reliable and responsible individual; she always pays her bills on time.
- DC 10: Satiana is very fond of cats, and people say that she takes in many strays.
- DC 15: PCs talk with an owner of a spell components shop who notes that Satiana has ordered a number of unusual spell component materials lately. These items are things not normally kept in his shop. Most of these were within the past six months.

- DC 20: Servants in her employ that are released are treated, monetarily, very well, much more so than the majority of the nobles.
- DC 23: Servant turnover at her mansion is quite low, lower than with most nobles.
- DC 30: A relative of one of Satiana's maids notes that although the wizard is always polite to Bard Rafendyl, she's been heard to call him a "meddling fiddler" to her friends.

Other general information they can discover:

- DC 18: Pallis Strandor, Master of Arcane Arts in the Furyondy Players, betrayed Furyondy to Old Wicked last month and was killed in the Willip countryside. Oddly, the Players have decided to bury him in their crypt, acting against the explicit wishes of the nobility.
- DC 40: There have been rumors that King Belvor has been planning to make an important proclamation, but nobody knows any details.

MEET BARD RAFENDYL

When the PCs show up at the Bard's Rest Inn, they are greeted at the door by Harmonius. They are told to head on upstairs to room eleven and they will be met soon. Just after they find the room, trays of food and drink are brought up. Bard Rafendyl arrives about fifteen to thirty minutes after the PCs get settled in the room. If they try to leave the inn, Harmonius, and Velanala, the inn registrar, do their best to shoo them back upstairs.

At last, Bard Rafendyl enters the room. "Ah, friends, so sorry to keep you waiting. I've been having a bit of, shall we say, unwanted company when I leave my studios lately. Sometimes it takes longer to lose them than other times. Today was definitely a longer time than normal."

He greets PCs he has met before warmly and by name. He asks to be introduced to the rest and when he greets new ones, he immediately uses their name in the first sentence, committing it to memory.

He asks for the story of their trip to Caronis, what they discovered about the songbook, the bard, and Satiana and her contacts. When they talk of the captive bard, he adds the following:

"Yes, well, I have some news on that front myself."

If none of the PCs played Baffle 'Em with Bards, read the following.

"The captive bard is someone well known to me, Alise Viavaté (uh-leese vee-uh-vah-tay), an associate of mine."

If any of the PCs played Baffle 'Em with Bards, read the following:

"Some of you may remember the young bard you escorted to Chendl a time ago, Alise Viavaté (uh-leese vee-uh-vah-tay)."

If the PCs describe their encounter with Murkenan to Rafendyl, including the description of the sleeve device, proceed to the following. (Note: tête a tête means meeting and is pronounced "teht ah teht".)

"From your description of your little tête a tête, the device on the gentleman's sleeve connects him to a local wizard, one Nayn Cerlain (nain sir-lane), a less than trustworthy fellow in my opinion and, despite the sound of his name, not a knight at all. The rumor mill here in Caronis says he has a young lady held in his mansion against her will. My sources tell me it is Alise. I greatly fear for not only her life, but more importantly, her sanity. It seems she's been forced to commit acts that are far, far outside her normal actions."

Other questions:

- "Would he injure/hurt Alise while she's captive?" *I can't say for sure, but he's been known to "play" with people who are then released in less than optimal condition. He doesn't seem to kill them outright, but some of what I've heard is worse. I really don't want to discuss it – I want to get her out of there before anything happens.*
- "Does he work on his own or with another wizard?" *There have been rumors on occasion that connect him to the court wizard Satiana, but none have ever proven to be true. Since I choose to act within the law, I can do nothing without proof.*
- "How could he control Alise?" *A good question, that. I don't believe someone of his experience could. I believe he may have gotten help somewhere, though from whom, I do not know.*
- "Why is the songbook so dangerous?" *Basically, it contains innuendoes from fifteen to twenty years ago, when Remard was around, that have since turned into fact or nearly so. Connections between the royal family and certain wizards are among the songbook's contents. I have no doubt that someone wants that book destroyed because of those rumors. On the other hand, the little I've heard about Remard's dark bardic lore he collected makes it an ideal tool for our opponents. We could be dealing with one person or several. I just don't know at this point.*

At APL 2, Rafendyl offers the PCs use of four flasks with oil of magic weapon while at APL 4 he offers two such flasks. PCs are expected to return these if they are not used. Bard Rafendyl gives them some local contacts, as well as directions to Nayn's mansion and to Satiana's if they ask. Examples of local contacts would be a baker Nayn's cook uses, a magic shop he frequents, etc. If the PCs follow up, they won't have any specific information,

just general things like he pays his bills, doesn't like rye bread, is very particular about his magic supplies, etc.

Creatures:

Harmonius: Male human Rog1/Ftr1, hp 12 (Sense Motive +7).

Velenala: Female human Wiz3, hp 11 (Sense Motive +9).

Rafendyl: Male Half-elf Brd11 (Sense Motive +8).

Development: If the PCs are pursuing information about Satiana, proceed to Encounter Seven once they decide to interview her directly. If they are pursuing the ghost's quest first, proceed to Encounter Eight if they wish to confront Nayn directly and to Encounter Nine if they choose to rescue Alise first.

7: SATIANA HERSELF

If the PCs decide to interview Satiana directly, first her doorman shoos them off unless they threaten or bribe him. The bribe needs to be at least forty wheatsheaves [+5 per APL]. A DC 20 Intimidate check also works. He tells the PCs he just can NOT take them into his mistress' presence without a proper introduction. He insists on having a general idea of why they are here in order to properly introduce them. This would be in addition to the bribe or Intimidate check. If they do get through to Satiana, continue with the following:

As you finally enter the audience chamber, it is set up nearly like a throne room, with notable exceptions like the cat runs, ramps, and pillows you see everywhere – not to mention all the cats. The doorman pauses and rambles in a bored tone with your names and purpose for coming. The woman at the end of the room is one of the most, if not the most, beautiful you have ever seen. Perfectly proportioned; silky skin; long, wavy, blond hair; large blue eyes; wearing a floor length gown of a simple cut, but fitted exquisitely. Next to her is a smallish white tiger.

Any PC with the Ire of Nakky from FUR4-03 Bells in Gold is constantly hissed at by all the cats in the room. In addition, the cats walk one by one within ten feet, catch the PCs eye and hiss loudly, then walk away, tail in the air. Have this occur about once a minute or so.

"Oh, please pardon my doorman! He must have forgotten that the Chamber would be sending interviewers. I guess the problem would be that you don't look like interviewers, more like adventurers. Ah well, let us move on. I am Satiana, court wizard to Duke Bennal Tyneman, as I'm sure you already knew. This," bending to pet the tiger, "is my pet, Kitty." Turning to briefly pet the cat, and making appropriate reassuring noises, as if to a baby, she turns to you and says, "What would you like to

know?" Her voice, a high-pitched soprano, seems to be perpetually perky, irritatingly so.

If anyone in the party has the Ire of Nakky, from FUR4-03 Bells in Gold, roll a d8 prior to the start of questions. After that number of questions to Satiana, Kitty walks up to the PC in question, circles the PC as questioning continues, and eventually marks the PC with urine.

"Oooo, Kitty! That's was so naughty! Now you come right back here!" The tiger slowly makes her way back to Satiana looking chagrinned. "I'm so sorry," she says to the dripping victim, "she's never done that to anyone." Once the tiger arrives next to Satiana, as she faces the audience, you clearly see a feline grin come over her face whenever Satiana isn't looking.

Creatures:

Satiana: Female human wiz12 (Bluff +20, Diplomacy +20, Sense Motive +8).

Questions for Satiana:

- "Why do you want to be on the Chamber of Four?" *Well, I'm sure the right answer is to help the Duchy and Furyondy...and while that is part of the answer, anyone who doesn't tell you they want the power of the position is lying. Who doesn't think they can run things better than the current group? They're all getting a tad long in the tooth and I think it's high time that council had a younger woman's touch, don't you?*
- "What type of magic do you do?" *I can hardly believe you came all this way without knowing that one. I do transmutative magic; I can change things. I do try to improve things as I can, although I will say that sometimes, it just doesn't work out that way.*
- "Can you cast fire magic?" Satiana laughs. *Of course.*
- "Are there types of magic you cannot do?" *Well, I prefer to steer away from deceptive and death magic.* She smiles. (If PCs follow up on this question, she confirms she does not cast Illusion or Necromancy spells).
- "What do you think Furyondy should do about Iuz?" *That's a difficult question. While I totally agree with the King about the never ending war and all, it seems to me that it could be done more slowly, over a broader span of time, and spreading the resources out over time too.*
- "What would you do about the rumors of undead in Chendl?" *Unfortunately, these aren't rumors – undead roam the streets. A concerted effort to rid the city of the undead needs to be made. If Chendl is once again to be the diadem of the Flanaess, we have to make it safe for visiting dignitaries.*
- "Where does the restoration of Crockport fit into your agenda?" *Although not as high on the list, Furyondy as a whole would benefit from this. It*

would strengthen our military presence in the area and would be a symbol of our commitment against Iuz. It definitely deserves more resources – how to get them is another issue. Perhaps land grants or lessening of taxes for heavy investors? I'll have to think on this one.

- “Do you think licensing arcane casters is a good idea or a waste of time?” *I know this has been done in other kingdoms as well as in our own Barony of Willip. The only purpose it seems to have is gaining tax revenue. If you wanted to regulate arcane casters, it would take a lot of resources to monitor them. I don't think it's worth the effort.*
- “Are there any types of magic you would outlaw?” *As with most things, use of a tool is up to the morality of the individual. Magic is just that; a tool. The current laws cover things like murder and theft. Whether it is accomplished by magic or other means, punishments have already been set down. Outlawing certain types of magic would just be a nightmare to monitor.*
- “What would you do about the corruption in the Chamber?” *Well, I suppose that should be looked into. It's difficult for people, men in particular, to be in positions of power for long without becoming corrupt. Perhaps three of the Chamber members could question the other one under spell? Perhaps some sort of spell enforced oath? I'll have to think on it further.*
- “What would you do to find the missing Chamber member?” *I would imagine King Belvor has already done extensive investigations. I would like to review what has been done and see what was not done already. That may be very telling as far as the parties responsible if the investigations were skewed. I would certainly like to know what happened from a personal as well as a professional standpoint – I certainly wouldn't want to be next.*
- “Do you know Nayn Cerlain?” *Well of course I know him – I know at least something of all the wizards of a certain level in Furyondy. One must keep well informed of ones compatriots!*
- “Does Nayn Cerlain work for you?” *I have occasionally hired him for a task or two, just as I have many other low-level wizards. He performed satisfactorily, and we parted company. It's not as though I invite him to dinner or anything.*
- “Have you heard of Remard Plexarin?” *Hmm, no, I don't believe I have. Doesn't ring a bell.*
- “Have you heard of Alise Viavaté?” *Wasn't she an apprentice to the Bard Rafendyl at one time? Quite a clever little thing – I wonder what she's doing now?*
- “Have you ever met Prince Thrommel?” *Well, yes, but it was some time ago. He hasn't exactly been out in the open for quite a while you know.*
- “How well did you know Prince Thrommel?” *I'd hardly say I know him. We ran into one another as*

any noble children might, at balls, parties, and the like. I was hardly allowed to speak with him myself, certainly not more than many other eligible young women.

- “Do you know anything about a stolen bardic songbook?” *Now that you mention it, it seems I heard Thimme, ex-beau of mine, mention it once. Wouldn't surprise me a bit if he were operating on the dark side of the arts. Such a pity; he is such a pretty one.* (sigh)
- “Is Thimme capable of controlling a bard?” *Well, goodness me, anyone of appropriate skill could, of course. The key here is who would want a pet bard and for what purpose? Thimme has always had a soft spot for bards though.*
- “Why did you break off with Thimme?” *He was being a bit, well, a lot too attentive with a local barwench. And wench she was – she said the nastiest things to me. I had to report her to the militia. You just don't say things like that to your betters without consequences! Well, since that seems the type Thimme wanted to play with, then he certainly didn't want my type, diametrically opposed as they are.*
- “Who is your sponsor?” *Sponsor? What sponsor? I am the court wizard for the Duchy, so I suppose the duke would be my sponsor. Beyond that, I sponsor myself.* (award winning smile)

If there are arcane casters in the party –

“It's so nice to welcome other arcane practitioners to my home. I'm always interested to see how everyone is faring, particularly in their continuing magic studies. It seems we are forever walking around with our noses in books, aren't we!” she says with a wink and a smile. “How on earth do you have time for studies with all this adventuring?”

Satiana has a short conversation with the arcane casters on their progress in arcane studies, asking after their masters in the arts, arcane schools they may have attended, countries they've studied in, etc. After the small talk is petering out:

“You may not know this, but I'm always willing to share spells with fellow arcanists, particularly one(s) as easy to get along with as you seem to be. Over the years, I've gained a fair amount of arcane knowledge and have come across quite a number of unusual spells you might be interested in adding to your repertoire. Why don't you stop by when you're done with your current mission and we'll chat some more?” With that, she again turns her charming smile to you and regally sweeps from the room.

Development: If the PCs aren't helping Remard, proceed to the Conclusion. If they are pursuing the ghost's quest, proceed to Encounter Eight if they wish to

confront Nayn directly and to Encounter Nine if they choose to rescue Alise first.

8: CONFRONTING NAYN

This encounter occurs when – or if – the PCs choose to confront Nayn directly. If the PCs choose to rescue Alise and not confront Nayn, (for example, by sneaking into his home) skip to Encounter Nine. A map of Nayn's mansion can be found in DM's Aid Two - Nayn's Mansion.

As usual, Rafendyl's directions are spot on. The building in front of you is what could only be termed a mansion, although not the largest in the area by far. A serious effort has gone into making the building look impressive – large columns in the front, gold trim spread about and flowers everywhere, which seems odd since it's almost winter.

For any PC that was a finalist in Baffle or is a bard, also read the following:

You hum a little tune and the music leading you to the songbook is very loud indeed at this point, almost intrusive. It is very, very near.

If the PCs knock, continue with:

The double doors to the home swing wide. A half-orc impeccably dressed in a suit opens the door. "What can I do for you? Do you have an appointment with Lord Cerlain? I don't believe he had such a meeting on his schedule for the day."

The doorman begins as Indifferent and must be moved to Friendly to be persuaded to allow the PCs a meeting with his master. A successful DC 15 Diplomacy check (give up to a +5 circumstance bonus based on information PCs provide or good role-playing), means the PCs convince the doorman to lead them to Nayn.

