

Of Noble Spirit

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

Version 0.9

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The Mage Council is sending you to the home of the eminent Thimme de Levine to interview him just a few days before his gala Needfest party. Nobles, military officers and diplomats from around the country will be attending. You are not invited. Part five of the *Eight of Wands* story arc. A one-round Furyondy Regional adventure set in the Barony of Kalinstren for APLs 4-10. This mission is recommended for stealthy and/or skilled PCs, particularly those who are members of the Twilight Hunters. Arcane spellcasters and members of the Furyondy Mage Council or one of the church related meta-organizations are encouraged to play this scenario. PCs with loyalties to the Gold County or Littleberg may also gain from playing this adventure.

Resources for this adventure include FUR6-06 *Invocation and Intrigue* [Steven Bergen and Andrew Nuxoll], FUR6-07 *Conjuring Trouble* [Andrew Nuxoll], FUR7-01 *A Tune of Transmutation* [Shelley Stephen], *The Furyondy Gazetteer* [Roger Bert, Allan Fawcett, Brian Hudson, John du Bois, Michelle Sharp]

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 your Circle member at iuzcircle@gmail.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.

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

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

ADVENTURE BACKGROUND

The name of Thimme de Levine is well known among practitioners of the arcane in the Kingdom of Furyondy. As a high ranking Mage Council member, a protégé of Karzalin (Furyondy's former Fire elementalist), a well regarded military tactician, Dean of the School of Warmages at the Furyondy War College, Court Wizard for the Baroness of Kalinstren, and political savant, Thimme's star was rising high and fast for several years. It seemed certain he would be chosen for the Chamber of Four when the next vacancy opened up.

Then Karzalin disappeared. Thimme's association with the traitorous fire elementalist caused his fast rise in Furyondy political too slow. While his tactical skill is nearly unmatched, Thimme has been passed over for promotion at the War College. When it became clear that Karzalin would not return, Thimme was demoted to one of several "equal" candidates for the vacant position on the Chamber of Four.

Those who know him know that Thimme was incensed by this final insult. His fury lasted for several days and was followed by a long period of distraction and depression. More recently, Thimme's old vigor and confidence have returned as strong as ever, and Thimme has begun the slow process of regaining his former prestige. Thimme seems tireless in his pursuit of the minions of Iuz who lurk within his country's borders and urges other council members to follow his example. He speaks fervently in Mage Council meetings. His mantra, often spoken aloud and with utter determination, is to "always do what's best for Furyondy."

With his star on the rise again, Thimme has taken a bold political gamble. A month ago, captivating glamered invitations were sent to every noble house in the country. Each baron, count, knight, high priest, prominent diplomat and even the king himself were invited to Thimme de Levine's home in western Kalinstren for a gala event including fine foods, a costume ball and the best entertainment that Furyondy has to offer. For a noble to accept such an invitation is to show great trust in and respect for de Levine which would, in turn, raise his political status tremendously. But if enough of the invitations were rejected, Thimme's reputation might never recover.

As Istus might have it, Thimme's gamble paid off, and a firm majority of the noble houses have accepted his invitation. Planning for the gala is nearly complete and the guests should start arriving soon.

But all is not well on the de Levine estate. Recently, an agent of the Twilight Hunters uncovered evidence that fell deeds may be under way there. The Hunters take even a hint of a threat seriously and, as a result, have begun to covertly observe the property and its master as best they can.

It is well that they are, for on two occasions known agents of the Black Knight have been seen skulking toward Thimme's manor house in the dead of night. In

both cases they came through the nearby woods and bore strange glowing objects with great care.

What the Twilight Hunters don't know is that minions of former crown prince are working right under Thimme de Levine's nose to create a critical artifact for the vampire Thrommel: an amulet of undead life trapping capable of imprisoning incorporeal undead, including ghosts. While wearing such an amulet, turning attempts made against the vampire prince would affect the ghosts in his amulet first and thus shield Thrommel from the effect for a limited time. The inherent rejuvenating ability of ghosts means that any ghosts destroyed in this fashion would simply reappear in a few days. Thus, Thrommel would have nearly impenetrable resistance to those who channel positive energy.

The amulet is complete but there's a minor catch: the amulet must be filled all at once and the ghosts it captures must possess a living being. Clearly it behooves Thrommel to fill the amulet with as many ghosts as possible so...it's time to crash a party. And what better party to crash than one with so many nobles in attendance?

Thus, the unfinished amulet, along with several ghost cages, has been smuggled beneath the manor home of Thimme de Levine. Each cage contains dozens of ghosts (including a friend that some PCs may have met in *FUR7-01 A Tune of Transmutation*) in preparation for the grand event.

The Black Knight's planning for the party has been going smoothly with the exception of one small detail: the Furyondy Mage Council will soon be sending a party of adventurers to Thimme's house to interview him for the Chamber of Four position. And what else will such adventurers do? They will meddle, of course...

ADVENTURE SUMMARY

Introduction: The PCs are summoned by Telmus to perform an interview for the Furyondy Mage Council. PCs who have played previous adventures in the Eight of Wands story arc should be familiar with this routine. Some PCs receive specific instructions from their metaorganization.

Encounter One: The PCs meet with Telmus and he tells them that the next candidate is none other than his former master, Thimme de Levine. Thimme is preparing to host a large costume ball and Telmus urges the PCs to be on their best behavior. As if often the case, Telmus has a second mission for the PCs. The Mage Council requests the PCs to inquire with Thimme about a particular magical reagent, that Telmus recalls being in Thimme's possession.

Encounter Two: The PCs arrive at Thimme's manor home. Thimme greets them and invites them on a hunting expedition to acquire wild game for the banquet at the party. Thimme also assigns them all personal, permanent unseen servants that do their every bidding.

Encounter Three: The PCs travel into the woods with Thimme on the hunt. The PCs have a chance to Spot two humanoids lurking in woods. At least one member of the party recognizes them as members of the Twilight Hunters. When Thimme attacks them as poachers the PC(s) in question face a moral dilemma.

Encounter Four: Deeper in the woods, Thimme and the party are attacked by some particularly nasty monster(s). Knowledge checks will provide a hint that the monster is not a native.

Encounter Five: As a result of the failure of the hunt and an apology for the party's "discomfort" in Encounter Four, Thimme delays the interview and invites the party to attend his costume ball.

Encounter Six: At multiple points during their visit the PCs can snoop around Thimme's house and around the estate grounds. This encounter provides a brief overview of the estate, and if the PCs are fortunate, the night watchthings.

Encounter Seven: If the PCs are diligent and stealthy they find one of two ways to reach a secret laboratory under Thimme's manor house. Depending on how they got there they may encounter some ghostly guardians.

Encounter Eight: Once the PCs bypass a magical trap on the door to the lab, they find a bizarre apparatus: a ghost trap. Here is their opportunity to free the ghosts and thwart the nefarious plan of Thrommel himself.

Encounter Nine: If the PCs did not find the entrance to the secret lab (probably because they made too much noise fighting the guardians in Encounter Six) they are kept from further snooping and must attend the costume ball (encounters Nine, Ten and Eleven). In this encounter, the PCs receive three visits while they wait for the costume ball to start. Security is tight and the PCs are visited by Heironean clerics who give them a once over. Then they receive a visit (and the loan of some critical magic items) from a member of the Twilight Hunters. Finally, two of the PCs receive written messages from Furyondy nobility.

Encounter Ten: The PCs attend the costume ball. They have the opportunity to guess the identity of and gain information from various important NPCs. They also get the opportunity to gain a little fame playing Thimme's party game. A couple NPCs may approach the PCs seeking the same reagent that the Mage Council has sent them for. A few nefarious individuals are also crashing the party and may be unearthed by the PCs.

As the night begins to wane, Thrommel's minions release a horde of ghosts who covertly begin to possess the partygoers. The PCs may also be possessed.

Encounter Eleven: Prince Thrommel (in costume) steps onto the bandstand at the center of the ballroom and performs the final ritual to activate his new necromantic necklace. This ritual will entrap the ghosts that have been released upon the ball. A few ghostly animals are released to cover his escape by attacking those who resist (i.e., the PCs). The PCs must decide between aiding partygoers and harrying the vampire prince. If they choose the latter option, they may discover the purpose of Thrommel's amulet.

Encounter Twelve: Once things settle down Thimme contacts some of the PCs to offer then an invitation to ally with him. Someone must accept this offer in order to receive the magical reagent requested by Telmus in Encounter One.

Encounter Thirteen: Thimme allows the PCs their long-sought interview.

PREPARATION FOR PLAY

Due to the number of questions being asked as part of the Preparation for Play, the questions have instead been condensed into Player's Handout 1. After the players have completed the questionnaire, take note of the following:

- Many of the questions pertain to the PCs' candidate score for Encounter Twelve. Record the appropriate responses in the table in Appendix Six.
- Any PCs who detect as evil or possess any items that detect as evil should be made aware that both are criminal acts in Furyondy and that serious legal and/or social consequences may arise during the adventure.
- Members of the Twilight Hunters, Furyondy Mage Council and church related metaorganizations will receive special instructions.
- PCs that have played FUR6-06 and have Lielenna's Foretelling on their adventure record will receive a vision during this adventure if they received the Donjon, Vizier or Void cards.
- PCs that have played FUR6-06 and have the Favor or Disfavor of Thimme de Levine will have this affect Thimme's evaluation of them in Encounter Ten.
- PCs that have played FUR7-01 and have the Favor or Disfavor of Satiana will have this affect Thimme's evaluation of them in Encounter Ten.

Other factors to note while preparing this adventure include:

- Encounter Eight is a roleplaying intensive encounter (the costume ball). Be certain you are well prepared for this encounter and have read Appendix 5 Party Attendees.
- Three different members of the party will have the opportunity to perform a secondary mission during this adventure:
 - At least one PC will be contacted by the Twilight Hunters in the Introduction. By default, this is a member of that organization. Otherwise, it will be a PC whose personality is in line with that organization. If necessary, wait until character introductions have been done to initiate this contact.
 - A second PC will be contacted by Baroness Scheredenn of Littleberg in Encounter Seven. Select the lawful PC who is most arrogant.
 - A third PC will be contacted by Countess Kyaren Rhavelle in Encounter Seven. Select a non-lawful spellcaster (preferably arcane).
- At the conclusion of Encounter Eight, a different ghost will attempt to possess each PC in the party. Resolve the outcome of this attempt in advance. Some PCs may actually be immune to possession (e.g., due to a permanent *protection from evil* effect). Have all PCs who can be possessed make a DC 16 Will save. PCs who have played FUR7-01 *A Tune of Transmutation* and have the Favor of Remard Plexarin receive a -5 penalty on this save. If any of the PCs have played FUR7-01 and fail their save, then one of them will be possessed by Remard himself. Determine who that PC is now. Remard will prefer to possess PCs that have his favor.
- For your convenience, additional supplemental materials for this scenario should be available on the Furyondy website including:
 - A high-resolution, full color version of the encounter maps.
 - Pre-filled initiative cards for all the creatures in this scenario.

INTRODUCTION

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

- PCs who have earned the favor of the Furyondy Mage Council in a previous scenario in this story arc or are members of the Furyondy Mage Council receive an invitation directly from Telmus. Give these PCs Player's Handout #2.
- Members of most of the church-related meta-organizations receive a letter from their organization about the candidate they are about to interview. Members of the Church of St. Cuthbert, Church of Heironeous, Church of Pelor, or Church of Mayaheine receive Player's Handout #3. Members of the Church of Rao, Church of Trithereon or FAST-C receive Player's Handout #4.
- Members of the Twilight Hunters receive some interesting information from their organization. Give these PCs Player's Handout #5.
- If none of the PCs at the table are members of the Twilight Hunters, then one PC at the table receives a communiqué from that organization. This is Player's Handout #6. As judge you should select a PC whose personality is most in line with that organization. Qualities that most befit a contact for the Twilight Hunters (in order of priority) are:
 - a non-lawful alignment
 - patriotism for Furyondy and/or her allies
 - good alignment
 - stealth skills

Note: At least one PC at the table must receive either Player's Handout #5 or Player's Handout #6. This Twilight Hunters' contact plays an important role in multiple encounters in this adventure. This PC also receives a pair of *deathstrike bracers* along with the message. These are particularly useful to rogues and scouts (see *Appendix 2: New Rules Items*).

It is assumed that any PCs not entitled to the above "hooks" have been invited by one of the other PCs at the table who is responsible for the invited PC's behavior.

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

Treasure: The Twilight Hunter contact receives a pair of *deathstrike bracers*. (If there are more than two members of the Twilight Hunters in the party, only the more senior member receives the bracers.) At APL 4, the magic of the bracers fails after one week (and thus are not counted in the treasure though they can be used in the adventure).

APL 6-10: Loot – 0 gp, Coin – 0 gp, Magic – 416 gp; *deathstrike bracers* (416 gp).

1: A MEETING WITH TELMUS

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

As you negotiate the streets of Chendl below overcast skies and through a dusting of new snow, it's still evident that the city is already much recovered from the horrific shield that once covered the city in endless twilight. You can hear laughter and see smiles on the faces of residents who share the streets with you.

An hour ago, you met with Telmus, a young wizard with the Furyondy Mage Council. Telmus is sending you to western Kalinstren to interview the eminent Thimme de Levine who, among other titles, is the court wizard for the Baroness Kalinstren.

Telmus informed you that Thimme is hosting a Needfest party for many of Furyondy's nobility. Obviously riffraff like you are not invited and since Needfest is only a few days away the Mage Council has arranged to teleport you to his home tomorrow morning at ten bells so you can complete your interview and be away just before the more important people arrive. "Please be on your very best behavior with my former master." Telmus begged. "I'm certain that nothing exciting will happen to you on this mission."

DMs, feel free to ham this up. Telmus really is apologetic about previous 'unfortunate' circumstances, but also believes that the PCs are partly responsible for their own misfortunes.

Naturally, you had several questions for the young wizard.

Give the players an opportunity to retroactively ask any questions they may have. Telmus' answers to the most likely questions are as follows:

Interview? What? Why?

If the players haven't played any of the previous adventures in the Eight of Wands story arc, this introduction may be a bit abrupt and confusing. In brief, the PCs have been selected to interview Thimme de Levine as a candidate for the open position in Furyondy's Chamber of Four. Consult Appendix 3 for details on the PCs' involvement in the selection process.

Are there other parts to our mission?

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

Tell us about Thimme de Levine.

"I have strict instructions to avoid biasing your opinion. All I can tell you is that he is the court wizard of Kalinstren, a dean at the War College and that I am his former apprentice. He has been informed of your impending arrival."

Should we covertly investigate Thimme de Levine?

Telmus is unhappy about this question but resigned to it. "Please make courtesy to Thimme your utmost priority. If you should stumble upon evidence of wrongdoing the Mage Council would appreciate being informed of it."

What is this party that Thimme is hosting?

"I don't see how it's relevant and I know little more than the rumors that already abound on the streets."

A DC 12 Sense Motive check indicates that Telmus is disappointed that he was not invited.

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

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

Are you a candidate?

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

Can I apply for the position?

If the PC who asks is at least a 10th level arcane spellcaster and a member of the Furyondy Mage Council then Telmus gives the PC an appraising look. "You can not apply for the position, of course. You can only be selected. However, I admit your arcane skill is well known and you may already be a candidate."

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

What's the pay?

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

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

PCs with ranks in Knowledge (Local [Iuz's Border States]) know more about recent events involving Thimme de Levine. The PCs can also use Gather Information to acquire this knowledge. Provide information from the Adventure Background using the following DCs.

- DC 8 Thimme is the court wizard of Kalinstren and dean of the school of Warmages at the Furyondy War College.
- DC 12 Thimme is throwing a Needfest party in a few days. Many nobles will be in attendance. Some others will not. The socialites of Chendl are quietly abuzz with rumor about the details.
- DC 15 Thimme has fallen out of favor of late with some of the nobility. Worse yet, his relationship with Satiana also ended recently.
- DC 17 The reason for Thimme's loss of favor is that he was Karzalin's protégé. When Karzalin disappeared under suspicious circumstances and later declared a traitor to the crown, suspicion fell upon Thimme as well.
- DC 21 Perhaps the greatest disappointment for Thimme that stemmed from Karzalin's disappearance was his being passed over for promotion at the War College.
- DC 24 Up until Karzalin's disappearance, Thimme was the leading candidate for the next vacancy in the Chamber of Four. Now, he's one of many candidates and not necessarily a leading candidate.
- DC 27 Rumor has it that Satiana has been removed from consideration for the Chamber position and that Thimme was particularly happy to learn this.
- DC 29 Upon hearing that he was to be one of several candidates for the open position on the Chamber of Four, Thimme was visibly angry and disappeared for several weeks.

Once the questions have ceased, read the following:

As you were preparing to leave, Telmus spoke in a lowered voice. "There is a secondary part to your mission. The Mage Council is looking to acquire an exceptionally rare and valuable reagent known as Sanguineous Celestius. We need this reagent most urgently. I know from my studies with Thimme de Levine that he possessed a quantity of this liquid. While you are there, please try to convince Thimme to donate it for the good of the council. I have no doubt he will be rewarded for his generosity."

A DC 22 Knowledge (arcana) or DC 27 Knowledge (the planes) check is sufficient to identify Sanguineous Celestius as the freely given blood of an astral deva that has been treated to prevent coagulation. It is a dark purple red in color shot through with veins of silver and possesses a dim white radiance. The liquid is almost never found in quantities that exceed half an ounce. It is often used in transmutation spells, particularly those that grant additional vim or strength to the recipient.

The PCs can ask more questions at this point:

What is this reagent?

"It is the freely given blood of an astral deva. It is rarely found on the material plane."

Why do you need this reagent?

"I've not been told though I do know that it is essential for some powerful spells that grant long-lasting vigor or prowess in battle."

How much is this reagent worth?

"The quantity possessed by Thimme would fetch a king's ransom on the open market. To sell it in such a way, however, would likely draw the attention and ire of its original donor."

What do we do if Thimme doesn't want to give it up?

"That is his decision. It's a rare item and I would understand his reluctance. Please feel free to apply whatever diplomacy skills you have to convince him."

How will Thimme know we're not just trying to steal it from him?

"I'll prepare a letter with an official Mage Council seal as well as my own personal seal that contains an official request."

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

- Telmus is familiar with Thimme's recent political troubles (see the Adventure Background) and the reason for the Needfest party.
- The candidates who have been examined to date are Afronidious of the Gold County, Satiana of the Duchy of the Reach, Ereland Manneth of Crystalreach and Adar ibn Vahim.
- Most council members are convinced that Afronidious is out of the running. Rumor has it that Satiana and Ereland Manneth have also been removed from consideration. The remaining candidate (Adar) is a subject of heated debate within the privacy of council chambers.
- Telmus suspects, but does not know the reason that the Mage Council is seeking Sanguineous Celestius. If the PCs wrest this information from him contact the Furyondy Triad for details. Barring truly exceptional circumstances (e.g. no Diplomacy or Intimidate check would qualify), the only way to obtain such information would be to magically coerce or influence Telmus in some way, which is a criminal act in Furyondy. If the PC succeeds in doing so, note such in the Play Notes of his or her AR.

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

As you walk the wintry streets pondering the details of your mission, a thin sheet of snow slides from the slanted roof above and spills a cloud of snowflakes into the air before you. The flakes shift and dance and form the face of Lielenna, the fortuneteller you met in the Felldrake Inn over a year ago. Her voice rings in your ears: "I see a creature of no small power. What would he risk for still more power? Be certain of your motives but be doubly certain of the motives of others."

The flakes shift again and you see an image of the interior of a room that is filled with large blocks of ice. One block has been moved aside revealing a trap door.

The image persists for only a moment before your vision clears and the snowflakes disperse.

Treasure

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

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

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

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

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

DEVELOPMENT

Allow the PCs to prepare for their journey provided they present themselves at the Mage Council headquarters at ten bells the next day.

2: A WARM WELCOME

Here the PCs arrive at Thimme's estate and initially are treated distantly, but once their names are received and their objective clarified, Thimme de Levine comes out himself and treats with the party very cordially. Then the PCs are escorted to their rooms (not in the manor house) and offered further instructions as well as several welcome gifts.

PART I: ARRIVAL

The teleport spell has dropped you on a broad lawn of bright green grass that still peeks up through the light snow cover. Imbedded every hundred feet is a large stone bearing the de Levine crest—yes, you're in the right place. To the west you see a manor house in the distance. It appears that being a baronial Court Mage has its privileges.

Assuming the PCs decide to approach the manor house:

Finally, you near the main estate buildings and see a coach house already filling with the carriages of nobles. A bewigged, liveried servant who wears a horrified look approaches you. You can just make out that he is muttering to himself... "Personal servitors were instructed to use the side road! I cannot believe that one of our guests neglected that instruction. Unless... oh, my, these are guests?" His demeanor quickly changes, to frosty courtesy.

"Good day, and welcome to the de Levine estate. May I enquire of your names?"

Allow the PCs to introduce themselves, and deal with the majordomo as they see fit. However, abusive treatment of the living servants of the estate will not garner favor with Thimme (see Encounter Ten).

PART II: THE MASTER OF THE HOUSE

The servant leads you into the manor house to a small, unobtrusive room, with fine furniture that would not be out of place in the grandest houses of Chendl.

Ten minutes later, you hear a stirring baritone voice just outside the door upbraiding the servant who brought you here. The unfortunate man opens the door and scrapes low to introduce the master of the house. Thimme de Levine is a tall man with short dark hair and brilliant green eyes. He steps forward and smiles at you very warmly. "Please forgive the confusion, my good people, for the very house is abuzz in preparation for celebration. Details can slip. If the message was correct, Telmus sent you here to interview me for the Chamber, yes?"

The PCs may take this opportunity to explain their presence and introduce themselves, although Thimme will 'guess' each character's name before they say it; he

gives the appearance of attention to detail, that his majordomo informed him of everything. During this interaction, Thimme dismisses the servant, and leads the PCs to a larger, more luxurious room, where there is a side table with bottled liquors. Thimme will offer refreshments that he pours for his guests with his own hands.

"Excellent! However, I must profoundly apologize; I simply do not have the time today to treat with you. Nor tomorrow, for that matter. This ball, you understand, I must attend to my staff and to my noble guests. I beg you, accept my hospitality, and stay in my humble home until we can attend to our business."

Thimme smiles at the joke of his 'humble home' but he does, indeed, seem very put-upon.

If the PCs protest, the only answer they receive is that Thimme cannot possibly give his full attention to their questions, his schedule is simply too busy, and he will have too many concerns to attend to. If the PCs still persist, Thimme relents and conducts the interview on the spot (proceed to Encounter Ten) and then asks the party to leave his home immediately. The adventure is over at that point.

While Thimme will not entertain any questions pertaining to the interview, if asked about the Sanguineous Celestius, Thimme will admit to having a quantity on site, but that negotiations to obtain it will also have to be delayed.

Assuming the PCs agree to stay and delay the interview, Thimme asks them a second favor:

"Speaking of guests and entertainment, I learned this morning that a few of my early arrivals are grievously delayed until tomorrow. I find myself in need of hearty souls to fill out a hunting party that was to provide for the banquet. Would you be willing to join me this afternoon on the hunt?"

If the PCs refuse the hunt, Thimme responds with surprise and urges them to change their minds. A Sense Motive check opposed by Thimme's Bluff (+5) indicates that he wants the PCs to attend rather more badly than he lets on. If accused of this, however, Thimme denies it and ceases his urging.

The PCs may ask who the no-shows were. Thimme identifies them as the flighty Lady Jilliana Azkagar, Sir Frehicald Azkagar who are escorting their rather unpleasant daughter Lystrilla Mantrell. (PCs who are a "Beau of Lystrilla" as a result of playing FUR5-02 Herb Hunting – or married to her following a recent Furyondy interactive – may not be pleased at the minor insult. If so, Thimme apologies immediately and recants his statement.)

Assuming the PCs agree to the hunt, Thimme offers to loan them 'sporting' hunting equipment and clothing, such as spears (long- and short-), crossbows, and leather armor.

Regardless of whether the PCs accept Thimme's request that they join him on the hunt he says:

"Simply splendid! Now, I must away again, but first, let me give you a token of real hospitality!" Thimme takes a gold-foiled box from the mantle of a fireplace and takes a handful of exquisite pins from the cache inside.

"Please, wear these on your person. I like to treat my guests well, and while you wear these pins, you will be protected from the house wards and also gain the benefit of an unseen servant attending you at all times! If you need something, simply address the air around you!"

A DC 5 Appraise check indicates that, from their weight, the pins are solid gold, with jewel-toned enamels filling in the de Levine heraldic crest. A DC 15 Appraise check values the pins at over 500gp each.

If asked for details about the "house wards" Thimme demurs by stating he'd rather not share the details of the security in and around his home.

PART III: GROUND RULES AND MORE GIFTS

Once Thimme has left, the much-chastened majordomo returns and shows the PCs to their rooms. The PCs are led back out of the building to the coach house, east of the main building, and are bunked together in a large room on the second floor. There the PCs are informed of the rules of the house by the majordomo:

- They are expected to show respect to the guests and personal possessions of Thimme de Levine.
- The PCs may wander the grounds and selected rooms in the manor house (as permitted by their pins) during daylight hours.
- They must wear their pins at all times to avoid triggering magical wards and also so they can be identified by the staff.
- The PCs should respect requests made by the staff (e.g., "Please don't track mud onto the carpet.") unless they have good reason not to.
- Failure to follow these rules results in expulsion from the estate.