The half-orc leads you through multiple rooms. Something just seems odd about the place. It just doesn't seem large enough to hold all the rooms that the doorways imply.

A DC 15 Spot check tells the PCs that the room is not as big as it appears. A DC 15 Profession (artist) or Craft (painting) check tells the PCs that Nayn had an especially talented artist use trompe l'oeil (pronounced tromp loi) techniques to make the space appear larger.

You are eventually led to a large hall. Sitting in the front of the hall is a little halfling, and a fairly ugly one at that, with legs thrown over the side of what can only be called a throne. He's dressed somewhat gaudily in silk robes with large dragon motifs that look strangely out of proportion on this little person. "Yes, yes, now you've met me. I don't do

autographs, so you may as well leave now. You're boring me already."

In answer to questions at this point:

- *Satiana? Yes, of course I've heard of her. She is the court wizard here. I've done a few small tasks for her but nothing more. I've never even met the woman – all our dealings were done through underlings.*
- *Elsie? Alice? What was that name again? I'm sorry; I just don't keep track of every little bardic floozy in the kingdom.*
- *Remard? It seems like I heard the name years ago. I don't really remember anything other than hearing the name.*

At various points in the conversation, he tries to convince them the conversation is over and they should leave. If the PCs do not appear to be leaving after 1d6+4 rounds, proceed to Tactics below.

Creatures:

APL 2 (EL 4)

Nayn Cerlain: Halfling Wiz3; hp 13; see Appendix One

Anisalla: Female rat familiar; hp 8; see Appendix One

Sprite (Grig): hp 6; see Monster Manual, p. 235

APL 4 (EL 6)

Nayn Cerlain: Halfling Wiz5; hp 21; see Appendix One

Anisalla: Female rat familiar; hp 10; see Appendix One

Sprite (Grig) (2): hp 6, 5, see Monster Manual, p. 235

APL 6 (EL 8)

Nayn Cerlain: Halfling Wiz7; hp 29; see Appendix One

Anisalla: Female rat familiar; hp 14; see Appendix One

Advanced Sprite (Grig) (3): hp 19, 18, 17; see Appendix One

APL 8 (EL 10)

Nayn Cerlain: Halfling Wiz9; hp 46; see Appendix One

Anisalla: Female rat familiar; hp 23; see Appendix One

Satyr with pipes: hp 35, see Monster Manual, p. 219

Advanced Sprite (Grig) (4): hp 19, 18, 17; see Appendix One

Tactics: Nayn does not attack; he waits for the PCs to make the first threatening move. Since he knew the PCs were on their way in (hidden button pressed by the doorman), he has buffed himself and his minions with any spells lasting longer than one minute that he could. The grig underlings fly out of easy reach while using

their musical powers to force the PCs to dance. At APL 8, the satyr attempts to put PCs to sleep or charm them.

Treasure:

APL 2: Loot: 1 gp; Coin: 0 gp; Magic: 246 gp – amulet of natural armor +1 (166 gp each), 4 scrolls of magic missile (2 gp each per scroll), 4 scrolls of scorching ray (12 gp each per scroll), 2 scrolls of phantasmal assailants (12 gp each)

APL 4: Loot: 4 gp; Coin: 0 gp; Magic: 134 gp – wand of magic missile [25 charges] (31 gp each), 4 scrolls of scorching ray (12 gp each per scroll), 2 scrolls of phantasmal assailants (12 gp each), scroll of dispel magic (31 gp each)

APL 6: Loot: 33 gp; Coin: 0 gp; Magic: 200 gp – wand of magic missile [25 charges] (31 gp each), 4 scrolls of scorching ray (12 gp each per scroll), 2 scrolls of phantasmal assailants (12 gp each), scroll of dispel magic (31 gp each), scroll of restoration (66 gp each).

APL 8: Loot: 33 gp; Coin: 0 gp; Magic: 200 gp – wand of magic missile [25 charges] (31 gp each), 4 scrolls of scorching ray (12 gp each per scroll), 2 scrolls of phantasmal assailants (12 gp each), scroll of dispel magic (31 gp each), scroll of restoration (66 gp each).

Development: If the PCs keep Nayn alive for questioning, they may convince him to cooperate with questioning via Diplomacy or Intimidate. Use standard PHB rules (p. 76) for Intimidate. For Diplomacy, assume that Nayn begins as Unfriendly and must be persuaded to be Indifferent (a DC 15 Diplomacy check). If successful, he answers the following questions as indicated:

- “Did you kill Remard and if so, why?” *Personally no, I didn’t. I may have mentioned that he had something potentially valuable to an acquaintance. I may have expressed some interest in what might be found on the bard. But kill someone? No, not I. However, the songbook was nowhere to be found at the time of his demise. So I set watchers on his grave, knowing his spirit would be restless until all was resolved. The stupid villagers must have found the thing and buried it with him out of my sight.*
- “Why did you need Alise?” *I’ve heard of bards protecting their songbooks before. I have had a number of years to think on the subject. Having a bard retrieve the book was essential. She seemed like an easy enough target to manipulate. I did not count on her satyr friend loosening the enchantment. Filthy beasts!*
- “Where is the songbook now? Why do you want it?” (DC 25 Intimidate or Diplomacy check) *It has come into my possession and if you’re a decent adventurer, you should have no trouble locating it. As to why I want it, power, of course. And money; the knowledge within could be worth much to the right people.*
- “What connection do you have with Satiana? Thrommel?” *None really. I’ve been known to work with various and sundry important people on a*

project or two, but I’m not tied to any of them. Lowers my market value, you see.

- “Why send Murkenan and his bunch after us?” *Hoping to delay you, of course. Obviously that didn’t turn out as planned. You just can’t get good help. I was hoping to have time to study the songbook prior to your arrival or even have it copied.*
- “Why has Remard’s village become deserted?” *People in a small village don’t like unexplained killings. I just encouraged them in their uneasy attitude and found other ways to get them to leave in a hurry. I didn’t want anyone else finding Remard’s songbook, and obscuring knowledge of the village’s existence seemed a logical way.*

If PCs wish to attempt to rescue Alise at this point, continue to Encounter Nine. If they have not yet met with Satiana and wish to do so now, proceed to Encounter Seven. If they wish to return to the Mage Council in Chendl, proceed to the Conclusion.

9: RESCUING THE HAPLESS BARD

This encounter occurs when PCs choose to rescue Alise. If the PCs are not helping Remard and therefore know nothing of Alise, skip this encounter. A map of Nayn’s mansion can be found in DM’s Aid Two: Nayn’s Mansion.

There are two ways to get to the dungeon – through the mansion proper, meaning Nayn would know they were there, or through the servants’ entrance. Read the appropriate text based on which way the PCs decide to go.

If the PCs enter through the servant’s entrance:

The servant’s entrance is what you’d expect, nothing fancy. It opens into a small corridor with many doors opening off to either side and at the end.

There are two doors to the right and three to the left. The one at the end of the corridor leads to the dungeon. If the PCs open any of the others, they surprise servants who run screaming to alert the guards, taking away the PCs chance to surprise any dungeon guards.

If the PCs enter through mansion proper and have already defeated Nayn in Encounter Eight:

There is no one standing in your way as you leave the audience chamber. The corridors are eerily silent. Stairs heading down are just a couple of turns away from the audience room.

If the PCs enter through mansion proper and have not all ready encountered and defeated Nayn:

You find servants in your way at every turn, insisting you see the master first.

Assume that between the PCs and the stairs down, they run into at least five random servants, all of whom would

have to be moved out of the way in some fashion. They are scared but insist the PCs see Nayn first. A DC 10 Intimidate check gets them to comply with PC requests, such as moving out of the way, not talking to Nayn about the PCs, etc. If PCs have not mentioned avoiding Nayn, they go to him to report. If Encounter Eight has not yet been played and if they convince the PCs to see Nayn first, go to Encounter Eight.

Once the PCs reach the stairs to the dungeon, continue with the following:

As you descend the stairs, the musty, damp odor typical of dungeons assaults your nose. What seems odd is the sound of music coming from ahead of you.

In the dungeon to the right, there is a doorway to what appears to be a magician's laboratory. Normal magic looking stuff is in here – beakers, smudgy lab coats, caged animals, etc. If the PCs make a DC 20 Search check, they find Remard's songbook hidden in a false panel in the bottom of a cage of rats. As Remard mentioned, the songbook is trapped and any non-bard who touches it is subject to its effects, as noted below.

Inflict Light Wounds Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (inflict light wounds, 1st level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26. Cost 500 gp, 40 XP.

Some PCs may wish to read Remard's songbook in order to gain access to the forbidden magic and/or music contained within. A DC 15 Spellcraft check or *read magic* spell reveals that fifteen years of nonuse in a grave in an abandoned village has made the spells indecipherable for the purpose of copying or scribing, although they seem to be personally researched necromancy and transmutation spells of exceptional power. The text of the songs, on the other hand, can be read by a keen-eyed reader or performer. A character can determine certain pieces of information by making a Perform check or Decipher Script check of the DCs listed below, or by making both a Perform check and a Decipher Script check each of 5 less than the DCs listed below:

- DC 15: The song that Alise has been singing speaks of a young female wizard who scared potential suitors away with her disfiguring “experiments” on local wildlife. On the face it appears to be a song talking about the evils and dangers of magic users. However, a DC 25 Knowledge (history) check allows the PCs to note that if the wizard in the song was real and had aged normally since Remard's death, she would be roughly Satiana's age by now...
- DC 20: A second song, this one a requiem, mourns the loss of the heroes of the battle of Emridy Meadows and has an oddly out of place reference to a six-armed

figure draped in scarlet. If a PC specifically asks about six-armed figures, a DC 10 Knowledge (religion) check allows the PC to recall that Hextor has six arms, while a DC 26 Knowledge (the planes) check allows the PC to identify a marilith as a six-armed demon. PCs who specifically ask about scarlet may make a DC 15 Knowledge (history) or Knowledge (local [Core]) check to identify the Scarlet Brotherhood as a commonly referenced “scarlet” during that time period. PCs who correctly identify either Hextor or the Scarlet Brotherhood may make a DC 20 Knowledge (local [Iuz Border States]) check to recall that Prince Thrommel was once referred to as the hero of Emridy Meadows, and this song is likely suggesting his disappearance was not due to death, but other fell deeds.

- DC 25: Another song, marked by frequent and unexpected changes in tempo and key, refers to a person designated only as “T”. This “T” holds a position of high nobility in Furyondy and is described as a “rogue” who has sought to subvert the authority of the king and the Knightly Conclave. A DC 25 Knowledge (local [Iuz's Border States]) check confirms that the most well-known nobles with an initial of “T” are Toj Remarkus, Willip's representative to the Noble Council, Timarn, one of Viscount Luther Derwent's twin sons (Viscount Derwent is the ruler of the Viscountry of the March), Telemmand, Viscount Derwent's representative to the Noble Council, and Duke Bennal Tyneman, ruler of the Duchy of the Reach. A DC 20 Knowledge (local [Iuz's Border States]) check confirms that this information is true of Duke Tyneman, well known to the king and nobility, and that being subverted by nobles is considered a normal part of ruling Furyondy.
- DC 30: The song also suggests that many people in the king's court believe that Furyondy would be better able to fund their campaign against Old Wicked by annexing Dyvers. A DC 10 Knowledge (history) check confirms that the campaign referred to in the song is most likely the Greyhawk Wars, as the conflict was ongoing at the time of Remard's death.
- DC 40: A fourth song, slow and contemplative in nature, is especially careful to avoid naming anyone or making direct accusations, yet it strongly suggests that a half-elf living in Caronis is much more closely allied with Celene and Highfolk than with Furyondy. A DC 25 Sense Motive check allows the PC to determine that for the implication to be hidden this deeply in the song, the half-elf the song speaks of is most likely a bard.
- DC 50: The fifth song PCs can decipher contains a rushed tempo and particularly difficult countermelody. It is nearly impossible to play without the use of multiple instruments and is marked by unusual breaks in the lyrics. However, the PC is able to piece together that the composer believes that King Belvor's goodness has blinded him, and that he has a deep history of being too trusting of his advisors and high-ranking

nobles. The song seems to be deliberate in avoiding any mention of names or titles.

In front of the stairway, there is a door straight ahead that is a guard room. It is furnished with five chairs and a table. There is no one in the room. The music is from beyond the guard room in the attached hallway. There is a door to the hallway. It is closed but unlocked.

When the PCs get into the hallway, they run into the appropriate level monsters. If the PCs call out to Alise, she is suitably grateful for the rescue attempt and Inspires Courage during the combat.

Creatures:

All APLs

Servants: Male/female commoners (Diplomacy +4, Spot +2).

Alise Viavaté: Female Human Brd4

APL 2 (EL 4)

Spectral Lyrist: hp 39; see Appendix One

APL 4 (EL 6)

Spectral Lyrist (2): hp 38, 40; see Appendix One

APL 6 (EL 8)

Crypt Chanter: hp 45; see Appendix One

Advanced Spectral Lyrist: hp 57; see Appendix One

APL 8 (EL 10)

Crypt Chanter (2): hp 45; see Appendix One

Advanced Spectral Lyrist (2): hp 57; see Appendix One

Tactics: When the spectral lyrist and/or crypt chanter hear unfamiliar footsteps, they begin their bardic music to use *fascinate* or *suggestion*. They are not surprised by the PCs. If they are unable to affect the PCs with these abilities, they instead close and attempt Charisma drain.

Once creatures defeated, the PCs can easily find the door for Alise's cell. The square in front of her cell is trapped. Note that at APL 2, the trap had been previously sprung.

Fusillade of Darts Trap: CR 1; mechanical; location trigger; manual reset; lock bypass (DC 20 Disable Device check); Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Market Price 500 gp.

Once the monsters in the basement are defeated, the PCs encounter no resistance on the way out.

Development: At APLs 2 and 4, if any PCs need a *restoration* as a result of rescuing Alise, she calls in favors to pay for the restorations. At APLs 6 and 8, she is able to obtain said *restorations* at half normal price. Alise then insists on being taken to Bard Rafendyl. If the PCs refuse

to accompany her, proceed to the Conclusion. If they agree to escort her there, proceed to Encounter Ten.

10: BACK TO THE GRAVE

At Alise's insistence, the PCs have gone to meet with Bard Rafendyl. He takes her to another part of the Bard's Rest Inn for a debriefing while directing PCs to their rooms, food and drink for the evening which he has paid for.

After a time, Bard Rafendyl comes into the common room. He looks relieved that Alise was found unharmed. "My friends, I cannot thank you enough for all you have done."