The PCs are offered light refreshment and changes of clothing to 'sporting garb' (if the PCs agreed to participate in the hunt). The majordomo also presents them with a gift basket which contains various fine foods, exotic soaps and perfumes, and even a few magical items designed to increase their comfort or provide amusement. The magic items in the gift basket vary by APL (see Treasure) below. The gift basket contains instructions on how to use all the magic items.

The hunt begins in four hours so the PCs have time to relax or even snoop around. (Jump to Encounter Six if they choose to snoop.)

Paranoid characters may regard the pins with suspicion. A *detect magic* spell indicates that the pins

radiate faint conjuration and divination magic. An *identify* spell reveals that the pins have these properties:

- They create a permanent unseen servant when within 10 miles of a central control device. Outside that radius they can only create an unseen servant for 1 hour per day.
- The pins provide or deny access to various areas of the manor (much like a modern day security badge).
- The pin could also easily be used to activate or deactivate magical traps and guardians. It's clear that different pins could allow access to different areas.
- The central control device can be used to scry upon the owner of the pin without the target receiving a saving throw

DEVELOPMENT

If the PCs decide to use their four hours to snoop about Thimme's grounds and mansion, skip temporarily to Encounter Six for the duration. Once four hours of in-game time have passed, return to Encounter Three to begin the hunt if the PCs have agreed to participate. Otherwise, proceed to Encounter Seven.

Treasure

The PCs have each received a magical "pin de Levine" from Thimme. They also find several magic items in their gift basket:

APL 4: Loot 0 gp; Coin 0 gp; Magic 644 gp; *pin de Levine* x6 (360 gp), *blessed bandage* (1 gp), *skill shard* (Bluff) (4 gp), *greater skill shard* (Knowledge (Local [Iuz's Border States])) (25 gp), *daylight pellets* x4 (50 gp), *talisman of the disk* (25 gp), *everlasting rations* (29 gp), *electric eel elixir* (33 gp), *wink brooch* (50 gp), *porcupine elixir* (66 gp); Total 644 gp

APL 6: Loot 0 gp; Coin 0 gp; Magic 465 gp; *pin de Levine* x6 (360 gp), *blessed bandage* (1 gp), *skill shard* (Bluff) (4 gp), *greater skill shard* (Knowledge (Local [Iuz's Border States])) (25 gp), *daylight pellets* x4 (50 gp), *talisman of the disk* (25 gp); Total 465 gp

APL 8: Loot 0 gp; Coin 0 gp; Magic 992 gp; *pin de Levine* x6 (360 gp), *blessed bandage* (1 gp), *skill shard* (Bluff) (4 gp), *greater skill shard* (Knowledge (Local [Iuz's Border States])) (25 gp), *daylight pellets* x4 (50 gp), *talisman of the disk* (25 gp), *everlasting rations* (29 gp), *electric eel elixir* (33 gp), *wink brooch* (50 gp), *porcupine elixir* (66 gp), *elixir of reckoning* (68gp), *beetle elixir* (112 gp), *vial of icy sheets* (166 gp); Total 992 gp

APL 10: Loot 0 gp; Coin 0 gp; Magic 1013 gp; *pin de Levine* x6 (360 gp), *blessed bandage* (1 gp), *greater skill shard* (Bluff) (25 gp), *greater skill shard* (Knowledge (Local [Iuz's Border States])) (25 gp), *daylight pellets* x4 (50 gp), *talisman of the disk* (25 gp), *everlasting rations* (29 gp), *electric eel elixir* (33 gp), *wink brooch* (50 gp), *porcupine elixir* (66 gp), *elixir of reckoning* (68gp), *beetle elixir* (112 gp), *vial of icy sheets* (166 gp); Total 1013 gp

3: POACHERS

The PCs join Thimme on the hunt to help provide for the banquet that evening, and briefly meet a few of the lesser noble guests. On the way deep into the woods, the PCs encounter a pair of “poachers”, really Twilight Hunters tasked to keep an eye on Thimme. However, Thimme is not interested in hearing the “poachers” story, and moves to eliminate the threat to his estate. It's up to the PCs to stop him if they wish to save the lives of the Twilight Hunters.

The sound of a hunting horn calls you out to the front of the manor house where a dozen other guests have gathered around Thimme de Levine.

“Welcome, friends, colleagues, and honored guests! The time has come for the morning's fun, as well as tomorrow night's dinner!” Thimme laughs broadly and a few of the portlier attendees join him.

“I'm splitting you into groups of (four, five or six) and that leaves me with four groups! Please, make it sporting; I'd rather not have the food cooked before it makes it to my kitchen!” Thimme separates the groups and you all mount and follow Thimme's lead to the east.

As the PCs ride, they may mingle and chat, briefly, with a few of the other early guests. A DC 15 Sense Motive check indicates that these people are only politely interested in conversation, but are more interested in looking important and in promoting themselves. Thimme will rotate through the four hunting parties, engaging them in light conversation and banter to keep spirits up, and bragging about his own catches in these woods in the past. He will not stay long enough for PCs to ask interview-like questions of him, and if they begin, he admonishes them not to be rude. If the PCs ask about the Sanguineous Celestius, Thimme shushes them and cautions them to talk privately with him, later.

After ten minutes of brisk riding, the parties reach the edge of the woods, and Thimme sends each party off on a different path, and it is clear he knows the woods well. He joins the PCs for a few minutes to guide them into the woods and talk about the sorts of game they may see within (deer, elk, bear, dire boar, etc.). This first section of the woods consists of wide spaced older trees and only a light dusting of snow, so mounted characters may yet ride without too much difficulty and characters on foot move without impediment.

At this point, the PCs stumble upon two low-level Twilight Hunters who were given the job of observing Thimme's party. They are attempting to Hide but are doing a poor job of it because they were surprised at the group's approach. This was the closest hiding space they had. Give the PCs roll a Spot check opposed by the spies' Hide skill (+5 modifier after a -4 penalty for surprise) to catch sight of them.

The Twilight Hunters are dressed in gray clothes. Each man wears a large, red owl feather in his cap; and

that ornament may be what has given him away. Any PC given the note from the Twilight Hunters should remember that the red feather is a sign identifying other agents (DC 10 Intelligence check for the character to remember if the player doesn't).

Any PC who makes the Spot check has a round to act before Thimme notices. If informed of the two men, or when he spots them himself automatically in the next round, Thimme reacts angrily:

“Poachers! Vermin!” Thimme flings a bolt of energy at the two men, but his anger must have ruined his aim. The two poachers dodge nimbly, and begin to run away from you unharmed.

“Scoundrels!” he shouts after them. Then he turns to you. “Lend me your aid, good sirs (and madams). As the rightful lord of these lands it is my duty to dispose of these poachers.”

A DC 15 Knowledge (local) check confirms the truth of Thimme's statement about Furyondy law. A DC 18 Spellcraft check identifies Thimme's spell as a lightning bolt. The PCs may act as they wish, but Thimme is expecting them to help him kill the poachers.

PCs may attempt to dissuade Thimme from this attack. (PCs who are good-aligned, members of the Twilight Hunters, or whom the Twilight Hunters contacted at the beginning of the mod should be particularly motivated to do so!) Dissuading Thimme requires a rushed Diplomacy check (i.e., with a -10 penalty). A DC 10 check is sufficient to get Thimme to relent but he quietly transfers his anger to the PC(s) who asked him to relent. (This has an impact on his actions in Encounter Twelve). A DC 25 check dissuades Thimme without gaining his ire in return.

If either of the Twilight Hunters is captured or killed, all the PCs lose any reward offered by that metaorganization on their adventure record.

If the Twilight Hunters are captured a successful Intimidate check (see PHB p.76) gets them to admit their affiliation and mission.

CREATURES

Two Twilight Hunters attempting to flee.

ALL APLs (EL 0)

Thimme de Levine: male human wizard 12.

Twilight Hunters (2): hp 12, *Appendix 1*.

Tactics

The two "poachers" know they are out-classed and that their cover is blown. They simply try to flee and under no circumstances will turn to stand and fight. Their tracks are clear on the snowy ground.

For story purposes, Thimme automatically rolls a "1" on his initiative for this encounter. He uses *magic missile* for all his subsequent attacks. He is able to cast this spell twice before the poachers are out of sight. Given his targets' low hit points, this is probably sufficient to drop them if not outright kill them.

DEVELOPMENT

If the Twilight Hunters are allowed to escape, Thimme appears to get over his anger quickly and the hunt proceeds. If the Twilight Hunters are captured, Thimme *teleports* back to the manor with them (promising to return shortly via the same means). If they are killed, Thimme notes their location and leaves them for later cleanup by servants.

Regardless of the outcome, the hunt continues. Proceed to Encounter Four.

Treasure

None. While the "poachers" can be looted if captured or killed, the value of their equipment is negligible. Looting the poachers prevents the PCs from gaining any favors from the Twilight Hunters on their adventure record.

4: FROM PREDATOR TO PREY

The hunt continues and Thimme cheerily resumes tales of the hunt, and leads the PCs to a favorite hunting ground. There, savage plant creatures surprise the group and attack. Thimme uses a contingent *shadow well* upon himself in order to elude the danger for over a minute.

Now that the issue with the poachers is resolved, Thimme's manner returns to friendly. He continues to engage the party in light-hearted chatter, mixed with comments about what he loves best about these woods in the winter, and so on. Also, he describes that he is leading the party to a particularly well-stocked area of the woods, as Thimme fully expects the more noble hunters to fail in actually bagging any food at all. Again, if the PCs begin to ask interview questions, Thimme chides them for their impatience, and strongly suggests they enjoy the hunt.

Have the PCs roll to see the mobile Creatures in a clearing just to the party's right: a DC 20 Spot check for the fang golems at APL 4 and 6, DC 31 for the lesser battlebriar(s) at APLs 8 and 10, or DC 20 Spot to see the greenwise to the right at APL 10. Those who succeed may act in the surprise round. No matter who starts the combat, Thimme's *contingency*-linked *shadow well* pulls him away from combat and into the Plane of Shadow if he is in danger of taking damage from a non-animal source (DC 26 Spellcraft check to recognize the *contingency*, DC 24 Spellcraft check to recognize the *shadow well*). Thimme is surprised by the creatures and reacts honestly (also known as the "*What are tho-***pop** response).

CREATURES

These creatures have been tasked by Sir Tarik Einar to assault the party, and are expecting the PCs. As the creatures have been warned, they are actively about for the party's approach, and unless the party takes extreme measures to ensure stealth, the creatures are not surprised.

APL 4 (EL 7)

Fang Golem: hp 74, *Appendix 1*

APL 6 (EL 8)

Fang Golems (2): hp 74, *Appendix 1*

APL 8 (EL 11)

Fang Golems (2): hp 74, *Appendix 1*

Lesser Battlebriar: hp 126, *Appendix 1*

APL 10 (EL 13)

Lesser Battlebriars (2): hp 126, *Appendix 1*

Greenwise: hp 102, *Appendix 1*

Note: The EL of this encounter has been increased by one to account for the unusually tough critters and an ambush situation.

Tactics

At APLs 4 and 6, the fang golems start 100 feet away. In the first round, they advance and loose their spikes from their maximum range (80'). The fang golems will continue to lob spikes (5x maximum, each) until PCs close to melee range. The golems continue to maneuver in an attempt to keep as many of the combatants within 20', so that the death throes hit as many targets as possible.

At APL 8, the fang golems behave as above. The lesser battlebriar closes to 60' in the first round to fire its thorn volley (10' radius burst), and continues to fire each round, moving back as necessary, until PCs force it into melee. Once a PC comes within 20 feet, the battlebriar charges to Trample. If the Trample succeeds, then the battlebriar tries to slam, followed by an Improved Grab (+26 grapple check, free action), and then to Impale (+26 grapple check, free action) the hapless PC. Impaled PCs can try to break free with an opposed grapple check vs. the battlebriar (+6 grapple check) on the PCs turn.

At APL 10, the greenwise starts the combat 40' from the party, on the opposite side of the party from the battlebriars. In the first round, the greenwise uses its death fog ability, and then moves toward the party at 5-feet-per-round movement. If the death fog is dispersed, the greenwise uses its second death fog for the day, and continues advancing upon the party. Thanks to its tremorsense, the greenwise advances unerringly upon the party until it reaches melee range, and then attacks viciously. The first four PCs that succumb to the Improved Grab and the Swallow Whole attacks fill the greenwise's gullet. The lesser battlebriars behave exactly as at APL 8, except that without targets, they ready actions to fire upon the first opponent that appears outside of the death fog.

In all cases, if all living PCs flee more than 200 feet away from the creatures, the fight concludes.

DEVELOPMENT

Thimme's *shadow well* has sucked him out of the fight for over 12 rounds. (Thimme had a *heroes' feast* for breakfast, which renders him immune to the fear caused by the *shadow well*.) While in the *shadow well*, Thimme has readied a *dimension door* spell to rapidly move if he re-emerges in a dangerous location (such as if he comes back within the area of the greenwise's death fog). Whether or not he needs to move, Thimme has also pulled out a signal whistle, which he immediately blows as a free action. This summons guards from the estate.

The guards appear ten minutes after the fight concludes, having ridden as fast as possible to the party. As they enter the woods, one of the guards blows a hunting bugle to signal the end of the hunt and to collect the other hunters.

If the PCs handled the creatures well, or at least well enough, Thimme's disposition towards the party noticeably improves. If the PCs were badly injured or fled from the fight, Thimme hides his disappointment, but offers healing magics just the same.

5: AN APOLOGY AND AN INVITATION

To make up for the ambush, Thimme invites PCs to attend the costume ball tomorrow evening, but still cannot engage in the interview, as he must now secure food for the estate as the hunt has failed. The PCs learn the rules of the ball, but are otherwise left to their own devices.

His guards having bound your wounds and helped you to mount, a shaken Thimme leads the hunt back to the manor. The whole group is somber and watchful, for those strange creatures may have come from the nearby Vesve, and more may yet lurk.

Thimme speaks to you quietly: "My apologies for my bolt-hole, but that contingency was intended for drunken nobles, not strange creatures. Let me make this up to you, by inviting you to tomorrow evening's masquerade. Other considerations prevent me from inviting you to the feast, but it is the least I can do."

Thimme looks expectant and awaits the party's response, but he figures that his wealth has impressed them sufficiently that they'll accept. It is also a calculated move, to make the nobles realize that Thimme counts coup and pays back favors done to him. He is certain that word spreads of this abrupt invite, his rudeness, in inviting mere adventurers to a noble party, and earns him respect from the right quarters.

Assuming the PCs accept or at least promise to think about it, he continues.

"Good, good. I'll make the arrangements." This provokes grumbles from some of the stuffier nobles riding with you, but someone mutters, "Could've been you, fatso." and the grumbling stops. It appears you have earned their grudging respect.

PCs are now welcome to attend the costume ball on the next night. Thimme waves off any attempts to interview him, explaining that he has absolutely no time until the day after tomorrow, at this point—as the hunt has unfortunately failed, Thimme must ensure there is enough food for the banquet. The other nobles only collected three deer, one boar, and bag full of squirrels that could only have been bagged by *magic missiles*, hardly enough for a feast.

Once everyone is back at the manor house, Thimme shortly departs for Castle Ehlenestra and points beyond, to buy more supplies. The majordomo of the house calls upon the PCs in the coach house and advises them of the rules of the ball. He also informs them that costumes are available, with customization possible with the aid of both mundane and magical designers.

He describes the rules and explains that their intent to promote a festive, relaxed atmosphere:

- No real weapon larger than an eating knife is permitted.
- Real armor is frowned upon unless it fits the costume.
- Holy symbols of one's own faith are frowned upon, as this is intended to be a lively party dedicated to stepping outside of one's normal boundaries. This is Needfest, after all. (If one wishes to create a holy symbol, say of a hand puppet playing a banjo, this is acceptable.)
- Spell component pouches are ok, as long as they are discrete
- Costumes hiding one's identity are required, whether of real material or magically enabled. This does not mean that extreme disguises are required.

If desired, two costume designers are sent over shortly, one a theatrical artist and the other an illusionist. They engage the PCs in some of the strangest and campiest discussions about costumes that you can imagine. Emphasize that this is a festive event, with much foolery intended.

CREATURES

Delilah: female half-elf expert 5/bard 2, hp 30, Craft (sewing) +14, Disguise +10

Derpinkle: male gnome illusionist 5/bard 2, hp 22, Disguise +14

DEVELOPMENT

Eventually the costumers leave and the PCs face a long evening alone. If they opt to snoop around Thimme's mansion proceed to Encounter Six. If they simply sleep through the night then skip to Encounter Nine.

6: SNOOPING

This section covers the possibility that the PCs go investigating off limits areas of the manor house and estate grounds on their own. While there is an important discovery that can be made, finding it is difficult. In addition, getting caught snooping gets the PCs a clear warning that if they are caught again they will be evicted from the grounds (and, thus, end the adventure). **Note:** PCs who are caught being naughty in one area and warned are expelled from the grounds if they are caught being naughty in ANY OTHER AREA of the grounds.

There is also no requirement that the PCs do any investigating at all (though the Twilight Hunter contact has been encouraged to do so). As a judge, you should neither encourage nor discourage this decision, as the outcome will affect future campaign events. If the PCs don't think to snoop, simply skip this encounter.

SNOOPING ABOUT THE MANOR HOUSE

If the PCs choose to snoop, specifically ask them which items they are taking with them. This is to confirm that the PCs are taking the pins they require to gain access to certain areas.

Appendix 4 DM's Map sketches out the very basics of the rooms on the map. If you're running this event as part of a standard four-hour time slot you should avoid reading descriptions of rooms unless they are asked for – and even then, be sure to keep an eye on the clock and accelerate things should time get low. Outside of a standard slot, feel free to reveal and even add as much detail as you wish.

All the doors in the manor house have an *arcane lock* and an *alarm* spell (both at caster level 12th). If the person opening the door has access to the room beyond (via one of Thimme's unseen servant pins) then these wards are automatically bypassed for that person. The *alarm* sounds audibly when someone without the proper pin steps through the doorway. (Being within 5' of someone with the proper pin is also ok.) The alarm on the door can be found with a DC 20 Search check and disabled with a DC 24 Disable Device check.

However, the pins given to the PCs only allow entry to the rooms on Players' Handout 6. The pins of other guests grant access to the same rooms, plus their own private suites. Staff pins grant access to the back hallways and servants' quarters.

When an *alarm* sounds 2d3 servants arrive within 1d4+1 rounds. Once caught, the PCs are given a stern warning by the majordomo. If they are caught again, they are immediately expelled from the estate and the adventure is over.

The only important discovery that can be made by snooping PCs is an underground laboratory directly below the ballroom. There are two possible ways to reach this laboratory:

- Find the drop shaft to the laboratory in the manor house (This is area 10 on DM's map in Appendix 4.)
- Discover the trap door in the ice house

If the PCs discover this laboratory and disrupt the ghost trap therein, then they completely bypass Encounters #9-11 (see Development below).

Stealthy PCs can investigate the rooms within the mansion when they are not otherwise engaged. You can read off the appropriate descriptions from the map key as needed. Keep careful track of the time the PCs spend searching about. Given the rapid course of events, the PCs do not have unlimited time. Taking 20 on a Search check without making a mess or alerting sleeping guests requires 5 minutes of time per 5 square feet of area searched (instead of the usual 2 minutes). If the PCs are searching during the day, this time doubles to 10 minutes per 5' square area because the PCs must avoid drawing attention to themselves.

This section assumes the PCs are doing their investigation at night, when the majority of the guests and staff are asleep.

SNOOPING ABOUT THE GROUNDS

As with the rooms in the manor house, descriptions of the outer estate buildings are at the end of *Appendix 4 DM's Map*. The outbuildings include the coach house where the PCs are bunked, an old-fashioned icehouse kept up for the novelty of naturally made ice, stables, and a major gardening shed. These outbuildings are not warded as the manor house is.

During the day, servants are constantly moving about on the grounds and they will ask the PCs not to enter any of the outbuildings other than the coach house and the stables. If the PCs are caught disobeying this request they receive a stern warning from the majordomo. If they are caught again, they are immediately expelled from the estate and the adventure is over.

When night falls, topiary guardian animals patrol the estate grounds on a circuit. Every minute the party spends skulking around the grounds of the estate after dark, there is a 20% chance a topiary patrol comes within range of the party. If some part of the party lingers outside of a building while others are inside, the chances of an encounter increase to 40%. Hiding from the guardians is nearly impossible due to their tremorsense (90 ft.).

While they are on the grounds, have the PCs make random Spot and Listen checks to make them paranoid and heighten the tension.

The Coach House

If the PCs search, allow them to roll, but no matter what they roll or where they search, they find nothing of any import. The main floor of the coach house is a fairly open 30' x 30' space, with two small side rooms storing tools for maintaining the carriages (there are several of various sizes). The top floor contains a storage room and the PCs' assigned quarters.

The Gardening Shed

Again, any number of Search checks reveals nothing of particular import, although the sacks of manure fertilizer and the compost bin both reek, and there is an impressive selection of weed-killers and implements of destruction. The building is 15' x 25', with an assortment of cabinets and tool racks, some of which are precariously balanced.

The Icehouse

Here, the PCs may find something of note. The icehouse is 20' x 40' with two rooms, the front full of liquors and dry goods that must be kept very cold, and the back full of 1' x 1' blocks of ice. A DC 27 Search check at the very back of this second room reveals a trap door. Although there are ice blocks on top of the door, the edges have been very carefully kept clear of ice and frost. The door is not locked, and the hidden area is detailed in the next section.

If the PCs are attacked by the topiary guardians, the animals attempt to Hide and Move Silently to a position within 40' of the party and charge in the surprise round (if they do indeed achieve surprise).

You're pretty certain the last time you saw those handsomely shaped topiary animals, they were perched in large pots over in the ornamental gardens. Why, then, does it look like they're running at you?

CREATURES

APL 4 (EL 6)

Boar Topiary Guardians (3): hp 32, Appendix 1, Move Silently +11

APL 6 (EL 8)

Boar Topiary Guardians (5): hp 32, Appendix 1, Move Silently +11

APL 8 (EL 10)

Lion Topiary Guardians (3): hp 85, Appendix 1, Move Silently +10

APL 10 (EL 12)

Lion Topiary Guardians (5): hp 85, Appendix 1, Move Silently +10

Tactics

The guardians charge and attack until defeated. They use their ability to attack for non-lethal damage at no penalty unless non-lethal damage appears not to affect their target.

DEVELOPMENT

The creatures attack in silence, but that doesn't mean the PCs are quiet. Loud sounds and flashy area-of-effect spells are guaranteed to wake the light-sleeping estate staff, who emerge from the manor house 7 rounds after the sound or effect. They arrive carrying *everburning torches*, bull's-eye lanterns and armed with cleavers, kitchen knives and pitchforks. The staff has the ability to call off any surviving topiary guardian animals, but this means the PCs are 'captured' unless they can come up with an extremely convincing story (manor staff are currently Hostile). Unless the staff members can be brought to Friendly, the PCs will be escorted back to their rooms and informed that a second attempt to snoop will lead to their immediate eviction.

A pair of guards is posted outside their rooms and a second pair is posted around the coach house. In any event, Thimme will also be informed, but he will not mention it to the PCs until Encounter 12 or 13, if necessary. Barring extreme cleverness on the part of the PCs, this encounter is over, and you should skip to Encounter Nine and proceed from there.

If the PCs avoid or defeat the guardians without waking anyone, or manage to hide from the staff, and find either access to the laboratory, the party may continue to the next two encounters instead of Encounters 9-11.

7: DIGGING DEEP

This encounter may be reached either by very stealthy discovery of the secret drop shaft off of Thimme's Study (Room 29), or by finding the passage from the icehouse.

If reached from Thimme's Study, the drop shaft must be negotiated from within the house. The shaft is 60 feet deep from the top floor of the manor house, and passes right next to the majordomo's room, and it is possible the majordomo might wake and investigate (Listen +5):

Although you found this space from within Thimme's master suite, you could swear it hasn't been used in years; the dust alone attests to that. Your steps kick up at least an inch of dust, and there are no tracks to be seen. After 40 or 50 feet to the northeast, the passageway comes to a T-junction that shows evidence of recent use.

If reached from the icehouse, steep stairs lead 40 feet underground and head southeast:

The cold from the icehouse fades as you descend underground, when you notice something strange. The stairs were covered in an undisturbed layer of dust, but at the bottom of the stairs, booted footprints suddenly appear, as if someone had just materialized down here. You walk southeast until you reach a T-junction, and the southwest passage has not been used in years, to judge by the dust.

A DC 13 Survival check by a PC with the Track feat reveals two sets of humanoid tracks, one in heavy armor and the other in soft-soled leather boots and robes.

The passages from the dropshaft and the ice house join together and proceed another 40 feet southeast, and then turn southwest. A DC 16 Survival check tells the PCs that this puts them directly underneath the ballroom (Room 1). The laboratory is detailed next.