"I feel the next step to end this scenario is a face-to-face, er, ghost meeting with Remard. I'd like to put his spirit to rest. Would you accompany me?"

If the PCs refuse to accompany Rafendyl, proceed to the Conclusion. If they agree to accompany him, continue with the following:

Your travel back to Remard has been unremarkable – boring, in fact. As you reach the abandoned village, you once again hear the eerie strains of Remard's music.

Upon reaching his grave, he greets you warmly. "Ah, the intrepid adventurers have returned! What news have you?"

When the PCs are done explaining everything, if they discovered that Nayn is responsible for his murder, read the following:

"Huh! Overly ambitious, upstart puppy! He couldn't just steal the thing, he had to kill me and ruin my village also! I'm glad he got what he deserved!"

If the PCs didn't discover Remard's murderer or if they choose not to tell him, read the following:

"I surely do wish you had discovered the blackguard that put me early in my grave. I suppose I'll have to be satisfied with the rest of your discoveries. I don't know as I'll rest easy though."

At this point, Rafendyl and Alise step in.

Alise steps up to Remard and kneels in front of the ghost. "I want to apologize for my behavior while under Nayn's influence. I was aware of what I was doing," she shudders, "but was unable to break free. I believe I did justice to your works, but I renounce any credit for them and will make sure that anyone attributing them to me is corrected immediately."

Remard smiles. "I know, child. I recognize a good heart when I see one. The harm done can be

undone in time. Thank you for your concern, but do not blame yourself any longer."

Rafendyl steps up beside Alise. "And I, as a member of the Furyondy Players guild, will make sure that all the players are aware of your contributions to the art and give credit where credit is due. Your songs are masterful and deserve to be heard, with proper acknowledgement, of course." Remard nods, "Truly, I do appreciate the consideration. I suppose after one is dead, having others perform your works is the only way to stay alive a bit. I heard that your young lady here did great things with my songs. Presumably, others will as well. With that I will have to be content."

The following should be read if the songbook is not recovered:

Remard continues. "While I am glad you recovered the young lady unharmed, and that my good name will be correctly connected to my works, I am disappointed my songbook was not recovered. I fear I will not rest easily until I know it is in safe hands." With that, he fades into the distance, a dejected looking spirit indeed.

The following should be read if the songbook is recovered.

Remard continues. "In that spirit, I charge you, Bard Rafendyl, with the ownership of my songbook. I believe you will know what best to do with it. Much of its contents are not for general consumption, but I suspect you know that."

Rafendyl readily agrees to take charge of the book. Remard looks at the rest of you. "None of this would have been possible without you. Obviously I can't fend for myself these days, but I believe now I can rest easy knowing this information is in the correct hands."

If there are no bards in the party, read the following:

Gradually, Remard fades into the distance, a smile upon his face.

If there are any bards in the party, the following occurs.

"I would like to offer some reward for resolving this matter. But what to do? I'm only a ghost it's not like I can...wait, maybe I can! If a bard among you is willing, I can teach you some of the less volatile songs in the book. The method will be a little unorthodox I'm afraid. We would have to be co-located in your body. I know, it sounds odd. But the best way for you to learn is for me to actually play the songs using your body and mind. The songs will then be there when you need them later. It takes several days to complete the process, so hopefully your companions are willing to wait a bit. Is one of

you willing?" Remard smiles broadly, ecstatic that he can do something for the ones that helped him.

Only one PC can take this possession. If there is more than one bard, preference would be given first to a member of the Furyondy Players who drew the Void card in FUR6-06 Invocation and Intrigue, then to bards in the Furyondy Players, then to any bard who drew the Void card not in the Furyondy Players and finally to other bards. Allowing this possession costs 1 TU and leaves the PC exhausted at the beginning of the next adventure. The following covers the possession.

"Wonderful! I'm so glad you agreed! This need not be unpleasant, but it will be exhausting. Come, lie here under this tree while the transfer is made." When you are comfortable, Remard slowly makes his way over, smiling reassuringly. He appears to lie down on top of you, eventually melting into you and disappearing.

A voice in your head says, "See, that wasn't so bad! Just let me take it from here. I promise there will be no untoward effects beyond the exhaustion. Relax and in a few days, your repertoire will be extended delightfully!" For the next three days, you appear to constantly sing and play your chosen instrument, surely driving your companions to distraction. At the end of the time, you are once again asked to lay by the tree and Remard leaves your body.

"I hope those songs serve you in good stead. I must say I enjoyed being corporeal again for a time. Thank you all for your help. Perhaps we'll meet again under more pleasant circumstances. You know where to find me!" Remard says as he gradually fades into the distance, a smile upon his face.

Treasure: In addition to the coin noted below, Bard Rafendyl informs PC members of the Furyondy Players where they can attain certain magical instruments. To all successful PCs, he provides information on obtaining certain other items (APL 2: hat of disguise; APL 4: figurine of wondrous power, silver raven; APL 6: shawl of bewitching; APL 8: pipes of haunting).

APL 2: Loot: 0 gp; Coin: 15 gp; Magic: 0 gp

APL 4: Loot: 0 gp; Coin: 30 gp; Magic: 0 gp

APL 6: Loot: 0 gp; Coin: 45 gp; Magic: 0 gp

APL 8: Loot: 0 gp; Coin: 45 gp; Magic: 0 gp

Development: Proceed to the Conclusion.

CONCLUSION

This encounter occurs once the PCs return to Chendl to report their findings to Telmus. If PCs did not accept Telmus's quest, see the summary at the end for information on what favors they may still earn on their AR as the adventure is concluded for them at this point.

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

Your approach to the Mage Council building has not gone unnoticed. Telmus is in the main entry when you come inside. "Ah, returned I see. Please come this way." He leads you to the same small room in which you met the first time.

Telmus seats himself in front of a pile of paper, ready to record your findings. "So, what have you discovered about Satiana? Would she make a good member of the council?"

After listening to all the PCs comments and duly noting them, he asks clarifying questions as needed. After the information is all laid out, he continues.

"To ensure that not only are your opinions noted, but to ensure the honesty of the people reporting the results," Telmus harrumphs, "I need you to place a white or black ball in this sealed box. The white indicates you favor her appointment, while the black indicates you oppose it. Each ball has an "S" on it for Satiana. I cannot open the box – indeed it takes at least two of the Chamber of Four to open it. Your opinion will count in this matter."

When the voting is done, make sure you have the votes for each PC and if this is the premiere, be sure to report the results on the Critical Event Summary.

"I, and the Chamber of Four, thank you for your efforts. This information will help us tremendously in determining who should be elevated. Please don't discuss this with anyone else until after the selections are complete." With that, he stands, pays you your twenty five wheat sheaves and escorts you to the entrance.

The PCs earn the Favor of the Mage Council if they take up Telmus's mission and report back. They earn the Favor of Satiana if the group recommends her for the Chamber position and they earn the Disfavor of Satiana if they recommend against her appointment. PCs earn the Favor of Bard Rafendyl and Influence with the Furyondy Players if they rescue Alise. One (and only one) bard at the table may earn the Favor of Remard Plexarin if they agree to spend an extra TU to gain Remard's wisdom. PCs earn the Favor of the Furyondy Players if they turn over the songbook to Remard, who in turn gave it to Bard Rafendyl. Be sure to cross off any items not earned.

Treasure:

All APLs: Loot: 0 gp; Coin: 25 gp; Magic: 0 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.

3: Meet Remard Plexarin

Accept Remard's mission or defeat the ghostly hoard.

APL2: 30 xp

APL4: 45 xp

APL6: 60 xp

APL8: 75 xp

5: An Interrupted Evening

Defeat Murkenan

APL2: 120 xp

APL4: 180 xp

APL6: 240 xp

APL8: 300 xp

8: Confronting Nayn

Defeat Nayn

APL2: 120 xp

APL4: 180 xp

APL6: 240 xp

APL8: 300 xp

9: Rescuing the Hapless Bard

Rescue Alise alive

APL2: 120 xp

APL4: 180 xp

APL6: 240 xp

APL8: 300 xp

Story Award

Interview Satiana

APL2: 30 xp

APL4: 45 xp

APL6: 60 xp

APL8: 75 xp

Discretionary roleplaying award

APL2 30 xp

APL4 45 xp

APL6 60 xp

APL8 75 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

APL8 1125 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.

3: Meet Remard Plexarin

All APLs: L: 0 gp; C: 0 gp; M: 1405 gp - +1 *sacred longsword* (693 gp), +1 *composite longbow bane undead* (700 gp), *scroll of cure moderate wounds* (12 gp each).

OR

All APLs: L: 1 gp; C: 0 gp; M: 508 gp - +1 *mithral chain shirt* (175 gp), *cloak of resistance* +2 (333 gp).

5: An Interrupted Evening

All APLs: L: 11 gp; C: 0 gp; M: 233 gp - *brooch of shielding* (125 gp), *gnome twist cloth* +1 (108 gp)

8: Confronting Nayn

APL 2: L: 1 gp; C: 0 gp; M: 80 gp - 4 *scrolls of magic missile* (2 gp each per scroll), 4 *scrolls of scorching ray* (12 gp each per scroll), 2 *scrolls of phantasmal assailants* (12 gp each)

APL 4: L: 4 gp; C: 0 gp; M: 134 gp - *wand of magic missile* [25 charges] (31 gp), 4 *scrolls of scorching ray* (12 gp per scroll), 2 *scrolls of phantasmal assailants* (12 gp per scroll), *scroll of dispel magic* (31 gp)

APL 6: L: 33 gp; C: 0 gp; M: 200 gp - *wand of magic missile* [25 charges] (31 gp), 4 *scrolls of scorching ray* (12 gp per scroll), 2 *scrolls of phantasmal assailants* (12 gp each), *scroll of dispel magic* (31 gp), *scroll of restoration* (66 gp).

APL 8: L: 33 gp; C: 0 gp; M: 283 gp - *wand of magic missile* [25 charges] (31 gp), 4 *scrolls of scorching ray* (12 gp per scroll), 2 *scrolls of phantasmal assailants* (12 gp each), *scroll of dispel magic* (31 gp each), *scroll of restoration* (66 gp), *pearl of power – first level* (83 gp).

10: Back to the Grave

APL 2: L: 0 gp; C: 15 gp; M: 0 gp

APL 4: L: 0 gp; C: 30 gp; M: 0 gp

APL 6: L: 0 gp; C: 45 gp; M: 0 gp

APL 8: L: 0 gp; C: 45 gp; M: 0 gp

Conclusion:

All APLs: L: 0 gp; C: 25 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 13 gp; C: 40 gp; M: 1718 gp; Total: 1771 gp (maximum 450 gp)

APL 4: L: 16 gp; C: 55 gp; M: 1772 gp; Total: 1843 gp (maximum 650 gp)

APL 6: L: 45 gp; C: 70 gp; M: 1838 gp; Total: 1953 gp (maximum 900 gp)

APL 8: L: 45 gp; C: 70 gp; M: 1921 gp; Total: 2036 gp (maximum 1300 gp)

ADVENTURE RECORD

Favor of the Mage Council: PCs with Ring of the Arcane from FUR6-06 *Invocation and Intrigue* may upgrade the ring with the ability to temporarily increase their speed. Once per day, as a swift action, they can command the ring to increase their base land speed by 30 feet for one minute. This upgrade costs 5400 gp (*swift expeditious retreat*, CL=1, SpC).

Influence Point with the Mage Council.

Favor of Satiana: The PC has earned Satiana's gratitude and is granted access to one of the following SC spells (circle one): *belker claws*, *elemental body*, *lucent lance*, *weapon of energy*

Disfavor of Satiana: You have earned Satiana's extreme displeasure. While this has no current effect, be sure to watch your back in future adventures!

Influence Point with Furyondy Players: This influence point may be spent to gain access to one of the following SC spells (circle one): *ironthunder horn*, *speak to allies*.

Favor of Bard Rafendyl: The PC may purchase one magical instrument marked with an asterick below. This favor is consumed once used. Circle one: *Pipes of the Sewers*, *Bow of Songs*, *Pipes of Sounding*

Favor of Remard Plexarin (available to 1 PC only): This bard PC was possessed by Remard who left a little of himself behind as you expanded your music repertoire. You spend 1 additional TU for this process. You gain a +1 bonus on Perform checks and a +2 bonus on Bardic Knowledge checks related to the Kingdom of Furyondy. Remard's touch is not without price. You gain a -5 penalty on future saving throws vs. possession and start your next adventure exhausted.

Favor of the Furyondy Players: During one future Furyondy adventure, any bard will cast *cure serious wounds*, *cure critical wounds* or *mass cure moderate* for free. You must be in or be able to quickly get to a large town or city, or have access to a bard not in your party in order to use this favor. This is a one time use item and should be marked off this AR when used.