If the PCs did not encounter the topiary guardians (and only if they did not encounter the topiary guardians) then they instead encounter ghostly animal guardians here. Read the following if this occurs:

You have moved another 40 feet forward down the 10-foot wide passageway, when you turn a corner to the southwest. Before you some 30 feet, you can see a heavily barred door; the footprints go there. As you approach the door, snarling apparitions come from out of the walls, their ethereal fangs dripping ichor.

These guardian ghost brutes or ghost animals are the same creatures that appear in Encounter 9. But here they gain surprise and simply start tearing into the PCs with abandon. They will retreat into the walls and attack in three dimensions to gain flank attacks as necessary.

CREATURES

APL 4 (EL 6)

Ghost Brute Hounds (3): hp 13, Appendix 1

APL 6 (EL 8)

Ghost Brute Hounds (5): hp 13, Appendix 1

APL 8 (EL 10)

Ghost Dire Lions (3): hp 52, Appendix 1

APL 10 (EL 12)

Ghost Dire Lions (5): hp 52, Appendix 1

DEVELOPMENT

If the party simply turns the ghost animals, the creatures return in 20 rounds (10 rounds to flee, 10 rounds to return) and continue to harass the party. They are smart enough to be aware of the traps on the door, and will harass trap-disablers at the most inopportune moment... Under no circumstances will the battle awaken anyone in the house; the laboratory is too far underground.

8: UNHOLY DIVER

The PCs have the chance to seriously change the course of affairs by denying Thrommel a great deal of magical aid. That is, if the party gets through the door.

The door before you is unscathed, even as the stonework of the passageway is scuffed and marked with your combat. The heavy wood is stained with age, and the steel hardware is pitted with rust, but the door appears as if has been here for ages.

This is to give smart parties the chance to think “Oh, wait; the door might be trapped...” And, yes, yes it is. The only way to directly bypass the traps is to wear one of Thimme's master-level *Pins de Levine*, and there are only three in existence, and only one master pin is on the estate currently.

TRAPS

APL 4 (EL 5)

Poison Wall Spikes: Appendix 1.

APL 6 (EL 7)

Tunnel Swallow Trap: Appendix 1.

APL 8 (EL 9)

Incendiary Cloud Trap: Appendix 1.

APL 10 (EL 11)

Radiant Assault Trap: Appendix 1.

Once the traps are bypassed, the party may open the door easily, for it is not locked. Again, the laboratory is so far underground that no one in the house above is capable of hearing and responding to the sounds of combat or spell effects.

You finally open the door into a brief hallway, beyond which you see something like a laboratory out of nightmare. Glass tubes full of viscous, bubbling liquid, lit from within by eerie blue luminescence, form a cage of titanic proportions, but the bars don't follow normal geometries. Within the cage all you can see is a swirling mass of pale white vapors, but a face emerges now and again, screaming. With your eyes you follow the tubes back to a strange engine across the room that vibrates with a shrieking whine. Bookshelves and workshop tables are pushed up hard against the walls of the room.

The room is 50' x 50' with a 30' ceiling. The apparatus fills the center of the room, leaving only 5-10' of clearance around the room. The engine on the far side takes up another 5' x 10' space, and is 15' tall. There are various other bits and pieces of arcane, magical equipment that

area arrayed around the room, especially up towards the top of the room.

This apparatus is a ghost trap built to collect ghosts from across the land to fill Thrommel's amulet. There are a number of Knowledge checks that can be used to examine and understand the role of this device, or to recognize what it stores. Spending an hour reading through the lab notebooks and assorted tomes adds a +5 to these checks. PCs who think to examine the handwriting can discover that it is not Thimme's. The ghost trap can be destroyed or triggered. Destroying the device simple (AC 5, hardness 5, and 10 hp), and using the notes AND succeeding at a DC 35 Knowledge check of any of the types below reveal how to trigger the device.

Knowledge (arcana)

- DC 20 – the cage is built to hold, and attract, energy.
- DC 25 – the particular engine across the room is powered so as to attract ghosts.
- DC 30 – the structure of the cage suggests it is actually a battery, storing and preserving the negative energy of the ghosts.
- DC 35 – the engine and the cage can be opened to force the ghosts directly upward.
- DC 40 – the notes suggest that the ghosts have been captured to fill a necromantic amulet that wards off positive energy.

Knowledge (religion)

- DC 15 – the cage is holding ghosts.
- DC 25 – the ghosts are not those of people killed here and doomed to haunt this place. The ghosts have been pulled from elsewhere.
- DC 30 – the cage structure keeps the ghosts 'alive' without requiring the spirits to satisfy their haunting requirements.
- DC 40 – the notes suggest that the ghosts have been captured to fill a necromantic amulet that wards off positive energy.

Knowledge (architecture and engineering)

- DC 20 – there is a timer on the engine, counting down, and the timer flips the lever at approximately 10 bells the following night (at the very height of the masquerade ball).
- DC 25 – the cage can be broken very simply, the glass tubes holding the unknown liquid are fairly fragile.
- DC 30 – the shape of the room builds a funnel that channels energy toward the cage.
- DC 35 – the cage's shape can be changed to open directly upward.

Any PC who played FUR6-06 *Invocation and Intrigue*, received Lielenna's foretelling and drew the Donjon or Void card receives a vision. Pull that player aside and read the following:

One of the faces within the apparatus looks hauntingly like the face of Lielenna the fortuneteller whom you met nearly a year ago in Chendl. The mouth opens and you hear a voice in your head. "Far from this place, a chorus of dead men will beg you for their freedom. Would you dare to aid them?" Then, the face slowly fades away.

Any PCs who played FUR7-01 A Tune of Transmutation also recognize one of the faces inside the glass. Read the following:

Abruptly you recognize one of the faces in the apparatus. It is Remard Plexarin, the ghost who sent you on a quest to recover his songbook earlier this year. His face bears a look of deep concentration as he mouths the words: Free Us!

If the ghost trap is destroyed:

As you smash the glass tubes and brass engine, the cloud of wispy vapors inside swirls faster and faster, and individual vapors break off. Each one resolves into a face and a body as it flies away from the cage, released to go back to wherever it came from. Some of them smile at you, even as their forms scream past you, and their passage chills the very air. You may not know what you have done, but the spirits themselves are thanking you...

If the ghost trap is triggered:

The shriek from the engine changes and the pitch drops to a deep rumble that shakes your very bones. The arms on top of the cage slowly pivot and point directly upward, and the strange liquid brightens. The vapors inside spin faster and faster, and reform into a column that rises higher and higher to the ceiling. The column rises as it spins, and in a few moments disappears into the ceiling.

If the ghosts are dispersed (either by destroying the ghost trap or activating it) their passage wakes the house. Thimme and his staff find their way into the underground laboratory within half an hour. The staff responds with shock and dismay that such a secret lurked under the house. Thimme is surprised that the ghost trap has been dealt with, and is too flustered to respond to any direct questions at this point. He will hold off questions until the interview—he still has a masquerade ball to run.

DEVELOPMENT

If the PC successfully locate the laboratory and the ghosts are dispersed, then skip forward to Encounter 12. (The masquerade ball goes off without incident).

If the ghost trap is found but left intact, evidence of the PCs' visit is found by the trap's creator. As a result, the ghost trap is not activated. As a result, you should still skip to Encounter 12 since the masquerade ball still goes off without a hitch.

9: A SERIES OF VISITORS

The day of the masquerade ball has arrived. Although the PCs have been invited to the ball, they are not welcome at the dinner. (Exception: A PC who actually is a Furyondian noble is allowed to attend the banquet. If that PC chooses to do so, he is not present for this encounter.) Their room affords them a fantastic view of the arriving guests, however, including several upright and uptight Heironean priests who trundle over to inspect the PCs and ensure they are not up to shenanigans. Once the priests make their exit, the PCs receive a subtler visitor who renders potent magical aid. Finally, they receive a visit from a pair of messengers from notes from their noble masters.

FIRST VISIT: NOSY CLERICS

You have spent the first half of today officially at rest, lounging in the utilitarian rooms of the coach house, or playing in the games room, admiring the trophy collection, or indulging in the solarium or music room. Unfortunately, for all that you have seen him whisk around the manor, Thimme has been too busy to talk to you, and was most apologetic for being unable to invite you to the feast—considerations too numerous for him to list prevent him.

*On the other hand, a late lunch in the coach house affords you a perfect view of the train of arriving guests in all of their finery and with all of their pomp. Indeed, you note the particular pageantry of a trio of Heironean clerics in full ceremonial robes, two men and a woman, entering in the entourage of a lord who **must** be a paladin.*

A few guests later, you see the trio of clerics exit the manor, and dodge across the lines of carriages and horses. It is obvious they mean business, as they're aiming right for the coach house. Their senior, a grizzled veteran, sees you through the windows.

And, no, it does not look like they are here for a quick drink with the common folk. Indeed, the three priests are here to vet the PCs for their suitability as masquerade guests. After all, many of the highest nobles and important personages of the kingdom are attending Thimme's party. It simply would not do to have Johnny-come-lately guests who had hidden their real intent of mayhem and slaughter.

Anyone who has played recent Furyondy interactive modules should be familiar with this drill by now. If there are any members in good standing of the Church of Heironeous or Furyondy Military meta-orgs present, they benefit from a warmer feeling from the priests:

The three Heironeans tromp up the stairs and occupy the whole of the landing, coincidentally blocking the main exit. In a surprisingly gentle voice, the senior speaks: "Good gentlefolk, it is our

duty to verify your identities and intentions for this evening's... frivolities. My brother and sister here shall cast two spells to confirm what you say, and I shall be asking the questions. Your truthful participation should allow you to enjoy tonight's ball."

The priest looks expectantly at the party, and awaits their individual consents. But then, his rules are very simple: if PCs refuse to answer, they are barred from the party.

With your consent given, the juniors each cast a spell over you and the room, and once finished fold their arms and eye you warily. The senior priest then casts a spell of his own, turns to the closest of you on his right, and begins.

Three Spellcraft checks will reveal the nature of the spells (DC 16 for *detect evil*, DC 17 for *zone of truth*, and DC 20 for *true seeing*). At this point, disgruntled or paranoid PCs may object or attempt Will saves to resist. The priests will simply note these actions, and then bar that PC from entering the masquerade, or even from leaving the coach house that evening.

"What is your name? What is your avowed occupation? Your interest here tonight? Are you looking to cause any sort of disturbance? You understand the rules of tonight's event? You are not planning on bringing weapons?" He drones on...

The cleric will go through each PC in turn, being especially harsh towards PCs who are of "non-person" races in Furyondy (asherati, centaurs, half-orcs, and kobolds), obviously shady characters, and anyone clearly representing foreign interests (especially Ket, Dyvers, and Rhennee humans). PCs who appear to support outright evil organizations (Iuz, the Horned Society, etc) are arrested and charged; see the *Laws and Punishments of Furyondy* for further details. Unless you have ample time, feel free to summarize this part of the encounter. Simply verify out of character that the PCs have no evil auras or items and no ill intent.

Once the PCs have answered the priests satisfactorily, they are granted permission to enjoy themselves this evening, but they may not leave the coach house until the ball begins at two hours past sunset. Then the trio takes their leave.

CREATURES (ALL APLS)

Jr. Priest of Heironeous male and female human cleric 3 (Heironeous)

Sr. Priest of Heironeous Male human cleric 9 (Heironeous)

SECOND VISIT: AN UNEXPECTED GIFT

At this time, it is approximately 5 PM, and the banquet will not finish for at least an hour and a half, when the guests will then retire for an hour to don their costumes.

Dinner is brought to the PCs by one of the actual, living physical servants of the de Levine estate, which is followed by another unexpected guest...

Shortly after one of the coach hands brought dinner and you costumes over from "the big house", you hear a gentle knock at the door. Before you can rise to answer, however, your next guest climbs the stairs. You see a man of indeterminate ancestry, wearing fine clothes of black and gray, embroidered with gold thread, who seems familiar, yet anonymous. You think you might have seen him enter as part of Lord Ogart Goldsaex's entourage about an hour earlier. Unarmed, he only carries a small box wrapped in silver ribbon, and a simple mask decorated with bright red owl feathers.

The man will nod a greeting to all, but he will directly face, and address, the PC who is 'officially' allied with the Twilight Hunters for this module. Again, the PC who received the note from the Twilight Hunters at the start of the module should recognize the 'red owl feathers' motif (if not, allow an Intelligence check as in Encounter #3).

"Good evening, I pray I have not disturbed your meal. Mutual acquaintances suggested that you would appreciate a gift this evening. I do sincerely hope they will not clash with your planned outfits." Bowing, he hands you the box, and then leaves as quietly and calmly as he entered.