ITEMS FOUND DURING THE ADVENTURE

APL 2:

- +1 *bane (undead) composite longbow* (Adventure; DMG; 8,400 gp)
- +1 *mithral chain shirt* (Adventure; DMG; 2,100 gp)
- +1 *sacred longsword* (Adventure; LM; 8315 gp)
- *Brooch of shielding* (Adventure; DMG)
- *Hat of disguise* (Regional; DMG)
- *Scroll of restoration* (Adventure; DMG; 800 gp)

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

- *Chime of opening* (Adventure; DMG)
- *Figurine of wondrous power – silver raven* (Regional; DMG)
- *Pearl of power, 1st-level spell* (Adventure; DMG)

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

- *Pearl of power, 2nd-level spell* (Adventure; DMG)
- *Shawl of bewitching* (Regional; CAD)

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

- *Deck of illusion* (Adventure; DMG)
- *Harp of charming* (Adventure; DMG)
- *Ioun stone, pink and green sphere* (Adventure; DMG)
- *Pearl of power, 3rd-level spell* (Adventure; DMG)
- *Pipes of haunting* (Regional; DMG)

3: MEET REMARD PLEXARIN**REMARD PLEXARIN****CR 10**

Male Rhenee ghost bard 8

NG Medium undead (incorporeal)

Init +2; **Senses** Listen +21 Spot +8**Languages** Ancient Baklunish, Ancient Suloise, Common, Draconic, Dwarven, Elven, Gnome, Halfling, Literacy, Orc**AC** 22, touch 17, flat-footed 20

(+2 Dex, +5 armor, +5 deflection)

Miss Chance 50% (incorporeal)**hp** 54 (8d12 HD)**Resist** Turn +4**Fort** +4, **Ref** +10, **Will** +8**Speed** 30 ft. (6 squares), fly 30 ft.**Melee** none.**Base Atk** +6/+1; **Grp** -**Special Actions** attacks using corrupting gaze, frightful moan or bard spells**Combat Gear** cloak of resistance +2, mithral chain shirt +1**Bard Spells Known** (CL 8thrd):

3rd (2/day)—crushing despair (DC 18), dirge of discord (DC 18), dissonant chord (DC 18)

2nd (4/day)—cure moderate wounds, shatter (DC 17), sound burst (DC 17), whirling blade

1st (5/day)—comprehend languages, disguise self, inspirational boost, unseen servant

o (3/day)—light, lullaby (DC 15), mending, prestidigitation, resistance, summon instrument

‡ Already cast

Abilities Str 10, Dex 14, Con *, Int 15, Wis 10, Cha 21**SQ** bardic knowledge +10, bardic music 8/day, corrupting gaze (DC19), countersong, fascinate, frightful moan (DC19), inspire courage +2, manifestation, rejuvenation, suggestion, telekinesis**Feats** Investigator, Lingering Song, Negotiator, Versatile Performer (percussion instruments, act)**Skills** Bluff +16, Concentration +5, Craft (alchemy) +4, Diplomacy +22, Disguise +7, Gather Information +11, Hide +10, Intimidate +8, Knowledge (history) +4, Knowledge (local: Iuz Border States) +5, Knowledge (nobility and royalty) +5, Knowledge (religion) +4, Listen +21, Move Silently +6, Perform (sing) +16, Perform (string instruments) +16, Search +12, Sense Motive +13, Speak Language (Elven, Dwarven, Draconic, Halfling, Gnome, Orc), Spellcraft +5, Spot +8 Tumble +4**Skills** +8 ghost template bonus to Hide, Listen, Search and Spot checks, +2 racial bonus to Listen, Craft (alchemy).**Physical Description:** Middle aged, well dressed in brocade vest in greens and rusts over a tan cotton shirt, rust woolen breaches.**GHOST (12)****CR 10**

Male/Female gnome bard 8

CN Small undead (incorporeal)

Init +7; **Senses** low light vision; Listen +15, Spot +9**Languages** Common, Dwarven, Elven, Gnome**AC** 24, touch 20, flat-footed 21

(+1 size, +3 Dex, +4 armor, +1 shield, +5 deflection)

Miss Chance 50% (incorporeal)**hp** 54 (8d12 HD)**Resist** turn +4, cold 5, electricity 5**Fort** +2, **Ref** +9, **Will** +7**Speed** 20 ft. (4 squares), fly 30 ft.**Melee** mw heavy mace +7/+2 (1d6)**Ranged** mw shortbow +10/+5 (1d4/X3)**Base Atk** +6/+1; **Grp** -**Special Actions** draining touch (DC 19)**Combat Gear** mw shortbow, buckler, gloves of dexterity +2, mw heavy mace, mithral shirt**Bard Spells Known** (CL 8th):3rd (2/day)—*confusion* (DC 18), *crushing despair* (DC 18), *dissonant chord* (DC 18)2nd (4/day)—*blindness/deafness* (DC 17), *dissonant chant*, *hold person* (DC 17), *sound burst* (DC 17)1st (5/day)—*grease*, *herald's call* (DC 16), *insidious rhythm* (DC 16), *Tasha's hideous laughter* (DC 16)o (3/day)—*daze* (DC 15), *detect magic*, *flare* (DC 15), *prestidigitation*, *songbird*, *summon instrument*

‡ Already cast

Spell-Like Abilities (CL 2nd):2nd—*speak with animals*1st—*dancing lights*, *ghost sound* (DC 15), *prestidigitation*

‡ Already cast

Abilities Str 10, Dex 17, Con *, Int 12, Wis 12, Cha 20**SQ** Bardic Knowledge +9, Bardic Music 8/day, Manifestation, Rejuvenation, Telekinesis, Countersong, Fascinate, Inspire Competence, Inspire Courage, Suggestion**Feats** Combat Casting, Improved Initiative, Silent Spell, Empower Spell**Skills** Balance +6, Bluff +5, Climb +0, Concentration +5, Diplomacy +5, Disguise +7, Escape Artist +3, Gather Information +5, Hide +20, Intimidate +10, Jump -6, Knowledge (local: Iuz Border States) +3, Knowledge (undead) +3, Listen +15, Move Silently +11, Perform (oratory) +16, Perform (sing) +16, Search +9, Sense Motive +5, Speak Language (Dwarven, Elven) +2, Spellcraft +5, Spot +9, Tumble +5,**Skills** +8 ghost template bonus to Hide, Listen, Search and Spot checks, +2 racial bonus to Listen, Craft (alchemy).**ALISE VIAVATÉ****CR 5**

Female flan bard 5

NG Medium humanoid

Init +2; **Senses** Listen +2, Spot +2**Languages** Common, Elven, Literacy, Sylvan**AC** 12, touch 12, flat-footed 10

(+2 Dex)

hp 22 (5 HD)**Fort** +1, **Ref** +6, **Will** +4**Speed** 30 ft. (6 squares)**Melee** unarmed +3 (1d3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +3**Special Actions****Class Spells Known** (CL 5th):2nd (2/day)—*cure moderate wounds* (DC 15), *eagle's splendor* (DC 15), *whirling blade*1st (4/day)—*comprehend languages*, *cure light wounds* DC: 14, *disguise self* DC: 14o (3/day)—*know direction*, *light*, *prestidigitation* DC: 13 *read magic*, *resistance* (DC 13), *summon instrument*

‡ Already cast

Abilities Str 10, Dex 14, Con 11, Int 14, Wis 10, Cha 16

SQ Bardic Knowledge (+7), Bardic Music 5/day, Countersong (Su), Fascinate (Sp), Inspire Competence (Su), Inspire Courage (Su)

Feats Point Blank Shot, Precise Shot, Investigator

Skills Balance +2, Bluff +9, Concentration +2, Decipher Script +3, Diplomacy +11, Disguise +9,, Escape Artist +3,, Gather Information +9, Hide +4, Intimidate +5,, Knowledge (geography) +4, Knowledge (history) +4, Knowledge Nobility and Royalty +4, Listen +2, Move Silently +6, Perform (sing) +11, Perform (wind instruments) +11, Search +4, Sense Motive +2, Sleight of Hand +11, Spellcraft +4 Spot +2, Tumble +3

Possessions traveler's outfit (all items confiscated when she was imprisoned)

5: AN INTERRUPTED EVENING

MURKENAN

CR 2

Male gnome bard 1

CE Small half-vampire

Init +4; **Senses** low light vision; Listen +5, Spot +3**Languages** Common, Draconic, Gnome, Orc**AC** 15, touch 13, flat-footed 13

(+1 size, +2 armor, +2 natural)

hp 8 (1d6 HD); fast healing 1; **DR** 5/silver or magic**Resist** cold 5, electricity 5**Fort** +2, **Ref** +2, **Will** +3**Speed** 20 ft. (4 squares)**Melee** slam +2 (1d4+1) or

dagger +2 (1d3+1/19-20)

Ranged +1 short bow +2 (1d4+1) or +1 short bow +3 (1d4+2) with point blank shot w/in 30 ft.**Base Atk** +0; **Grp** -3**Combat Gear** *gnome twist cloth* +1, *brooch of shielding*, mw mandolin, *potion of undetectable alignment* †, *potion of aid*, *potion of protection from good*, *oil of greater magic weapon* +1 (on bow) †, dagger, arrows (20), all gear small size**Bard Spells Known** (CL 1st):o (2/day)—*daze* (DC 14), *lullaby* (DC 14), *message*, *summon instrument***Spell-Like Abilities** (CL 2nd):2nd—*speak with animals*1st—*dancing lights*, *ghost sound* (DC 14), *prestidigitation*

† Already cast

Abilities Str 12, Dex 10, Con 14, Int 14, Wis 12, Cha 18**SQ** Bardic Knowledge +3, Bardic Music 1/day, Children of the Night, Countersong, Fascinate, Inspire Courage**Feats** Point Blank Shot, Improved Initiative**Skills** Bluff +10, Concentration +2, Diplomacy +8, Disguise +8, Handle Animal +6, Hide +6, Listen +5, Move Silently +6, Perform (sing) +8, Perform (string instruments) +8, Sense Motive +4, Spot +3, Tumble +1**Skills** +4 dodge bonus to armor class against monsters of the giant type, +1 racial bonus on attack rolls against kobolds and goblinoids, +2 racial bonus on saving throws against illusions. Half vampires have a +2 racial bonus on Bluff, Hide, Listen, Move Silently and Spot checks.**Children of the Night (Su):** Some half-vampires can command the lesser creatures of the world. Once per day, a half-vampire that has this special attack can call forth 1d4 rat swarms, 1d3 bat swarms, or a pack of 1d6 wolves as a standard action. (If the base creature is not terrestrial, this ability might summon other creatures of equivalent power.) These creatures arrive in 2d6 rounds and serve the half-vampire for up to 1 hour.

8: CONFRONTING NAYN

NAYN CERLAIN

CR 3

Male halfling transmuter 3

CN Small humanoid

Init +2; **Senses** Listen +2 (+4 w/ familiar), Spot +0 (+2 with familiar)**Languages** Common, Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan**AC** 19, touch 13, flat-footed 17

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

hp 13 (3d4 HD)**Fort** +5, **Ref** +4, **Will** +4 (+2 morale bonus vs fear)**Speed** 20 ft. (4 squares)**Melee** mw quarterstaff +3 (1d4)**Ranged** light crossbow +4 (1d6/19-20) or light crossbow +5 (1d6+1/19-20) w/point blank shot**Base Atk** +1; **Grp** -3**Combat Gear** *potion of barkskin* +2 †, bolts (20), 4 scrolls of *magic missile* (CL 1), 4 scrolls of *scorching ray* (CL 3), scroll of *phantasmal assailants* (CL 3), scroll of *touch of idiocy* (CL 3), light crossbow, all gear small size**Wizard Spells Prepared** (CL 3rd):2nd—*cat's grace*, *fox's cunning*, *augment familiar*1st—*enlarge person*, *grease* (DC 15), *magic missile*, *mage armor* †o—*acid splash*, *daze* (2) (DC 14), *mending*, *ray of frost*

† Already cast

Abilities Str 10, Dex 14, Con 13, Int 17, Wis 10, Cha 8**SQ** Summon Familiar**Feats** Alertness (when familiar within arm's reach), Point Blank Shot, Precise Shot, Scribe Scroll**Skills** Bluff +2, Climb +2, Concentration +7, Hide +6, Intimidate +1, Jump +2, Knowledge (arcana) +9, Listen +2 (+4 with familiar), Move Silently +4, Speak Language (Sylvan), Spellcraft +9, Spot +0**Possessions** combat gear plus robes**Spellbook** (barred schools: abjuration, necromancy)**Skills** +2 racial bonus on Climb, Jump, Listen and Move Silently checks, +4 racial and size bonus to Hide checks, +2 when learning Transmutation spells

ANISALLA

CR X

Female rat familiar

TN Tiny magical beast

Init +2; **Senses** low light vision; Listen +1, Spot +1**Languages** Common**AC** 16, touch 14, flat-footed 14

(+2 size, +2 Dex, +2 natural)

hp 6 (3 HD)**Fort** +3, **Ref** +4, **Will** +4**Speed** 15 ft. (3 squares), climb 15 ft., swim 15 ft.**Melee** bite +5 (1d3-6)**Space** 2.5 ft.; **Reach** 0 ft.**Base Atk** +1; **Grp** -11**Abilities** Str 2, Dex 15, Con 10, Int 7, Wis 12, Cha 2**SQ** Deliver Touch Spells, Empathetic Link, Share Spells, Scent, Improved Evasion**Feats** Weapon Finesse (bite), Stealthy**Skills** Balance +10, Bluff -4, Climb +12, Concentration +6, Hide +14, Intimidate -2, Knowledge (arcana) +4, Listen +1, Move Silently +10, Spellcraft +6, Spot +1, Swim +10,

9: RESCUING THE HAPLESS BARD

SPECTRAL LYRIST

CR 4

CE Medium undead (incorporeal)

Init +6; **Senses** darkvision 60 ft.; Listen +13, Spot +13**Languages** Common, Gnome**AC** 20, touch 15, flat-footed 18

(+2 Dex, +3 deflection, +5 natural)

Miss Chance 50% from corporeal source

hp 39 (6d12 HD)

Fort +2, **Ref** +4, **Will** +7

Speed 60 ft. (12 squares) (good)

Melee incorporeal touch +5 (1d6 charisma drain)

Base Atk +3; **Grp** –

Special Actions Cannot be heard with Listen checks if it does not wish to be

Abilities Str –, Dex 15, Con –, Int 13, Wis 14, Cha 17

SQ Alter appearance (appear as any medium humanoid), incorporeal traits, inescapable craving, undead traits, uses Charisma modifier for concentration checks, bardic music 6/day

Feats Ability Focus (charisma drain), Alertness, Improved Initiative

Skills Bluff +12, Diplomacy +5, Disguise +12 (+14 when acting in character), Intimidate +5, Listen +13, Perform (sing) +12, Spot +13

Undead Traits: immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), immunity to poison, sleep effects, paralysis, stunning, disease, and death effects, not subject to critical hits, non-lethal damage, ability drain, or energy drain, immune to damage to its physical ability scores (strength, dexterity, and constitution), as well as to fatigue and exhaustion effects, negative energy can heal undead creatures, immunity to any effect that requires a fortitude save (unless the effect also works on objects or is harmless).

Charisma Drain (Su) Living creatures hit by a spectral lyrist's touch attack must make a DC 18 Fortitude save or take 1d6 points of Charisma drain. The save DC is Charisma based. When a spectral lyrist drains a victim's Charisma, it gains 5 temporary hit points and 1 temporary Charisma point, no matter how many points it drains. Temporary hit points and ability points gained in this way last for up to 1 hour.

Alter Appearance (Su) As a free action once per round, a spectral lyrist can alter its appearance. It can appear as any humanoid creature of Medium size, and it gains a +10 bonus on Disguise checks when it uses this ability. Unless the disguise is pierced by a successful Spot check, onlookers don't even notice the lyrist's incorporeal nature until an attack passes harmlessly through the creature.

Bardic Music (Su) A spectral lyrist has the bardic music abilities of *fascinate* and *suggestion*. These function identically to the bard class features of the same name. A spectral lyrist can use these abilities a total of six times per day.