The box contains one right-handed glove of storing for each PC. There are in a variety of colors, to attempt to match the PCs likely costume choices. Included in the box is a brief note explaining the abilities of the gloves and making it painfully clear that the PCs are expected to return these very expensive gifts via the party member(s) who is a Twilight Hunter contact (the gloves were hard to come by, or the PCs are already being paid, etc.).

The intent here is to allow PCs a way to smuggle in one critical item of their adventuring gear: their favored weapon, their holy symbol, a particular wand, etc.

CREATURE (ALL APLS)

Twilight Hunter: Male human rogue 5.

THIRD VISIT: MESSENGERS

A pair of messengers arrives with messages from Countess Kyaren Rhavelle of the Gold County and Baroness Scheredenn of Littleberg respectively. You should have determined who will receive the messages from these two provinces during the Preparation for Play.

As the hour of the costume ball nears, your keen ears detect the sounds of a scuffle coming from behind your door. Voices hiss in anger and there is a thud as if someone just bounced off a wall.

Once the PCs open the door, read the following:

Standing outside the door is a short, portly man in green livery. His fine green hat lies on the floor, hopelessly smashed under the feet of a tall thin man in yellow livery. The shorter man has his arm locked around the neck of the taller man and is holding him down at an awkward angle. The taller man is slapping hysterically at his opponent and making exasperated squawks. As soon as they realize you have opened the door they let go of each other and immediately begin straightening their clothes while simultaneously announcing a message for two members of your party: <PC's name> and <other PC's name>.

These two NPCs (Franz and Rellin) are messengers and also long standing personal rivals. Having been caught in an embarrassing moment they are anxious to deliver their messages and leave. If pressed by the PCs for an explanation they fall to insulting each other again.

The messages from Franz and Rellin are contained in Player's Handouts 8 and 7.

CREATURES (ALL APLS)

Franz: Male human Com3.

Rellin: Male human Exp1.

DEVELOPMENT

Further guests will begin to arrive, in costume. Two hours past sunset the PCs are freely allowed to enter the house. Allow the PCs to continue with whatever they were doing beforehand, ideally preparing themselves for the evening's event.

Treasure

It is assumed that the PCs follow instructions and return the gloves of storing to the Twilight Hunters. If a PC announces his intent to keep the glove without permission he loses access to any favors from the Twilight Hunters on their adventure record; if he is a member of the Hunters, he is permanently expelled from the organization (note this in the Play Notes section of the AR). At APL 10, the Twilight Hunters allow the party to keep one of the gloves provided they acted heroically in Encounter Nine.

APL 10: Loot 0 gp; Coin 0 gp; Magic 833 gp glove of storing (833 gp).

10: THE GRAND BALL

NOTE: If run in a convention slot, and time is running low, truncate this encounter such that all the PC challenges are simply skill checks.

The PCs attend the costume ball. They have the opportunity to guess the identity of and gain information from various important NPCs. They also get the opportunity to gain a little fame playing Thimme's party game. A couple NPCs may tempt the PCs to give them the reagent that the Mage Council has sent them for. A few nefarious individuals are also crashing the party and may be unearthed by the PCs.

As the night begins to wane, Thrommel's minions release a horde of ghosts who covertly begin to possess the partygoers. The PCs may also be possessed.

When the time arrives for the PCs to join the costume ball, verify that they are not violating the rules of the party (see Encounter Five). If they insist upon doing so the knights who guard the grounds stop the PCs and ask them to correct the offense.

Once all is in order, read the following:

Several armored knights are patrolling the grounds and eye you warily as you approach the manor house. A dozen impeccably dressed servants flank the entrance. As you approach, one of them hands each of you a small velvet bag wherein you can clearly feel few coins. "Good evening sirs (and madams). You will need these coins for the games tonight. Your task is to think of a riddle, puzzle or conundrum that a few may answer but most cannot..."

The servant continues to explain the nature of Thimme's unique party game whilst escorting the PCs to the ballroom. Give the players Player's Handout 10 which details the contest. If time allows, also the players time to come up with their personal challenge.

Once the players are ready to proceed, read the following:

Your escort leads you to the double doors which swing open at your approach revealing a massive ballroom softly agleam with hundreds of sparkling lights that reflect off the highly polished floor and mirrored walls. A score of couples dance to the exquisitely heart-lifting music of a quintet of the finest musicians, led by Rafendyl himself. At least twice as many more partygoers line the walls or lounge at the tables arrayed about the hall. You know you are in the presence of a veritable who's who of Furyondian nobility. But you can't identify a one of them as they are all dressed in a fantastical array of costumes ranging from the comic to the sublime.

Give the players Player's Handout 11 which gives a partial list of partygoers. Despite the costumes, many of

the attendees can identify each other by voice or by general body shape. Many can also guess who the PCs are as Thimme felt obliged to inform them of the presence of a few non-nobility. However, as an unspoken rule all attendees pretend to know not to know who anyone is.

The PCs are free to move about as they wish. Someone may approach one of them to dance. Servants pass by constantly with drinks and hors d'oeuvres. A handful of gnomish bards tumble and juggle amongst the crowd telling jokes and causing mischief. Some attendees have gathered in small cliques discussing politics as well as other subjects. A few of these cliques have moved to one or more of the sitting rooms upstairs to find a more relaxing setting. Others are content to watch from a table or the balcony above. A few partygoers are already well on their way to becoming thoroughly inebriated. Almost all the attendees are at least passively participating in Thimme's party game and welcome the chance to exchange challenges.

If necessary, urge the players to stay in character as this will heighten the drama when they begin to be possessed by ghosts later.

Once the PCs have settled into the party and have determined what their challenges will be, take the players aside one by one to roleplay a particularly poignant encounter with one NPC of their choosing (or your choosing if the player prefers). Use Appendix 5 to coordinate these encounters.

In all cases, the NPC in question challenges the PC if the PC does not challenge him/her first. If the challenge requires a skill check or ability check, determine the NPC's skill modifier using this table (or, if you have a valid stat block for the NPC in question from other Living Greyhawk campaign documentation, use that instead):

| <u>Check Type</u> | <u>Modifier</u> |
|---|--|
| Ability check | Determine the NPC's ability score with 3d6+2 and calculate the modifier from that. |
| Untrained skill (Int or Cha based) | +2d8-3 |
| Untrained skill (not Int or Cha based) | +1d8-2 |
| Trained-only skill | As above but with a 50% chance of the NPC having ranks in the skill. |

If the challenge requires creative thought or some other ability that can't be effectively simulated with a die roll then, as the DM, you'll represent the NPC's ability to meet the challenge (or not) by attempting it yourself.

Once all the players have had a one-on-one session with you, go around the table and have each player present his challenge to the other players. Everyone who meets the challenge gains a coin from that PC.

Once this round is complete, you may (if you wish) distribute a total of three coins to PC(s) whose challenge

is particularly clever and in character. Alternatively, you may wish to use player voting to determine who receives these bonus coins.

Keep track of which player has earned the most coins while losing at least one coin. This winner receives a favor on the adventure record. Also report this info on the Critical Events Summary.

After the challenges are resolved a ghost attempts to possess each PC by covertly reaching up through the floor. You should have determined the success or failure of this attempt in the Preparation for Play.

If the possession was successful, hand the player a slip from Player's Handout 12 (A through E) describing the successful outcome of a ghost's attempt to possess them. A player can only receive handout 12E if they've previously met by Remard Plexarin in FUR7-01 A Tune of Transmutation. The other PCs receive handouts selected randomly or custom picked by you to cause the most mayhem.

Read the following to the PCs who successfully resisted the possession:

You feel an unnatural chill in your foot that courses up your leg and through your body. You manage to fight it off and leap away looking for a perpetrator...but no one is nearby. A few partygoers regard you warily for your odd behavior.

A DC 30 Knowledge (religion) check is sufficient to recognize that the PC has been the victim of an attempted possession by a ghost. Otherwise, the PC does not know what happened.

DEVELOPMENT

If time allows, the players may roleplay more before proceeding to the next encounter. Once non-possessed PCs begin to suspect trouble, proceed to the next encounter.

If time is short proceed to the next encounter immediately.

Treasure

The PCs may keep any of the special gold coins they earn via the challenges. Thus the amount of treasure earned varies (but is universally a modicum).

11: AS THE CLOCK STRIKES TWELVE

The moment we've all been waiting for. Prince Thrommel (wearing Thimme's costume) takes center stage and enacts a necromantic ritual. Guests are threatened, and savvy or swift PCs can act decisively to save lives, kick undead butt, and see Thrommel in his full glory.

Perhaps counter to your expectations, this evening has actually been entertaining. Even if you don't find conversational challenges all that exciting, watching some of Furyondy's finest getting well and truly schnocked is a rare treat. Some of you feel certain that you'll have a drinking buddy or three, next time you're in Chendl. Not that you'll be allowed to talk about it, but if they're buying, who cares?

The PCs should be randomly scattered throughout the ballroom, unless they have specifically stated they are staying together. Some of them may also be possessed and thus acting strangely. One of the PCs may have received a warning from the ghost of Remard Plexarin and thus may be attempting to organize a response. Allow this PC a couple rounds to act as Thrommel approaches the stage.

Now, have any PCs who are not possessed make Spot checks (DC 22) to notice the figure they believe to be Thimme (or at least the individual who is wearing the costume they think is Thimme's) advancing in a very stately fashion from the double doors on the first floor, to the center of the room. PCs with the Vampire Hunter feat (and who are within 30' of that path) automatically notice his presence since the entrant is none other than Thrommel himself. He is slowly swinging a censer of some sort. Most of the other guests are engaged in conversation, in contest, in flirting, or are too drunk to notice or care about "Thimme's" progression. The guests unconsciously edge out of "Thimme's" path (due to the shaped *antipathy* cast upon the amulet worn by the being in Thimme's costume).

When "Thimme" reaches the center of the room, he stands still, and begins a low chant (DC 35 Listen check to make out a repetitive chant over the noise of the party, DC 25 Knowledge (arcana) to recognize the chant as part of a ritual). PCs may attempt to make their way to "Thimme", but the crowd is very dense and this hampers movement (refer to DMG pg. 100, "Crowds"). People just keep getting in the way, and so movement costs double.

Spellcasting of any stripe or use of magic items to improve mobility (*freedom of movement*, *fly*, *boots of speed*, etc.) will be spotted by one of the handful of vigilant Heironean clerics in the corners of the ballroom. These dour priests have readied *dispel magics* with which to shut down PC casting, or *greater dispel magic* as necessary. This also earns the PC a very stern glare from the priests.

Attempts to call out or alert the partygoers are also met with hostility and suspicion by the Heironean

priests. The PCs should get the impression that they are "alone in a crowd."

It is also improbable that the PCs will actually reach the man in the sun costume, as the shaped, multiple *antipathy* (Will save DC 26) spells cast on his amulet give "Thimme" a 10-foot radius safe zone. And so, by the time that PCs may actually make their way to the center of the room, "Thimme" has just about finished his ritual:

The noise of the party fades to nothing at the same time a fierce wind rattles the windows of the ballroom. You feel power spiral in, to the center of the room, where stands the sun-costumed man you believe is Thimme, his arms upraised. His mouth moves, and you realize the sound of the wind is his booming, roaring voice, shouting out foul words of eldritch power. As he stops the chant and lowers his arms, faint wisps of smoke rise up from the cracks in the floor and start to lazily spiral counter-clockwise around the room. The room is suddenly cold, and dead silent.

The PCs, those hearty people of action, effectively have the drop on almost everybody else in the room, except, of course, Thrommel. Allow them to plan out their actions, but before they can make their first move, Thrommel speaks, as he has only paused between actions in his round.

The man at the center of it all seems to grow taller, and opens his golden robes to reveal matte plate armor as black as the void. He speaks in a harsh growl. "It is a shame my father could not attend tonight, as it has been too long for a son to go without seeing his beloved sire. Tell Belvor... tell him that his dutiful son WILL claim his birthright." He removes the mask and you stare into the cold, dead face of the Black Knight, the Fallen Prince, Thrommel, himself. He raises his hands again, and a low shriek emanates from the very air itself.

Allow the PCs who made their previous Spot checks to perform one surprise round action, keeping in mind that there may potentially be a number of ghosts between the various party members and the Black Knight, and that there are 10 HD of ghosts in his amulet (see the table at the end of this section for an idea of the numbers of ghosts). For the end of his action, Thrommel finished the last of the ritual.

Once the surprise round has ended, any ghosts that currently are possessing PCs are sucked away toward Thrommel's amulet (which frees the PC). Then, things get worse:

As you act, the wisps of smoke take on humanoid forms with screaming faces, and you know the low shriek is the sound of keening ghosts. A few ghosts swirl too close and are pulled into an ornate amulet on Thrommel's chest. At his feet, snarling animal apparitions rise from beneath the floor and begin to

attack the guests, their ethereal fangs drip with ichor.