5: AN INTERRUPTED EVENING

MURKENAN

CR 4

Male gnome bard 3
CE Small half-vampire
Init +4; **Senses** low light vision; Listen +7, Spot +3
Languages Common, Draconic, Gnome, Orc

AC 15, touch 13, flat-footed 13
(+1 size, +2 armor, +2 natural)
hp 18 (3d6 HD); fast healing 1; **DR** 5/silver or magic
Resist cold 5, electricity 5
Fort +3, **Ref** +3, **Will** +4

Speed 20 ft. (4 squares)
Melee slam +4 (1d4+1) or
dagger +4 (1d3+1/19-20)
Ranged +2 shortbow +5 (1d4+2) or +2 shortbow +6 (1d4+3) with
point blank shot w/in 30 ft. or dagger +4 (1d3+2/19-
20/rng 10 ft.)
Base Atk +2; **Grp** -1
Combat Gear gnome twist cloth +1, brooch of shielding, mw
mandolin, potion of undetectable alignment †, potion of aid,
potion of protection from good, scroll of cat's grace (CL=3), oil of
greater magic weapon +2 (on bow) †, dagger, arrows (20),
shortbow, all gear small size
Bard Spells Known (CL 3rd):
1 (2/day)—cause fear (DC 15), phantom threat (DC 14),
summon monster I
0 (3/day)—daze (DC 14), detect magic, lullaby (DC 14),
message, minor disguise, summon instrument
Spell-Like Abilities (CL 2nd):
2nd—speak with animals
1st—dancing lights, ghost sound (DC 14), prestidigitation
† Already cast

Abilities Str 12, Dex 10, Con 14, Int 14, Wis 12, Cha 18
SQ Bardic Knowledge +5, Bardic Music 3/day, Children of
the Night, Countersong, Fascinate, Inspire Courage
Feats Point Blank Shot, Improved Initiative, Daunting
Presence (DC 15)
Skills Bluff +10, Concentration +4, Diplomacy +10, Disguise
+8, Handle Animal +6, Hide +8, Listen +7, Move Silently
+8, Perform (sing) +10, Perform (string instruments) +10,
Sense Motive +6, Spot +3, Tumble +1

Skills +4 dodge bonus to armor class against monsters of the
giant type, +1 racial bonus on attack rolls against kobolds
and goblinoids, +2 racial bonus on saving throws against
illusions. Half vampires have a +2 racial bonus on Bluff,
Hide, Listen, Move Silently and Spot checks.
Children of the Night (Su): Some half-vampires can
command the lesser creatures of the world. Once per day,
a half-vampire that has this special attack can call forth
1d4 rat swarms, 1d3 bat swarms, or a pack of 1d6 wolves as
a standard action. (If the base creature is not terrestrial,
this ability might summon other creatures of equivalent
power.) These creatures arrive in 2d6 rounds and serve the
half-vampire for up to 1 hour.

8: CONFRONTING NAYN

NAYN CERLAIN

CR 5

Male halfling transmuter 5
CN Small humanoid
Init +2; **Senses** Listen +2, Spot +0

Languages Common, Draconic, Dwarven, Elven, Gnome,
Halfling, Sylvan

AC 18, touch 13, flat-footed 16
(+1 size, +2 Dex, +4 armor, +1 natural)
hp 21 (5d4 HD)
Fort +5, **Ref** +4, **Will** +5 (+2 morale bonus vs fear)

Speed 20 ft. (4 squares)
Melee mw quarterstaff +4 (1d4)
Ranged +1 light crossbow +6 (1d6+1/19-20) or +1 light crossbow
+7 (1d6+2/19-20) w/point blank shot
Base Atk +2; **Grp** -2
Special Actions
Combat Gear amulet of natural armor +1, light crossbow, bolts
(20), 4 scrolls of magic missile (CL=3), 4 scrolls of scorching
ray (CL=3), scroll of dispel magic (CL=5), scroll of touch of
idiocy (CL=3), oil of greater magic weapon +1 (on light
crossbow) †, all gear small size
Wizard Spells Prepared (CL 5th):
3rd—bands of steel (DC 17), fireball (DC 17), resonating bolt
(DC 17)
2nd—cat's grace, fox's cunning, augment familiar, phantasmal
assailant (DC 16)
1st—enlarge person, grease (DC 15), magic missile(2), mage
armor †
0—acid splash, daze (2) (DC 14), mending, ray of frost
† Already cast

Abilities Str 10, Dex 14, Con 13, Int 18, Wis 10, Cha 8
SQ Summon Familiar
Feats Alertness (when familiar within arm's reach), Point
Blank Shot, Precise Shot, Scribe Scroll, Silent Spell
Skills Bluff +3, Climb +2, Concentration +9, Diplomacy +0,
Hide +6, Intimidate +3, Jump +2, Knowledge (arcana) +12,
Listen +2, Move Silently +4, Speak Language (Sylvan),
Spellcraft +14, Spot +0
Possessions combat gear plus robes
Spellbook (barred schools: abjuration, necromancy)

Skills +2 racial bonus on Climb, Jump, Listen and Move
Silently checks, +4 racial and size bonus to Hide checks,
+2 when learning Transmutation spells

ANISALLA

CR X

Female rat familiar
TN Tiny magical beast
Init +2; **Senses** low light vision; Listen +1, Spot +1
Languages Common

AC 17, touch 15, flat-footed 14
(+2 size, +2 Dex, +3 natural)
hp 10 (5 HD)
Fort +3, **Ref** +4, **Will** +5

Speed 15 ft. (3 squares), climb 15 ft., swim 15 ft.
Melee bite +6 (1d3-6)
Space 2.5 ft.; **Reach** 0 ft.
Base Atk +2; **Grp** -11

Abilities Str 2, Dex 15, Con 10, Int 8, Wis 12, Cha 2
SQ Deliver Touch Spells, Empathetic Link, Share Spells,
Scent, Improved Evasion, Speak with Master
Feats Weapon Finesse (bite), Stealthy
Skills Balance +10, Bluff -4, Climb +12, Concentration +6,
Hide +14, Intimidate -2, Knowledge (arcana) +5, Listen +1,
Move Silently +10, Spellcraft +7, Spot +1, Swim +10

9: RESCUING THE HAPLESS BARD

SPECTRAL LYRIST (2)

CR 4

CE Medium undead (incorporeal)

Init +6; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Languages Common, Gnome

AC 20, touch 15, flat-footed 18

(+2 Dex, +3 deflection, +5 natural)

Miss Chance 50% from corporeal source

hp 39 (6d12 HD)

Fort +2, **Ref** +4, **Will** +7

Speed 60 ft. (12 squares) (good)

Melee incorporeal touch +5 (1d6 charisma drain)

Base Atk +3; **Grp** –

Special Actions Cannot be heard with Listen checks if it does not wish to be

Abilities Str –, Dex 15, Con –, Int 13, Wis 14, Cha 17

SQ Alter appearance (appear as any medium humanoid), incorporeal traits, inescapable craving, undead traits, uses Charisma modifier for concentration checks, bardic music 6/day

Feats Ability Focus (charisma drain), Alertness, Improved Initiative

Skills Bluff +12, Diplomacy +5, Disguise +12 (+14 when acting in character), Intimidate +5, Listen +13, Perform (sing) +12, Spot +13

Undead Traits: immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), immunity to poison, sleep effects, paralysis, stunning, disease, and death effects, not subject to critical hits, non-lethal damage, ability drain, or energy drain, immune to damage to its physical ability scores (strength, dexterity, and constitution), as well as to fatigue and exhaustion effects, negative energy can heal undead creatures, immunity to any effect that requires a fortitude save (unless the effect also works on objects or is harmless).

Charisma Drain (Su) Living creatures hit by a spectral lyrist's touch attack must make a DC 18 Fortitude save or take 1d6 points of Charisma drain. The save DC is Charisma based. When a spectral lyrist drains a victim's Charisma, it gains 5 temporary hit points and 1 temporary Charisma point, no matter how many points it drains. Temporary hit points and ability points gained in this way last for up to 1 hour.

Alter Appearance (Su) As a free action once per round, a spectral lyrist can alter its appearance. It can appear as any humanoid creature of Medium size, and it gains a +10 bonus on Disguise checks when it uses this ability. Unless the disguise is pierced by a successful Spot check, onlookers don't even notice the lyrist's incorporeal nature until an attack passes harmlessly through the creature.

Bardic Music (Su) A spectral lyrist has the bardic music abilities of *fascinate* and *suggestion*. These function identically to the bard class features of the same name. A spectral lyrist can use these abilities a total of six times per day.

5: AN INTERRUPTED EVENING

MURKENAN

CR 6

Male gnome bard 5

CE Small half-vampire

Init +4; **Senses** low light vision; Listen +7, Spot +3**Languages** Common, Draconic, Gnome, Orc**AC** 15, touch 13, flat-footed 13

(+1 size, +2 armor, +2 natural)

hp 28 (5d6 HD); fast healing 1; **DR** 5/silver or magic**Resist** cold 5, electricity 5**Fort** +3, **Ref** +4, **Will** +5**Speed** 20 ft. (4 squares)**Melee** slam +5 (1d4+1) or dagger +5 (1d3+1/19-20)**Ranged** +3 shortbow +7 (1d4+3) or +3 shortbow +8 (1d4+4) with point blank shot w/in 30 ft. or dagger +6 (1d3+2/19-20/rng 10 ft.)**Base Atk** +3; **Grp** +0**Combat Gear** gnome twist cloth +1, brooch of shielding, mw mandolin, short bow, oil of greater magic weapon +3 † (shortbow), potion of undetectable alignment †, potion of aid, potion of protection from good, scroll of cat's grace (CL=3), dagger, arrows (20), all gear small size**Bard Spells Known** (CL 5th):

2 (2/day)—blindness/deafness (DC 16), enthrall (DC 16), whirling blade

1 (4/day)—cause fear (DC 15), insidious rhythm (DC 15), phantom threat (DC 14), summon monster I

0 (3/day)—daze (DC 14), detect magic, lullaby (DC 14), message, minor disguise, summon instrument

† Already cast

Spell-Like Abilities (CL 2nd):

2nd—speak with animals

1st—dancing lights, ghost sound (DC 14), prestidigitation

† Already cast

Abilities Str 12, Dex 10, Con 14, Int 14, Wis 12, Cha 19**SQ** Bardic Knowledge +7, Bardic Music 5/day, Children of the Night, Countersong, Fascinate, Inspire Courage, Inspire Competence**Feats** Point Blank Shot, Improved Initiative, Daunting Presence (DC 15)**Skills** Bluff +12, Concentration +6, Diplomacy +12, Disguise +12, Handle Animal +6, Hide +8, Listen +7, Move Silently +10, Perform (sing) +12, Perform (string instruments) +12, Sense Motive +6, Spot +3, Tumble +1**Skills** +4 dodge bonus to armor class against monsters of the giant type, +1 racial bonus on attack rolls against kobolds and goblinoids, +2 racial bonus on saving throws against illusions. Half vampires have a +2 racial bonus on Bluff, Hide, Listen, Move Silently and Spot checks.**Children of the Night (Su):** Some half-vampires can command the lesser creatures of the world. Once per day, a half-vampire that has this special attack can call forth 1d4 rat swarms, 1d3 bat swarms, or a pack of 1d6 wolves as a standard action. (If the base creature is not terrestrial, this ability might summon other creatures of equivalent power.) These creatures arrive in 2d6 rounds and serve the half-vampire for up to 1 hour.

8: CONFRONTING NAYN

NAYN CERLAIN

CR 7

Male halfling transmuter 7

CN Small humanoid

Init +6; **Senses** Listen +2, Spot +0**Languages** Common, Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan**AC** 20, touch 12, flat-footed 18

(+1 size, +2 Dex, +4 armor, +3 natural)

hp 29 (7d4 HD)**Resist** fire 10**Fort** +6, **Ref** +5, **Will** +6 (+2 morale bonus vs fear)**Speed** 20 ft. (4 squares)**Melee** mw quarterstaff +5 (1d4)**Ranged** +1 light crossbow +1 +7 (1d6+1/19-20) or +1 light crossbow +8 (1d6+2/19-20) w/point blank shot**Base Atk** +3; **Grp** -1**Combat Gear** light crossbow +1, bolts (20), 4 scrolls of magic missile (CL=3), 4 scrolls of scorching ray (CL=3), scroll of dispel magic (CL=5), scroll of touch of idiocy (CL=3), scroll of restoration, oil of greater magic weapon +1 (on light crossbow) †, all gear small size**Wizard Spells Prepared** (CL 7th):

4th—crushing despair (DC 18), Evard's black tentacles, Rary's mnemonic enhancer

3rd—bands of steel (DC 17), fireball (DC 17), resonating bolt (DC 17), dragonskin †

2nd—cat's grace, fox's cunning, augment familiar, flaming sphere (2) (DC 16), phantasmal assailant (DC 16)

1st—enlarge person, grease (DC 15), magic missile(2), mage armor †, shocking grasp

0—acid splash, daze (2) (DC 14), mending, ray of frost

† Already cast

Abilities Str 10, Dex 14, Con 13, Int 18, Wis 10, Cha 8**SQ** Summon Familiar**Feats** Alertness (when familiar within arm's reach), Improved Initiative, Point Blank Shot, Precise Shot, Scribe Scroll, Silent Spell**Skills** Bluff +3, Climb +2, Concentration +11, Diplomacy +2, Hide +6, Intimidate +4, Jump +2, Knowledge (arcana) +14, Listen +2, Move Silently +4, Speak Language (Sylvan), Spellcraft +16, Spot +0**Possessions** combat gear plus robes**Spellbook** (barred schools: abjuration, necromancy)**Skills** +2 racial bonus on Climb, Jump, Listen and Move Silently checks, +4 racial and size bonus to Hide checks, +2 when learning Transmutation spells

ANISALLA

CR X

Female rat familiar

TN Tiny magical beast

Init +2; **Senses** low light vision; Listen +1, Spot +1**Languages** Common**AC** 19, touch 14, flat-footed 17

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

hp 14 (7 HD)**Fort** +6, **Ref** +4, **Will** +6**Speed** 15 ft. (3 squares), climb 15 ft., swim 15 ft.**Melee** bite +7 (1d3-6)**Space** 2.5 ft.; **Reach** 0 ft.**Base Atk** +3; **Grp** -9**Abilities** Str 2, Dex 15, Con 10, Int 9, Wis 12, Cha 2

SQ Deliver Touch Spells, Empathetic Link, Share Spells, Scent, Improved Evasion, Speak with Master, Speak with Animals of its kind

Feats Weapon Finesse (bite), Stealthy

Skills Balance +10, Bluff -4, Climb +12, Concentration +10, Hide +14, Intimidate -3, Knowledge (arcana) +9, Listen +1, Move Silently +10, Spellcraft +7, Spot +1, Swim +10

ADVANCED SPRITE (GRIG) (3)

CR 2

NG Tiny fey

Init +8; **Senses** Low light vision, Listen +8, Spot +7

Languages Sylvan

AC 18, touch 16, flat-footed 16

(+2 size, +4 Dex, +2 natural, Dodge)

hp 19/18/17 (5d6 HD); **DR** cold iron/5

SR 17

Fort +2; **Ref** +8, **Will** +6

Speed 20 ft. (4 squares), fly 40 ft. (poor)

Melee shortsword +7 (1d3-4/19-20)

Ranged longbow +7 (1d4-4/X3)

Space 2.5 ft.; **Reach** 0 ft.