CREATURES

All APLs

Prince Thrommel: male human (Oeridian) vampire (class levels kept confidential); 120 hp, DR 10/magic and silver, 17 HD (turns as 25 HD), Fort +21, Ref +14, Will +15; AC 29, *cape of the mountebank*

101 ghosts (If a stat block is necessary, use the statistics for the 5th level human fighter ghost in the MM on p.117)

Noble guests (70) (mostly human aristocrats of varying levels)

Servants (30) (mostly human commoners and experts of varying levels. If a stat block is needed assume a Commoner 2 with AC 10 and 5 hp.)

APL 4 (EL 5)

Ghost Brute Hounds (2): hp 13, *Appendix 1*

APL 6 (EL 7)

Ghost Brute Hounds (4): hp 13, *Appendix 1*

APL 8 (EL 9)

Ghost Dire Lions (2): hp 52, *Appendix 1*

APL 10 (EL 11)

Ghost Dire Lions (4): hp 52, *Appendix 1*

Tactics

The moment the ghost animals rise through the floor, have the rest of the party roll for initiative. The ghost animals have readied actions and go immediately after the last PC who acted in the surprise round, rising through the floor. The humanoid ghosts act on Initiative 1 and never attack the PCs. The crowd of partygoers acts on Initiative 0.

Thrommel's only goal is to collect as many ghosts as possible into his amulet until he is forced to leave. He stands there with a gloating smile, and occasionally coos at the ghost animals if they score a particularly good hit. Otherwise, Thrommel has a readied action to use his *cape of the mountebank* to escape if he takes too much damage (see below). Thrommel is very well protected against PC actions (see *Appendix 1: 10' antipathy* against every non-evil alignment, DC 26 Will save; *life ward* and *greater fire resistance* armor), and so likely stands there for several rounds without flinching.

At the beginning of the surprise round, there are 10 hit dice of ghosts in the amulet. This number increases by 10 at the beginning of each round until Thrommel leaves or a total of 100 ghosts have been absorbed. He will not leave, unless one of the following conditions is met:

- He has taken more than half his hit points in damage (see the readied action above).
- He has successfully absorbed 100 hit dice of ghosts

- He is unable to use this cape at any point (e.g., due to a *dimensional anchor*). In this case he takes gaseous form and exits through the stage and on through the floor beneath.
- a PC manages a successful turn check against him (but see below)
- He feels he is significantly threatened by the PCs in any way. It should be noted that spells that grapple Thrommel (i.e., *bands of steel* or *Evard's black tentacles*) are of little concern to him since they do not prevent either of his means of escape.

The ghosts circling around the room are unhappy about the pull the amulet has on them, and will use their malevolence abilities on random guests in an attempt to escape. This act actually has the opposite effect because it makes them accessible to be sucked into the amulet. If successful at possession, the ghost gains a round to attempt to flee the room in the host's body, usually by running as fast as possible out the doors or crashing through windows.

The ghost animals are already manifested. Unless they or Thrommel are directly attacked, they begin tearing into the nearest guests. However anyone who attacks the ghost animals, or Thrommel directly, receive all of the animals' attention.

Most of the guests (both possessed and otherwise) flee for the exits with all possible haste. Some guests bravely attempt to confront Thrommel or attack the ghosts but their efforts are of minimal avail since they lack magical weapons.

Turn attempts against Thrommel are exceedingly difficult in this situation. The great number of ghosts swirling around the room, not to mention the ghost animals, are the first undead that are turned since they are closer to the PCs. The number of hit dice of ghosts between the PCs and Thrommel varies depending upon the distance between them:

| <u>Distance</u> | <u>Number of Hit Dice</u> |
|-----------------|---------------------------|
| 5 ft. or less | 0 |
| 10 ft. | 1d3 |
| 15-20 ft. | 2d4 |
| 25-40 ft. | 3d6 |
| 45+ ft. | 6d8 |

Even if these ghosts are bypassed, the ghosts already absorbed in Thrommel's amulet form his second line of defense against turning. However, ghosts turned from Thrommel's amulet are destroyed (since they cannot flee) and thus decrease the total hit dice he has absorbed. Note that these ghosts are still considered "trapped" for the purposes of the Critical Events Summary.

PCs should have taken advantage of the *gloves of storing* provided by the Twilight Hunters to store an important weapon, their holy symbol, or other such useful implement. In the case that the If the PCs don't have a magic weapon for some reason, they will remember that there are magical weapons available elsewhere in the manor house. The Trophy Room (Room # 18 in Encounter 6) has the broadest selection, but

getting there and back again through the panicked crowds will be very difficult. Lesser weapons may be found on the walls in the halls and salons: a DC 10 Search check turns up a random +1 weapon (roll randomly on DMG table 7-10, and then tables 7-11, -12 or -13 as appropriate).

DEVELOPMENT

Keep note of the number of hit dice of ghosts that Thrommel manages to pull into his amulet, and record this on the Critical Events Summary.

Once Thrommel is gone the ghosts are free to flee and they do so at great haste. The ghost animals remain loyal and fight until destroyed. Even so, it takes several hours for order to reassert itself. The majordomo and the senior priest of Heironeous ask the PCs for their aid, by locating fleeing guests, calming them and returning them to the manor house.

Unless the PCs think to seek out Thimme, it is early in the morning before someone finds him, bound and gagged in the master bedroom, nursing a good goose-egg on the back of his skull. Thimme, shaken and furious, refuses to answer questions until the following day.

When the excitement has died down, and the PCs are done with their activities for the evening, proceed to Encounter Twelve.

Treasure

None. In the unlikely event that the PCs are able to obtain some of Thrommel's equipment it is immediately confiscated by the Furyondian authorities.

12: AFTERMATH AND ALLIANCES

PCs who have done a particularly good job of winning Thimme's favor may receive an invitation to join him as an ally.

Thimme de Levine's political and personal life is more complex than the PCs may guess. He has been watching the PCs closely over the past few days in hopes of discovering an ally or two for a "storm" he sees brewing on the horizon. On the morning following his disastrous party, Thimme decides to act. Use Appendix 6 to calculate each PC's candidate score.

Each PC that received 4 or more points is a candidate for an alliance with Thimme. If none of the PCs is a candidate, skip to the next encounter. Otherwise, Thimme sends each candidate PC a personal note inviting them to a private audience with him immediately following breakfast. For each candidate PC who accepts this invitation, take him aside and read the following:

A servant escorts you to same sitting room where you first met Thimme. Today his fine dress seems at odds with his haggard countenance. "Good morning. I've summoned you here because I have concluded the Mage Council and perhaps even the Kingdom itself are in danger of collapse. Spies and incompetents move among our leadership and Old Wicked (<spit!>) sends increasingly more powerful forces against us. Our aged king has no heir and already the provinces are fighting like wolves around a fresh kill. But there is hope. I see a course for us that is dangerous but may be our only hope of survival. To succeed, we will need powerful allies such as you. Therefore, I have called you here to ask you for your service. Will you ally with me and perhaps save us all from ruin?"

The PCs may have questions for Thimme. Below are the answers to the most likely ones:

- **Tell us more about this danger to Furyondy?**

"I have already stated more than I should. In fact, some might consider my remarks an act of sedition. It is because of my faith in your willingness to do what's best for Furyondy regardless of the personal cost that I have openly shared these concerns with you. If you swear an oath to support me, I am willing to tell you more but not today."

- **What is your plan?**

"The plan is complex and I have many allies who work to accomplish it. To share details with you might jeopardize our success. I can only assure you that I hold Furyondy's best interest in my heart."

- **What is our role in your plan?**

"Your role, for the time being, is to continue in your duties for the Mage Council and report to me any relevant information you might acquire during your missions."

PCs who played FUR7-03 *Illusions and Dreams* may have received a hint in a letter sent to them during the conclusion of that adventure. PCs who share that information with Thimme at this point receive his hearty thanks and this addition:

"Your first mission may very well be to aid me in thwarting this spy before she can do more harm."

- **Who else has allied with you?**

"Most of my allies require my secrecy about their identity just as I will protect your identity should you ally with me."

- **What if you ask me to do something that conflicts with my goals/personal code/other organizations?**

"If my requests conflict with your other commitment then you will have to make a difficult choice. I respect that. All I ask is that if you decide to refuse me that you swear to refrain from working actively against me."

If there are no more questions, Thimme proceeds:

"If you are willing to ally with me for the good of Furyondy then I ask you to swear an oath to aid me in my cause as best you can and, if you cannot aid me, then avoid working against me. Do I have your oath?"

Thimme will accept nothing less than this oath. He will tolerate only minimal haggling over the language. He particularly will not allow the PCs to add exceptions to the oath.

If the PCs hesitate at all, Thimme offers them a boon in exchange for their aid which is their choice of:

- access to a non-core spell from his spellbook
- a thinaun bracelet that reduces the cost of *raise dead* and similar spells cast upon the bearer.

Thimme also offers the Sanguineous Celestius to a PC who will take the oath. If multiple PCs swear then he gives it to the PC who earned the highest candidate score (from the table above). Resolve ties via an opposed Diplomacy check.

If the PCs refuse to take the oath, Thimme is visibly disappointed but does not press the issue. He does ask that non-swearing PCs keep the content of their meeting a secret.

DEVELOPMENT

Once all candidate PCs have chosen to swear (or not) proceed to Encounter Thirteen.

13: INTERVIEW

Thimme finally allows the PCs their long-sought interview. Here are some questions the PCs might ask along with Thimme's answer:

- What do you know about what happened last night? *"I returned to my personal rooms last night intending to take a brief respite from the party. I was caught by surprise and from behind. I remember nothing until I was revived hours later. From what I have been told, the outcome of the event was most unfortunate. I fear the impact on my political standing will be...irreversible."* The PCs are entitled to a Sense Motive check opposed by Thimme's Bluff (+7 modifier). If the PCs are successful they detect that Thimme's story is not entirely factual. If they confront Thimme with this observation, he truthfully admits that there is more to his story but that he would prefer to keep those details to himself.
- What do you think of King Belvor? *"The king has served his people selflessly and honorably in a time when his country faces a grave enemy."*
- Do you know anything about Karzalin's disappearance? / What do you think of Karzalin? *"Karzalin was my mentor in the Mage Council for many years. At that time I found him to be stern but fair. I mastered many skills both arcane and mundane under his tutelage. Despite my close connection with him, I do not know his whereabouts. I am deeply troubled because of his disappearance."* The PCs are entitled to a Sense Motive check (with a -5 penalty) opposed by Thimme's Bluff (+7 modifier). Those who succeed detect that Thimme's answer while truthful, seems calculated. If pushed on this fact, Thimme affirms the truth of his words and states that he is frequently asked about Karzalin's whereabouts. This second statement is true.
- What advice would you give King Belvor if you were in the Chamber of Four? *"I would advise him to move more decisively against Old Wicked (<spit!>). We cannot afford stagnancy in the military."*
- How do you feel about adventurers? *"They are a wild card. The life they lead can lend them great power and influence but it is sometimes impossible to tell how they will wield it."*
- How do you feel about licensing magic users? / Are there any types of spellcasting you would outlaw? *"Licensing spellcasters is a fool's errand. Surely you can see that?"*
- What are your qualifications? *"I am one of the most powerful wizards in the Mage Council and also the most apt to be a master elemental of fire. In addition, I believe I have a firmer understanding of the political and military landscape of Furyondy than any other candidate."*
- Why do you want this position?
- *"I wish to serve my country and I think this is the position in which I can best serve."*

- What are your religious beliefs? / How do you feel about ____ church/god? *"I respect the wisdom of the elders of most churches and I listen to what they have to say. As for my own patron, I am a follower of Trithereon."*
- What do you think about half-orcs/centaurs/other? *"Alas, race and background can have a deep influence upon their outward behavior but there are far more evil humans to worry about. I try to give all creatures a fair chance."*
- What school/type of magic do you favor? *"Ask any warmage trained in this fair nation and he will tell you that battle magics are my focus."*
- Have you ever met Prince Thrommel? / What do you think about Prince Thrommel? *"Despite my many contacts I hear little from them about the whereabouts and activities of Thrommel. As you know, I got a chance to meet our prince last night. While he is formidable, I do not expect him to get the better of me again."* The PCs are entitled to a Sense Motive check opposed by Thimme's Bluff (+7 modifier). Those who succeed detect that Thimme is not as confident in his words as he is trying to suggest.
- What do you know of the laboratory/apparatus we found underneath your ballroom? (If the PCs ask this question it's because they successfully found the hidden laboratory in Encounter Eight.) If they released the ghosts, Thimme seems pleased to describe the nature and structure of the device, as he has deciphered the notebooks and scrolls found in the lab. He is honestly glad that the PCs acted as they did, for it has thwarted the action of a known traitor to the realm (Karzalin). If the PCs did not release the ghosts, Thimme is surprised. He suspected the PCs may have been out snooping, but did not know they had gotten so far. He then turns indignant and demands to be shown proof, hiding his anger that the PCs did not act. He will then berate the PCs for not destroying the apparatus when they found it.
- May we have the Sanguineous Celestius? If the PCs ask this question it's because no one was willing to ally with him in Encounter Twelve. If someone swore the oath, then Thimme has already given one of them the reagent (see the previous encounter). If the PCs don't have the reagent by now, then Thimme gently refuses to part with it and states that he would prefer to deliver the reagent to the Mage Council himself.