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

Combat Gear shortsword, longbow, fiddle

Spell-Like Abilities (CL 9th):

2nd—*invisibility*, *pyrotechnics* (DC 14)

1st—*disguise self*, *entangle* (DC 13), *ventriloquism* (DC 13)

† Already cast

Abilities Str 5, Dex 18, Con 13, Int 10, Wis 14, Cha 14

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Bluff +4, Diplomacy +4, Escape Artist +8, Hide +20, Jump +3, Listen +8, Move Silently +13, Perform (string instruments) +10, Search +2, Spot +7

Skills Grigs have a +8 racial bonus on Jump checks.

Fiddle (Su) One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any non-sprite within 30 ft of the instrument must succeed on a DC 12 Will save or be affected as though by Ottos irresistible dance for as long as the playing continues. The save DC is Charisma based.

9: RESCUING THE HAPLESS BARD

CRYPT CHANTER

CR 7

CE Medium undead (incorporeal)

Init +8; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Languages Common

AC 19, touch 19, flat-footed 15

(+4 Dex, +5 deflection)

Miss Chance 50% from corporeal source

hp 45 (7d12 HD);

Resist turn +2

Fort +2, **Ref** +6, **Will** +7

Weakness Daylight powerlessness,

Speed 30 ft. (6 squares), fly 30 ft. (perfect)

Melee incorporeal touch +6 (1d8)

Base Atk +3; **Grp** -

Atk Options create spawn, draining melody

Abilities Str -, Dex 18, Con -, Int 14, Wis 14, Cha 20

SQ incorporeal traits, undead traits

Feats Alertness, Blind Fight, Improved Initiative

Skills Hide +14, Intimidate +13, Listen +14, Search +12, Spot +14,

Create Spawn (Su) Any humanoid slain by a crypt chanter through its draining melody (see below) becomes a crypt

chanter 1d4 rounds later. Spawn are under the command of the crypt chanter that created them and remain enslaved until its destruction. They do not possess any of the abilities they had in life.

Draining Melody (Su) A crypt chanter constantly sings, creating a magically charged allure. All creatures within 60 feet of a crypt chanter must make a DC 18 Will save or stand dazed as long as the music continues. This is a sonic, mind-affecting compulsion effect.

Beginning on the round after becoming dazed, creatures that failed the first saving throw must make a second saving throw (same DC) to avoid being affected as if by the *enthrall* spell (see page 227 of the *Player's Handbook*). Enthralled victims also begin to gain 1d2 negative levels per round while the song continues, as long as they remain within range. If a creature gains a number of negative levels at least equal to its Hit Dice, it dies and becomes a spawn.

When a crypt chanter bestows negative levels on a victim, it gains 5 temporary hit points for each negative level bestowed. These temporary hit points last for up to 1 hour.

Creatures that successfully save upon hearing a crypt chanter's music cannot be affected by that crypt chanter's music again unless the chanter ceases singing for 1 full round (releasing all those it previously held in thrall) and begins a new song. The save DC is Charisma-based.

Daylight Powerlessness (Ex): A crypt chanter is utterly powerless in natural sunlight (not merely a *daylight* spell) and flees from it.

ADVANCED SPECTRAL LYRIST

CR 5

CE Medium undead (incorporeal)

Init +6; **Senses** darkvision 60 ft.; Listen +15, Spot +15

Languages Common, Gnome

AC 20, touch 15, flat-footed 18

(+2 Dex, +3 deflection, +5 natural)

Miss Chance 50% from corporeal source

hp 57 (9d12 HD)

Fort +5, **Ref** +5, **Will** +8

Speed 60 ft. (12 squares) (good)

Melee incorporeal touch +6 (1d6 charisma drain)

Base Atk +4; **Grp** -

Special Actions Cannot be heard with Listen checks if it does not wish to be

Abilities Str -, Dex 15, Con -, Int 13, Wis 14, Cha 18

SQ Alter appearance (appear as any medium humanoid), incorporeal traits, inescapable craving, undead traits, uses Charisma modifier for concentration checks, bardic music 6/day

Feats Ability Focus (charisma drain), Alertness, Great Fortitude, Improved Initiative

Skills Bluff +14, Diplomacy +8, Disguise +13 (+15 when acting in character), Intimidate +8, Listen +15, Perform (sing) +15, Spot +15

Undead Traits: immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), immunity to poison, sleep effects, paralysis, stunning, disease, and death effects, not subject to critical hits, non-lethal damage, ability drain, or energy drain, immune to damage to its physical ability scores (strength, dexterity, and constitution), as well as to fatigue and exhaustion effects, negative energy can heal undead

creatures, immunity to any effect that requires a fortitude save (unless the effect also works on objects or is harmless).

Charisma Drain (Su) Living creatures hit by a spectral lyrist's touch attack must make a DC 19 Fortitude save or take 1d6 points of Charisma drain. The save DC is Charisma based. When a spectral lyrist drains a victim's Charisma, it gains 5 temporary hit points and 1 temporary Charisma point, no matter how many points it drains. Temporary hit points and ability points gained in this way last for up to 1 hour.

Alter Appearance (Su) As a free action once per round, a spectral lyrist can alter its appearance. It can appear as any humanoid creature of Medium size, and it gains a +10 bonus on Disguise checks when it uses this ability. Unless the disguise is pierced by a successful Spot check, onlookers don't even notice the lyrist's incorporeal nature until an attack passes harmlessly through the creature.

Bardic Music (Su) A spectral lyrist has the bardic music abilities of *fascinate* and *suggestion*. These function identically to the bard class features of the same name. A spectral lyrist can use these abilities a total of six times per day.

5: AN INTERRUPTED EVENING

MURKENAN

CR 8

Male gnome bard 7

CE Small half-vampire

Init +4; **Senses** low light vision; Listen +7, Spot +4**Languages** Common Draconic, Gnome, Orc**AC** 15, touch 15, flat-footed 13

(+1 size, +2 armor, +2 natural)

hp 38 (7d6 HD); fast healing 1; **DR** 5/silver or magic**Resist** cold 5, electricity 5**Fort** +4, **Ref** +5, **Will** +6**Speed** 20 ft. (4 squares)**Melee** slam +7 (1d4+1) or dagger +7 (1d3+1/19-20)**Ranged** +3 shortbow +9 (1d4+3) or +3 shortbow +10 (1d4+3) with point blank shot w/in 35 ft. or dagger +7 (1d3+2/19-20/rng 10 ft.)**Base Atk** +5; **Grp** +2**Combat Gear** gnome twist cloth +1, brooch of shielding, mw mandolin, short bow, oil of greater magic weapon +3 † (shortbow), potion of undetectable alignment †, potion of aid, potion of protection from good, scroll of cat's grace (CL=3), dagger, arrows (20), all gear small size**Bard Spells Known** (CL 7th):3 (1/day)—*dirge of discord* (DC 17), *dissonant chord* (DC 17)2 (3/day)—*blindness/deafness* (DC 16), *enthrall* (DC 16), *shatter* (DC 16), *whirling blade*1 (4/day)—*cause fear* (DC 15), *insidious rhythm* (DC 15), *phantom threat* (DC 14), *summon monster I*0 (3/day)—*daze* (DC 14), *detect magic*, *lullaby* (DC 14), *message*, *minor disguise*, *summon instrument*

† Already cast

Spell-Like Abilities (CL 2nd):2nd—*speak with animals*1st—*dancing lights*, *ghost sound* (DC 14), *prestidigitation*

† Already cast

Abilities Str 12, Dex 10, Con 14, Int 14, Wis 12, Cha 19**SQ** Bardic Knowledge +9, Bardic Music 7/day, Children of the Night, Countersong, Fascinate, Inspire Courage, Inspire Competence, Suggestion (DC 17)**Feats** Point Blank Shot, Improved Initiative, Daunting Presence (DC 15), Exotic Armor Proficiency (Gnome Twist Cloth)**Skills** Bluff +14, Concentration +8, Diplomacy +14, Disguise +13, Handle Animal +6, Hide +10, Listen +7, Move Silently +12, Perform (sing) +14, Perform (string instruments) +14, Sense Motive +6, Spot +4, Tumble +1**Skills** +4 dodge bonus to armor class against monsters of the giant type, +1 racial bonus on attack rolls against kobolds and goblinoids, +2 racial bonus on saving throws against illusions. Half vampires have a +2 racial bonus on Bluff, Hide, Listen, Move Silently and Spot checks.**Children of the Night (Su):** Some half-vampires can command the lesser creatures of the world. Once per day, a half-vampire that has this special attack can call forth 1d4 rat swarms, 1d3 bat swarms, or a pack of 1d6 wolves as a standard action. (If the base creature is not terrestrial, this ability might summon other creatures of equivalent power.) These creatures arrive in 2d6 rounds and serve the half-vampire for up to 1 hour.

8: CONFRONTING NAYN

NAYN CERLAIN

CR 9

Male halfling transmuter 9

CN Small humanoid

Init +6; **Senses** Listen +2, Spot +0**Languages** Common, Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan**AC** 17, touch 13, flat-footed 17

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

hp 46 (9d4 HD)**Resist** fire 10**Fort** +8, **Ref** +6, **Will** +7(+2 morale bonus vs fear)**Speed** 40 ft. (4 squares), fly 40 ft.**Melee** mw quarterstaff +6 (1d4)**Ranged** +1 light crossbow +8 (1d6+1/19-20) or +1 light crossbow +9 (1d6+2/19-20) w/point blank shot**Base Atk** +4; **Grp** +0**Combat Gear** light crossbow +1, bolts (20), 4 scrolls of magic missile (CL=3), 4 scrolls of scorching ray (CL=3), scroll of dispel magic (CL=5), scroll of touch of idiocy (CL=3), scroll of restoration, oil of greater magic weapon +1 (on crossbow) †, pearl of power – first level, all gear small size**Wizard Spells Prepared** (CL 9th):5th—*overland flight* †, *true domination* (DC 19)4th—*crushing despair* (DC 18), *defenestrating sphere* (DC 18), *Evard's black tentacles*, *Rary's mnemonic enhancer*3rd—*bands of steel* (DC 17), *dragonskin* †, *fireball* (2) (DC 17), *resonating bolt* (DC 17)2nd—*cat's grace*, *fox's cunning*, *augment familiar*, *flaming sphere* (2) (DC 16), *phantasmal assailant* (DC 16)1st—*enlarge person*, *grease* (DC 15), *magic missile*(2), *mage armor* †0—*acid splash*, *daze* (2) (DC 14), *mending*, *ray of frost*

† Already cast

Abilities Str 10, Dex 14, Con 14, Int 18, Wis 10, Cha 8**SQ** Summon Familiar**Feats** Alertness (when familiar within arm's reach), Combat Casting, Improved Initiative, Point Blank Shot, Precise Shot, Scribe Scroll, Silent Spell.**Skills** Bluff +4, Climb +2, Concentration +14, Diplomacy +3, Hide +6, Intimidate +5, Jump +2, Knowledge (arcana) +16, Listen +2, Move Silently +4, Speak Language (Sylvan), Spellcraft +18, Spot +0**Possessions** combat gear plus robes**Spellbook** (barred schools: abjuration, necromancy)**Skills** +2 racial bonus on Climb, Jump, Listen and Move Silently checks, +4 racial and size bonus to Hide checks, +2 when learning Transmutation spells

ANISALLA

CR X

Female rat familiar lvl 1

TN Tiny magical beast

Init +2; **Senses** low light vision; Listen +1, Spot +1**Languages** Common**AC** 20, touch 14, flat-footed 18

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

hp 23 (9 HD)**Fort** +5, **Ref** +5, **Will** +7**Speed** 15 ft. (3 squares), climb 15 ft., swim 15 ft.**Melee** bite +8 (1d3-6)**Space** 2.5 ft.; **Reach** 0 ft.

Base Atk +4; **Grp** -8

Abilities Str 2, Dex 15, Con 10, Int 10, Wis 12, Cha 2

SQ Deliver Touch Spells, Empathetic Link, Share Spells, Scent, Improved Evasion, Speak with Master, Speak with Animals of its kind

Feats Weapon Finesse (bite), Stealthy

Skills Balance +10, Bluff +2, Climb +12, Concentration +12, Hide +14, Intimidate -2, Knowledge (arcana) +6, Listen +1, Move Silently +10, Spellcraft +14, Spot +1, Swim +10

ADVANCED SPRITE (GRIG) (4)

CR 2

NG Tiny fey

Init +8; **Senses** Low light vision, Listen +8, Spot +7

Languages Sylvan

AC 18, touch 16, flat-footed 16

(+2 size, +4 Dex, +2 natural, Dodge)

hp 19/18/17 (5d6 HD); DR cold iron/5

SR 17

Fort +2; **Ref** +8, **Will** +6

Speed 20 ft. (4 squares), fly 40 ft. (poor)

Melee shortsword +7 (1d3-4/19-20)

Ranged longbow +7 (1d4-4/X3)

Space 2.5 ft.; **Reach** 0 ft.

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

Combat Gear shortsword, longbow, fiddle

Spell-Like Abilities (CL 9th):

2nd—*invisibility*, *pyrotechnics* (DC 14)

1st—*disguise self*, *entangle* (DC 13), *ventriloquism* (DC 13)

† Already cast

Abilities Str 5, Dex 18, Con 13, Int 10, Wis 14, Cha 14

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Bluff +4, Diplomacy +4, Escape Artist +8, Hide +20, Jump +3, Listen +8, Move Silently +13, Perform (string instruments) +10, Search +2, Spot +7

Skills Grigs have a +8 racial bonus on Jump checks.

Fiddle (Su) One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any non-sprite within 30 ft of the instrument must succeed on a DC 12 Will save or be affected as though by Ottos irresistible dance for as long as the playing continues. The save DC is Charisma based.

9: RESCUING THE HAPLESS BARD

CRYPT CHANTER

CR 7

CE Medium undead (incorporeal)

Init +8; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Languages Common

AC 19, touch 19, flat-footed 15

(+4 Dex, +5 deflection)

Miss Chance 50% from corporeal source

hp 45 (7d12 HD);

Resist turn +2

Fort +2, **Ref** +6, **Will** +7

Weakness Daylight powerlessness,

Speed 30 ft. (6 squares), fly 30 ft. (perfect)

Melee incorporeal touch +6 (1d8)

Base Atk +3; **Grp** -

Atk Options create spawn, draining melody

Abilities Str -, Dex 18, Con -, Int 14, Wis 14, Cha 20

SQ incorporeal traits, undead traits

Feats Alertness, Blind Fight, Improved Initiative

Skills Hide +14, Intimidate +13, Listen +14, Search +12, Spot +14,

Create Spawn (Su) Any humanoid slain by a crypt chanter through its draining melody (see below) becomes a crypt chanter 1d4 rounds later. Spawn are under the command of the crypt chanter that created them and remain enslaved until its destruction. They do not possess any of the abilities they had in life.

Draining Melody (Su) A crypt chanter constantly sings, creating a magically charged allure. All creatures within 60 feet of a crypt chanter must make a DC 18 Will save or stand dazed as long as the music continues. This is a sonic, mind-affecting compulsion effect.

Beginning on the round after becoming dazed, creatures that failed the first saving throw must make a second saving throw (same DC) to avoid being affected as if by the *enthral* spell (see page 227 of the *Player's Handbook*). Enthralled victims also begin to gain 1d2 negative levels per round while the song continues, as long as they remain within range. If a creature gains a number of negative levels at least equal to its Hit Dice, it dies and becomes a spawn.

When a crypt chanter bestows negative levels on a victim, it gains 5 temporary hit points for each negative level bestowed. These temporary hit points last for up to 1 hour.

Creatures that successfully save upon hearing a crypt chanter's music cannot be affected by that crypt chanter's music again unless the chanter ceases singing for 1 full round (releasing all those it previously held in thrall) and begins a new song. The save DC is Charisma-based.

Daylight Powerlessness (Ex): A crypt chanter is utterly powerless in natural sunlight (not merely a *daylight* spell) and flees from it.

ADVANCED SPECTRAL LYRIST

CR 5

CE Medium undead (incorporeal)

Init +6; **Senses** darkvision 60 ft.; Listen +15, Spot +15

Languages Common, Gnome

AC 20, touch 15, flat-footed 18

(+2 Dex, +3 deflection, +5 natural)

Miss Chance 50% from corporeal source

hp 57 (9d12 HD)

Fort +5, **Ref** +5, **Will** +8

Speed 60 ft. (12 squares) (good)

Melee incorporeal touch +6 (1d6 charisma drain)

Base Atk +4; **Grp** -

Special Actions Cannot be heard with Listen checks if it does not wish to be

Abilities Str -, Dex 15, Con -, Int 13, Wis 14, Cha 18

SQ Alter appearance (appear as any medium humanoid), incorporeal traits, inescapable craving, undead traits, uses Charisma modifier for concentration checks, bardic music 6/day

Feats Ability Focus (charisma drain), Alertness, Great Fortitude, Improved Initiative

Skills Bluff +14, Diplomacy +8, Disguise +13 (+15 when acting in character), Intimidate +8, Listen +15, Perform (sing) +15, Spot +15

Undead Traits: immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), immunity to poison, sleep effects, paralysis, stunning, disease, and death effects, not subject to critical hits, non-lethal damage, ability drain, or energy drain, immune to damage to its physical ability scores (strength, dexterity, and constitution), as well as to fatigue and

exhaustion effects, negative energy can heal undead creatures, immunity to any effect that requires a fortitude save (unless the effect also works on objects or is harmless).

Charisma Drain (Su) Living creatures hit by a spectral lyrist's touch attack must make a DC 19 Fortitude save or take 1d6 points of Charisma drain. The save DC is Charisma based. When a spectral lyrist drains a victim's Charisma, it gains 5 temporary hit points and 1 temporary Charisma point, no matter how many points it drains. Temporary hit points and ability points gained in this way last for up to 1 hour.

Alter Appearance (Su) As a free action once per round, a spectral lyrist can alter its appearance. It can appear as any humanoid creature of Medium size, and it gains a +10 bonus on Disguise checks when it uses this ability. Unless the disguise is pierced by a successful Spot check, onlookers don't even notice the lyrist's incorporeal nature until an attack passes harmlessly through the creature.

Bardic Music (Su) A spectral lyrist has the bardic music abilities of *fascinate* and *suggestion*. These function identically to the bard class features of the same name. A spectral lyrist can use these abilities a total of six times per day.

APPENDIX 2 – DISTANCE TABLE FOR TRAVEL

Table 1: Assumes PCs will go from city to city on main roads whenever possible.

Movement Rate/Mile per hour:	Chendl to Abandoned Village: 60 miles	Abandoned Village to Bluetrout: 60 miles	Bluetrout to Bethur: 70 miles	Bethur to Greylode: 40 miles	Greylode to Renfroth: 40 miles	Renfroth to Caronis: 70 miles
20/2	30 hours	30 hours	35 hours	20 hours	20 hours	35 hours
30/3	20 hours	20 hours	23 hours	13 hours	13 hours	23 hours
40/4	15 hours	15 hours	17.5 hours	10 hours	10 hours	17.5 hours
50/5	12 hours	12 hours	14 hours	16 hours	16 hours	14 hours
60/6	10 hours	10 hours	11.5 hours	7 hours	7 hours	11.5 hours
70/6	8.5 hours	8.5 hours	10 hours	6 hours	6 hours	10 hours

Table 2: Assumes PCs go overland, “as the crow flies” when roads are not direct. Bethur to Caronis mileage/time on above table.

Movement Rate/Mile per hour:	Chendl to Abandoned Village: 35 miles	Abandoned Village to Bluetrout: 20 miles	Bluetrout to Bethur: 40 miles
20/2	17.5 hours	10 hours	20 hours
30/3	11.5 hours	7 hours	13 hours
40/4	8 ¾ hours	5 hours	10 hours
50/5	7 hours	4 hours	16 hours
60/6	5 ¾ hours	3 1/8 hours	7 hours
70/6	5 hours	2 7/8 hours	6 hours

MONSTERS

Half-Vampire

In rare circumstances, a vampire that has recently consumed a significant quantity of blood gains the ability to breed successfully with living humanoids or monstrous humanoids, creating half-vampire offspring. Also, in the unusual case of a pregnant humanoid or monstrous humanoid who survives a vampire's blood drain attack, the child may be born "tainted" by the attacker's vampirism. Regardless of the origin, the children produced by such events are typically branded as outcasts, welcome neither among the living or the undead.

A half-vampire is drawn to other living creatures, and feels far more comfortable when living in towns or cities. Still, half-vampires know that they must keep their identities secret or else risk the hatred and violence of others. Half-vampires are often physically attractive and persuasive. Their skin is pale, even ashen in color.

Unlike their undead forebears, half-vampires enjoy the freedom (or curse) of pursuing any alignment, though most tend toward neutrality or evil. Those rare few good-aligned half-vampires often feel haunted by their heritage, sometimes working to undo the evil of their ancestry.

Half-vampire is an inherited template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the base creature). The creature's size and type do not change.

A half-vampire uses all the base creature's statistics and special abilities except as noted here.

Armor Class: A half-vampire's natural armor bonus improves by 2.

Attack: A half-vampire retains all the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, the half-vampire retains this ability. A creature with natural weapons retains those natural weapons. A half-vampire fighting without weapons uses either its slam attack or its primary natural weapon (if it has one). A half-vampire armed with a weapon uses its slam attack or a weapon, as it desires. A half-vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Full Attack: A half-vampire fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has one). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or natural weapon as a natural secondary attack.

Damage: A half-vampire has a slam attack. If the base creature does not have this attack form, use the appropriate damage values from the table below according to the half-vampire's size. Creatures that have other kinds of natural weapons retain their old

damage values or use the appropriate value from the table below, whichever is better.

Size	Damage	Size	Damage
Fine	1	Large	1d8
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	2d8
Small	1d4	Colossal	4d6
Medium	1d6		

Special Attacks: A half-vampire retains all the special attacks of the base creature and gains one of those described below. Saves have a DC of 10 + ½ half-vampire's HD + half-vampire's CHA modifier unless otherwise noted.

Blood Drain (Ex): Some half-vampires can suck blood from a living victim with their fangs by making a successful grapple check. If the half-vampire pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. A half-vampire can't drain more points of Constitution in a single hour than its Constitution score. When a half-vampire drains a victim's Constitution, it gains 5 temporary hit points, no matter how many points it drains. Temporary hit points gained in this way last for up to 1 hour. If a half-vampire has this ability, it also gains the blood dependency special quality described below.

Charm Gaze (Su): Some half-vampires can charm humanoid or monstrous humanoid opponents just by looking into their eyes. This is similar to a gaze attack, except that the half-vampire must use a standard action, and those merely looking at the half-vampire are not affected. Anyone the half-vampire targets must make a successful Will save or fall under the half-vampire's influence as though affected by a *charm monster* spell (caster level equal to HD). Any creature that successfully saves against a half-vampire's charm gaze cannot be affected by that half-vampire's charm for 24 hours. The ability has a range of 30 feet.

Children of the Night (Su): Some half-vampires can command the lesser creatures of the world. Once per day, a half-vampire that has this special attack can call forth 1d4 rat swarms, 1d3 bat swarms, or a pack of 1d6 wolves as a standard action. (If the base creature is not terrestrial, this ability might summon other creatures of equivalent power.) These creatures arrive in 2d6 rounds and serve the half-vampire for up to 1 hour.

Special Qualities: A half-vampire retains all the special qualities of the base creature and also gains those described below.

Blood Dependency (Ex). If a half-vampire does not use its blood drain special attack against at least one living creature each day, it must make a DC 15 Fortitude save or become fatigued. Each day after the first that the half-vampire does not drink blood directly from a living creature, the DC increases by 1 until it fails the save and becomes fatigued. After that, it must

make a DC 20 Fortitude save each week (with the DC increasing by 1 each week thereafter) that it does not use its blood drain or become exhausted.

The fatigue or exhaustion caused by blood-dependency cannot be eliminated by rest (though magic can offset the condition until the vampire fails another save). Using its blood drain ability eliminates a half-vampire's fatigue immediately, or reduces exhaustion to fatigue. Only half-vampires with the blood drain special attack (see above) gain this special quality.

Damage Reduction (Su): A half-vampire has damage reduction 5/silver or magic.

Fast Healing (Ex): A half-vampire heals 1 point of damage each round so long as it has at least 1 hit point but less than half its full normal hit points. As long as the vampire has more than half its full normal hit points, its fast healing does not function (but other forms of healing still function normally).

Resistance (Ex): A half-vampire has resistance to cold 5 and electricity 5.

Abilities: Increases from the base creature as follows: Str +2, Dex +2, Cha +2

Skills: Half-vampires have a +2 racial bonus on Bluff, Hide, Listen, Move Silently, and Spot checks. Otherwise, same as the base creature.

Feats: A half-vampire gains Improved Initiative, if the base creature doesn't already have that feat.

Crypt Chanter

Medium Undead (Incorporeal); Hit Dice: 7d12 (45 hp); Initiative: +8; Speed: 30 ft. (6 squares, fly 30 ft. (perfect)); Armor Class: 19 (+4 Dex, +5 deflection), touch 19, flat-footed 15; Base Attack/Grapple: +3/–; Attack: Incorporeal touch +6 melee (1d8); Full Attack: Incorporeal touch +6 melee (1d8); Space/Reach: 5 ft./5 ft.; Special Attacks: Draining melody, create spawn; Special Qualities: Darkvision 60 ft., Daylight powerlessness, incorporeal traits, undead traits, +2 turn resistance; Saves: Fort +2, Ref +6, Will +7; Abilities: Str –, Dex 18, Con –, Int 14, Wis 14, Cha 20; Skills: Hide +14, Intimidate +13, Listen +14, Perform (sing) +14, Search +12, Spot +14; Feats: Alertness, Blind-fight, Improved Initiative; Environment: Any land and underground; Organization: Solitary, chorale (2-4), or choir (6-11); Challenge Rating: 7; Treasure: None; Alignment: Always chaotic evil; Advancement: 8-17 HD (Medium); Level Adjustment: –

A crypt chanter's voice is the perfect horror, at once compelling and dreadful. These undead creatures sometimes appear to be playing spectral viols, flutes, drums, or any other instruments they choose, varying from chanter to chanter.

As incorporeal creatures, crypt chanters are weightless. A crypt chanter never speaks directly, though it may give instructions or provide answers within the lyrics of its music (usually in Common, sometimes Abyssal).

Combat: A crypt chanter's strength and shield is its music. A crypt chanter seeks to snare its victims with

its music, and then drain them of life with the same melody. If threatened, a crypt chanter retreats into a nearby wall or other handy physical barrier.

Create Spawn (Su): Any humanoid slain by a crypt chanter through its draining melody (see below) becomes a crypt chanter 1d4 rounds later. Spawn are under the command of the crypt chanter that created them and remain enslaved until its destruction. They do not possess any of the abilities they had in life.

Draining Melody (Su): A crypt chanter constantly sings, creating a magically charged allure. All creatures within 60 feet of a crypt chanter must make a DC 18 Will save or stand dazed as long as the music continues. This is a sonic, mind-affecting compulsion effect.

Beginning on the round after becoming dazed, creatures that failed the first saving throw must make a second saving throw (same DC) to avoid being affected as if by the *enthrall* spell (see page 227 of the *Player's Handbook*). Enthralled victims also begin to gain 1d2 negative levels per round while the song continues, as long as they remain within range. If a creature gains a number of negative levels at least equal to its Hit Dice, it dies and becomes a spawn.

When a crypt chanter bestows negative levels on a victim, it gains 5 temporary hit points for each negative level bestowed. These temporary hit points last for up to 1 hour.

Creatures that successfully save upon hearing a crypt chanter's music cannot be affected by that crypt chanter's music again unless the chanter ceases singing for 1 full round (releasing all those it previously held in thrall) and begins a new song. The save DC is Charisma-based.

Daylight Powerlessness (Ex): A crypt chanter is utterly powerless in natural sunlight (not merely a *daylight* spell) and flees from it.

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Spectral Lyrist

Medium Undead (Incorporeal); Hit Dice: 6d12 (39 hp); Initiative: +6; Speed: Fly 60 ft. (12 squares) (good); Armor Class: 20 (+2 Dexterity, +5 natural, +3 deflection), touch 15, flat-footed 18; Base Attack/Grapple: +3/–; Attack: Incorporeal touch +5 melee (1d6 Cha drain); Full Attack: Incorporeal touch +5 melee (1d6 Cha drain); Space/Reach: 5 ft./5 ft.; Special Attacks: Bardic music, Charisma drain; Special Qualities: Alter appearance, darkvision 60 ft., incorporeal traits, inescapable craving, undead traits; Saves: Fort +2, Ref +4, Will +7; Abilities: Str –, Dex 15, Con –, Int 13, Wis 14, Cha 17; Skills: Bluff +12, Diplomacy +5, Disguise +12 (+14 when acting in character), Intimidate +5, Listen +13, Perform (sing) +12, Spot +13; Feats: Ability Focus (Charisma drain), Alertness, Improved Initiative; Environment: Any; Organization: Solitary; Challenge Rating: 4; Treasure: None; Alignment: Always chaotic evil; Advancement: 7-12 HD (Medium); Level Adjustment: –

In life, a spectral lyrist used its powers of performance and persuasion to further the cause of evil and strife, whether by urging listeners to commit violence or simply luring the innocent to their deaths. Cursed to forever walk the earth, it blames those still alive for its undead state and seeks to commit even greater evils against them.

A spectral lyrist can appear as any Medium humanoid, and it doesn't share the insubstantial or diaphanous appearance of other incorporeal creatures when so disguised. A lyrist is weightless, regardless of appearance.

Spectral lyrists speak Common, plus one other language common to humanoids in its environment, such as Dwarven, Elven, Goblin, or Orc.

Combat: A spectral lyrist uses its ability to bluff and change its appearance to present itself as a friendly creature, putting victims at ease until it can use its *fascinate* and *suggestion* abilities. Once victims are close enough, it uses its touch attack to drain their Charisma.

Alter Appearance (Su): As a free action once per round, a spectral lyrist can alter its appearance. It can appear as any humanoid creature of Medium size, and it gains a +10 bonus on Disguise checks when it uses this ability. Unless the disguise is pierced by a successful Spot check, onlookers don't even notice the lyrist's incorporeal nature until an attack passes harmlessly through the creature.

Bardic Music (Su): A spectral lyrist has the bardic music abilities of *fascinate* and *suggestion*. These function identically to the bard class features of the same name. A spectral lyrist can use these abilities a total of six times per day.

Charisma Drain (Su): Living creatures hit by a spectral lyrist's touch attack must make a DC 18 Fortitude save or take 1d6 points of Charisma drain. The save DC is Charisma based. When a spectral lyrist drains a victim's Charisma, it gains 5 temporary hit points and 1 temporary Charisma point, no matter how many points it drains. Temporary hit points and ability points gained in this way last for up to 1 hour.

Inescapable Craving: A spectral lyrist has an inescapable craving (see the Undead Metabolism section in Chapter 1) for Charisma, which it satisfies by using its Charisma drain attack.

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WEAPONS AND EQUIPMENT

Bow of Songs – Made from fine wood by elf hands, this +2 *shortbow* blends music with every shot to deadly effect. As a move action that does not provoke attacks of opportunity, the wielder can expend one daily use of bardic music to gain a bonus equal to his Charisma bonus on attack rolls and damage rolls with the next single attack made using a *bow of songs*. *Complete Adventurer* pg. 129

Gnome Twist Cloth – This unusual exotic armor is made of loose flowing cloth strips tied and hung on the

wearer. Proficient wearers twist and sway within the armor, causing opponents to strike empty air rather than armor whenever they miss with an attack. If you have the Exotic Armor Proficiency (gnome twist cloth) feat, the armor bonus from gnome twist cloth, including any enhancement bonus to AC, protects against touch attacks (unlike other armor bonuses to Armor Class, which do not apply against touch attacks). *Races of Stone* pg. 159

Sacred – Upon command, a sacred weapon is sheathed in luminous positive energy. This energy does not harm the wielder unless it is undead, in which case it takes 1 point of Constitution damage per round it holds the weapon when it is so energized. The effect remains until another command is given. A sacred weapon deals an extra 1d6 points of damage to undead (or 2d6 against evil outsiders) on a successful hit. Bows, crossbows, and slings so crafted bestow the positive energy upon their ammunition. The weapon is also treated as being good-aligned (for the purposes of overcoming damage reduction) when sheathed in positive energy. Moderate conjuration; CL 7th; Craft Magic Arms and Armor, *cure light wounds*; Price +1 bonus. *Libris Mortis*, p. 77.

FEATS

Daunting Presence (MH p 25)

You are skilled at inducing fear in your opponents.

Prerequisites: Cha 13, BAB +1.

Benefit: You may take a standard action to overawe an opponent. The opponent must be within 30 ft, have line of sight to you and have an Intelligence score. If the opponent fails a Will save (DC 10 + ½ character level + Cha modifier), the opponent is shaken for ten minutes. This feat has no effect on an opponent that is all ready shaken.

Special: A fighter may select Daunting Presence as one of his fighter bonus feats.

Lingering Song (CV p 111)

Your inspirational bardic music stays with the listeners long after the last note has died away.

Prerequisite: Bardic music.

Benefit: If you use bardic music to inspire courage, inspire greatness, or inspire heroics, the effect lasts for 1 minute after an inspired ally stops hearing you play.

Normal: Inspire courage, inspire greatness and inspire heroics last as long as an ally hears the bard sing plus an additional five rounds thereafter.

Versatile Performer (CV p 112)

You are skilled at many kinds of performances.

Prerequisite: Perform (any) 5 ranks.

Benefit: Pick a number of Perform categories equal to your Intelligence bonus (minimum 1). For the purpose of making Perform checks, you are treated as having a number of ranks in those skills equal to the

highest number of ranks you have in any Perform category. You cannot change these categories once you have picked them, but your score in them automatically increases if you later add additional ranks in your highest-ranked Perform category. You gain new categories of your choice if your Intelligence bonus permanently increases. In addition, you gain a +2 bonus on a combined Perform check when using two or more forms of performance at the same time, such as a bard strumming a lyre while singing. In such cases, add the bonus to the higher of your two Perform skill modifiers.

SPELLS

Augment Familiar – Transmutation; Level: Sorcerer/Wizard 2, Hexblade 1; Components: V, S; Casting Time: 1 action; Range: Close (25 ft. + 5 ft./2 levels); Target: Your familiar; Duration: Concentration + 1 round/level; Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless); This spell grants your familiar a +4 enhancement bonus to Strength, Dexterity and Constitution, damage reduction 5/magic, and a +2 resistance bonus on saving throws. *Spell Compendium* pg. 17

Bands of Steel – Conjunction (Creation); Level: Sorcerer/Wizard 3; Components: V, S, M; Casting Time: 1 standard action; Range: Medium (100 ft. + 10 ft./level); Target: One creature; Duration: 1 round/level; Saving Throw: Reflex partial; Spell Resistance: No; You conjure a number of shining metallic bands out of thin air, encircling a Medium or smaller creature. The victim must succeed on a Reflex save or be immobilized (helpless). If the saving throw succeeds, the victim is only partially trapped by the bands (treat as entangled). A creature immobilized by the bands can attempt escape by a full-round action, either by bursting free (Strength DC 18) or wiggling out (Escape Artist DC 18). An entangled creature can use a full-round action to break or disentangle itself with a DC 13 Strength check or a DC 13 Escape Artist check. Large or larger creatures are too big to be captured or impeded by the bands. *Spell Compendium* pg. 24

Defenestrating Sphere – Evocation [Air]; Level: Sorcerer/Wizard 4; Components: V, S, F; Casting Time: 1 standard action; Range: Medium (100 ft. + 10 ft./level); Effect: 2 ft. radius sphere; Duration: 1 round/level (D); Saving Throw: Fortitude partial; see text; Spell Resistance: Yes; A cloudy gray sphere of whirling air and howling wind flies to attack your enemies and hurl them to the sky. As a move action, you can make the sphere travel up to 30 feet per round and strike the creature or object you indicate as a ranged touch attack. Any creature struck by the sphere takes 3d6 points of damage from the force of its winds. In addition, Medium or smaller creatures must succeed on a Fortitude save or be knocked prone. Creatures

that fall prone must succeed on a second Fortitude save or be swept up by the sphere and driven 1d8x10 feet into the air, dropping 1d6 squares from their original position in a random direction and taking falling damage as normal. If some obstacle prevents the target creature from reaching its expelled height, it takes 1d6 points of damage for every 10 feet of movement it was unable to complete, so that a creature hurled 50 feet up in a room with a 20 foot ceiling would take 3d6 points of damage from the impact, then take 2d6 points of damage when it falls back to the ground. The sphere can affect a maximum of one creature or object per round and winks out if it exceeds the spell's range. *Spell Compendium* pg. 62

Dirge of Discord – Enchantment (Compulsion) [Evil, Mind-Affecting]; Level: Bard 3; Components: V, S, M; Casting Time: 1 standard action; Range: Close (25 ft. + 5 ft./2 levels); Area: 20 ft radius spread; Duration: Concentration + 1 round/level; Saving Throw: Will negates; Spell Resistance: Yes; You create an unholy, cacophonous dirge that fills the subjects' minds with the screams of the damned, and the howling of the mad. Affected creatures take a -4 penalty on attack rolls and Concentration checks, a -4 penalty to Dexterity, and a 50% reduction in their speed (to a minimum of 5 feet). *Spell Compendium* pg. 66

Dissonant Chord – Evocation [Sonic]; Level: Bard 3; Components: V, S; Casting Time: 1 standard action; Range: 10 ft.; Area: 10 ft. radius burst centered on you; Duration: Instantaneous; Saving Throw: Fortitude half; Spell Resistance: Yes; You emit a terrible, piercing note. Creatures (other than you) in the affected area take 1d8 points of sonic damage per two caster levels (maximum 5d8). *Spell Compendium* pg. 69

Dragonskin – Transmutation; Level: Sorcerer/Wizard 3; Components: S, M; Casting Time: 1 standard action; Range: Personal; Target: You; Duration: 10 minutes/level; Your skin toughens and becomes scaly like that of a chromatic dragon, of a color that you select. You gain an enhancement bonus to your natural armor equal to +3, +1 per two levels above 5th (to a maximum of +5 at 9th level), as well as energy resistance equal to twice your caster level (maximum of 20 at 10th level) against the type of energy appropriate to the color you select; acid (black or green), cold (white), electricity (blue), or fire (red). *Spell Compendium* pg. 73

Insidious Rhythm – Enchantment (Compulsion) [Mind-Affecting]; Level: Bard 2; Components: V, S; Casting Time: 1 standard action; Range: Medium (100 ft. + 10 ft./level); Target: One creature; Duration: 1 minute/level; Saving Throw: Will negates; Spell Resistance: Yes; You play a catchy, silly little tune that gets stuck in the mind of the subject unless she succeeds on a Will save. The endlessly recycling melody makes it difficult for the subject to cast spells

or perform any other action that requires mental focus. The subject takes a -4 penalty on all Intelligence-based skill checks and Concentration checks. Whenever the target attempts to cast, concentrate on, or direct a spell, she must succeed on a Concentration check (DC equal to *insidious rhythm's* save DC + spell's level) or fail at the attempt. *Spell Compendium* pg. 124

Phantom Threat – Illusion (Phantasm) [Mind-Affecting]; Level: Bard 1, Hexblade 1; Components: V, S; Casting Time: 1 action; Range: Close (25 ft. + 5 ft./2 levels); Target: One creature; Duration: 1 round/level; Saving Throw: Will negates; Spell Resistance: Yes; You create the sensation in the subject's mind that he is threatened by more foes than he actually faces. Though the subject doesn't actually perceive any additional enemies (and thus doesn't waste any attacks on the phantasm), a creature affected by this spell is considered flanked, even if not threatened by other creatures. No amount of convincing by others can help the victim of this spell avoid its effect – only a successful saving throw against the spell when initially cast can help the target. *Spell Compendium* pg. 157

Resonating Bolt – Evocation [Sonic]; Level: Bard 4, Sorcerer/Wizard 3; Components: V, S; Casting Time: 1 standard action; Range: 60 ft.; Area: 60-ft. line; Duration: Instantaneous; Saving Throw: Reflex half; Spell Resistance: Yes; You unleash a tremendous bolt of sonic energy from your open hand, dealing 1d4 points of sonic damage per caster level (maximum 10d4) to each creature within its area. In addition, a *resonating bolt* deals full damage to objects and can easily shatter or break interposing barriers. If the bolt destroys a barrier, it can continue beyond it if its range permits; otherwise, it stops. *Spell Compendium* pg. 174

True Domination – Enchantment (Compulsion) [Mind-Affecting]; Level: Domination 8; Components: V, S; Casting Time: 1 standard action; Range: Medium (100 ft. + 10 ft./level); Target: One humanoid of Medium size or smaller; Duration: 1 day/level; Saving Throw: Will negates; Spell Resistance: Yes; You can control the actions of any humanoid that is Medium or smaller. You establish a telepathic link with the subject's mind. If a common language is shared, you can generally force the subject to perform as you desire, within the limits of his abilities. If no common language is shared, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from him. Subjects have a chance of resisting this control (Will save to avoid the effects when the spell is cast). Those affected by the spell and then forced to take actions against their nature receive a new saving throw with a penalty of -4. Obviously self-destructive orders may be carried out, unless the subject can make a saving throw with the -4 penalty.

Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it. *Protection from evil* or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or dispel it. *Spell Compendium* pg. 224

Whirling Blade – Transmutation; Level: Bard 2, Sorcerer/Wizard 2, Warmage 2; Components: V, S, F; Casting Time: 1 standard action; Range: 60 ft.; Effect: 60-ft. line; Duration: Instantaneous; Saving Throw: None; Spell Resistance: No; As you cast this spell, you hurl a single slashing weapons at your foes, magically striking at all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you attacked with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Intelligence or Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon's attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attack rolls, a *whirling blade* gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats. No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks. *Spell Compendium* pg. 238.

DM's Aid 1 — PROCESS FOR SELECTING A REPLACEMENT MEMBER FOR THE CHAMBER OF FOUR

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