In general, the PCs should get the impression that Thimme is a hard man with an arrogant streak who is passionate about doing what's best for his country.

DEVELOPMENT

Proceed to the conclusion when the PCs are finished with the interview.

CONCLUSION

Once you have completed the conclusion, if this is the premiere, please complete the Critical Event Summary and return it to the Furyondy Plots coordinator, John du Bois, or RPGA HQ. Please make the players aware you are completing this bit of paperwork and that their actions do make a difference. Any PC actions that are not adequately covered by the questions but may become relevant in future modules should be mentioned in your response.

Once the PCs return to Chendl, Telmus listens quietly as their recount the details of their time on Thimme de Levine's estate. If time is available, feel free to role-play this final encounter with Telmus. At the least, gather feedback from each player about what they recommend to the Mage Council regarding Thimme. Telmus *insists* that each PC give a recommendation for or against (no abstentions). Telmus also cannot avoid showing disappointment if the PCs vote against his former master. PCs that still refuse to give a non-neutral opinion do **not** receive the *Influence with the Furyondy Mage Council* on their Adventure Record.

To conclude the adventure, read the PCs the texts below that correspond to their actions and outcomes.

If the majority of the PCs voted in favor of Thimme de Levine:

As you finish your story, you can't help but notice the broad grin on Telmus' face. "As always I thank you for your efforts on behalf of the council. I will be certain that your opinions reach my superiors."

If the majority of the PCs voted against Thimme de Levine (or it was a tie):

As you finish your story, you can't help but notice the frown of discontent on Telmus' face at the poor opinion you've given of his former master. "Thank you for your opinions. I will forward them to my superiors."

If the PCs brought Telmus the Sanguineous Celestius:

"They will also be most pleased that you've retrieved this important reagent on their behalf and are likely to provide you with ample reward."

If the Sanguineous Celestius was delivered to someone other than the Mage Council:

"Alas, I expect they will be disappointed that you were unable to deliver the Sanguineous Celestius to us."

If Thimme did not give the PCs the Sanguineous Celestius at all:

"Alas, they will be disappointed to hear that Thimme was unwilling to part with the Sanguineous Celestius. I do hope he will deliver it himself shortly."

If Thrommel was able to begin the ritual at the costume ball and subsequently escaped:

"The news about Thrommel's appearance has, of course, already reached the ears of every noble in the city. Your heroic actions likely saved the lives of more than one nobleman. Rumors are already rampant and the citizens are on edge about the news. I can only hope that most citizens will discount it as mere rumor. I urge you not to make the situation worse by discussing the event with others."

If the PCs found the ghosts in Thimme's basement before the party began:

"The news of your discovery beneath the de Levine estate is quite disturbing. A team has been sent to investigate further and Thimme is, of course, providing what aid he can. You've done the country a fine service."

If the PCs actually managed to defeat and destroy Thrommel:

"The news about Thrommel's defeat has, of course, already reached the ears of every noble in the city. I'm told that the king himself will soon summon you to an audience to thank you. It's bittersweet of course but I believe the king and his people believe that this is the best end."

Always read the following:

"Thank you again for your service. If the Mage Council has need of you again I will be sure to contact you."

GUIDELINES FOR ADVENTURE RECORD ITEMS

Influence with the Furyondy Mage Council: PCs receive this AR item if they did not insist on negotiating their pay up front and interviewed Thimme de Levine and registered a clear opinion for or against him and did not give the Sanguineous Celestius to another faction. If Thimme was unwilling to give any of the PCs the Sanguineous Celestius they can still earn this favor.

Ally of Thimme de Levine: PCs who agreed to ally with Thimme de Levine and swore themselves to him receive this item.

Wrath of Thimme de Levine: PCs who found the ghosts in Thimme's basement and accused him of involvement in the plot to use them receive this item.

Influence Point with the <fill in the blank> Metaorganization: PCs may earn an influence point with one of Furyondy's meta-organizations. A PC can only earn one influence point regardless of how many organizations they are members of. Specific criteria for earning this influence points are listed below:

- Members of the church of St. Cuthbert, Heironeous, Mayaheine or Pelor receive this favor from their

organization if the majority of the party recommended against Thimme de Levine's selection for the Chamber of Four.

- Members of FAST-C, the Church of Rao or the Church of Trithereon receive this favor from their organization if the majority of the party recommended for Thimme de Levine's selection for the Chamber of Four.
- PCs who received a letter from the Twilight Hunters receive this favor if they did not tell anyone (including fellow party members) about the contents of that letter and they convinced Thimme to let the two "poachers" escape (see Encounter Three) and the party discovered the ghosts in Thimme's basement.
- No other metaorgs are eligible for this favor.

Influence Point with Gold County/Littleberg/Twilight Hunters: If a PC was asked by a representative of another organization to acquire the Sanguineous Celestius for a faction other than the Furyondy Mage Council and they did as they were asked then they receive this influence point with that faction. A PC who did not return the *glove of storing* loaned to him by the Twilight Hunters cannot receive this favor from that organization.

Unseen Servant Pin: Any PC who did not earn the Wrath of Thimme de Levine may keep the gold pin he gave them. Outside the boundaries of Thimme's estate, the magic of the pin is fairly limited as described on the adventure record.

Life of the Party: If the PCs located the ghost trap in Encounter Six and freed the ghosts then they all receive this favor. Otherwise, award this only to the one PC at the table who earned the most coins during the party game. Break ties via an opposed Diplomacy check. A PC who did not return the *glove of storing* loaned to him by the Twilight Hunters cannot receive this favor from that organization.

Attention of a Vampire: PCs receive this item if they managed to injure Thrommel or affect him with an offensive spell before he left the party.

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.

4: FROM PREDATOR TO PREY

Defeat the plants and/or constructs. (Grant half xp if the PCs take extra time or require assistance with this task.)

| | |
|--------|--------|
| APL 4 | 210 XP |
| APL 6 | 270 XP |
| APL 8 | 330 XP |
| APL 10 | 390 XP |

6: SNOOPING

Defeat or avoid the topiary guardians. PCs do not receive experience points if they do not snoop, or if they never encounter the topiary guardians in the first place.

| | |
|--------|--------|
| APL 4 | 180 XP |
| APL 6 | 240 XP |
| APL 8 | 300 XP |
| APL 10 | 360 XP |

7: DIGGING DEEP

Defeat the ghostly guardians. (Note: This encounter is mutually exclusive with Encounter 6, above. The PCs will have one fight or the other.)

| | |
|--------|--------|
| APL 4 | 180 XP |
| APL 6 | 240 XP |
| APL 8 | 300 XP |
| APL 10 | 360 XP |

8: UNHOLY DIVER

Survive or avoid the trap on the door.

| | |
|--------|--------|
| APL 4 | 150 XP |
| APL 6 | 210 XP |
| APL 8 | 270 XP |
| APL 10 | 330 XP |

11: AS THE CLOCK STRIKES TWELVE

Defeat the ghostly guardians. (Note: This encounter is mutually exclusive of Encounter 8, above. The PCs either find the ghost trap or attend the costume ball, not both.)

| | |
|--------|--------|
| APL 4 | 150 XP |
| APL 6 | 210 XP |
| APL 8 | 270 XP |
| APL 10 | 330 XP |

DISCRETIONARY ROLEPLAYING AWARD

| | |
|--------|--------|
| APL 4 | 135 XP |
| APL 6 | 180 XP |
| APL 8 | 225 XP |
| APL 10 | 270 XP |

TOTAL POSSIBLE EXPERIENCE:

| | |
|--------|---------|
| APL 4 | 675 XP |
| APL 6 | 900 XP |
| APL 8 | 1125 XP |
| APL 10 | 1350 XP |

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

INTRODUCTION

APL 6-10: Loot – 0 gp, Coin – 0 gp, Magic – 416 gp; *deathstrike bracers* (416 gp).

1: A MEETING WITH TELMUS

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

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

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

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

2: A WARM WELCOME

APL 4: Loot 0 GP; Coin 0 gp; Magic 644 gp; *pin de Levine* x6 (360 gp), *blessed bandage* (1 gp), *skill shard* (Bluff) (4 gp), *greater skill shard* (Knowledge(Local [Iuz's Border States])) (25 gp), *daylight pellets* x4 50 gp), *talisman of the disk* (25 gp), *everlasting rations* (29 gp), *electric eel elixir* (33 gp), *wink brooch* (50 gp), *porcupine elixir* (66 gp); Total 644 gp

APL 6: Loot 0 gp; Coin 0 gp; Magic 465 gp; *pin de Levine* x6 (360 gp), *blessed bandage* (1 gp), *skill shard* (Bluff) (4 gp), *greater skill shard* (Knowledge(Local [Iuz's Border States])) (25 gp), *daylight pellets* x4 50 gp), *talisman of the disk* (25 gp); Total 465 gp

APL 8: Loot 0 gp; Coin 0 gp; Magic 992 gp; *pin de Levine* x6 (360 gp), *blessed bandage* (1 gp), *skill shard* (Bluff) (4 gp), *gr. skill shard* (Knowledge(Local [Iuz's Border States])) (25 gp), *daylight pellets* x4 50 gp), *talisman of the disk* (25 gp), *everlasting rations* (29 gp), *electric eel elixir* (33 gp), *wink brooch* (50 gp), *porcupine elixir* (66 gp), *elixir of reckoning* (68gp), *beetle elixir* (112 gp), *vial of icy sheets* (166 gp); Total 992 gp

APL 10: Loot 0 gp, Coin 0 gp; Magic 1013 gp; *pin de Levine* x6 (360 gp), *blessed bandage* (1 gp), *greater skill shard* (Bluff) (25 gp), *greater skill shard* (Knowledge(Local [Iuz's Border States])) (25 gp), *daylight pellets* x4 50 gp), *talisman of the disk* (25 gp), *everlasting rations* (29 gp), *electric eel elixir* (33 gp), *wink brooch* (50 gp), *porcupine elixir* (66 gp), *elixir of reckoning* (68gp), *beetle elixir* (112 gp), *vial of icy sheets* (166 gp); Total 1013 gp

9: A SERIES OF VISITORS

APL 10: Loot 0 gp; Coin 0 gp; Magic 833 gp *glove of storing* (833 gp).

TOTAL POSSIBLE TREASURE

APL 4: Loot 0 gp; Coin 33 gp; Magic 644 gp; Total 677 gp.

APL 6: Loot 0 gp; Coin 50 gp; Magic 881 gp; Total 931 gp.

APL 8: Loot 0 gp; Coin 67 gp; Magic 1408 gp; Total 1475 gp.

APL 10: Loot 0 gp; Coin 83 gp; Magic 2262 gp; Total 2345 gp.

ADVENTURE RECORD ITEMS

Influence Point with the Furyondy Mage Council: If you have the Ring of the Arcane you may expend this influence point and 7,500 gp to upgrade the ring with the powers of a ring of mystic defiance (MIC).

Ally of Thimme de Levine: You have sworn an oath to ally with Thimme in his quest to save Furyondy from impending chaos. As his ally, you are entitled to purchase one of the following:

- A scroll of one the following spells: *blade of blood* (PHB2), *channeled lifetheft* (CM), *finger of agony* (CM), *incorporeal nova* (SpC), *life bolt* (SpC), *prickling torment* (CM)
- Greater crystal of lifedrinker (MIC)
- Greater crystal of lifekeeping (MIC)
- Greater truedeath crystal (MIC)

Wrath of Thimme de Levine: You have a dangerous and powerful enemy.

Influence Point: You have earned an influence point with the metaorganization listed below. Until you spend this influence point, you are granted regional access to the following items from *Complete Champion*: *book of all knowledge*, *bastion of righteous war*, *helm of righteous war*, and *blade of righteous war*.

Influence Point with (circle one) Gold County / Littleberg / Twilight Hunters: Until you spend this influence point, you are granted regional access to the following items from *Complete Scoundrel*: *bladeshimmer*, *panic button* (any), *wheel of fortune* (limit 1).

pin de Levine: When worn (which does not take up a body slot), this pin allows you to activate the effect of an *unseen servant* spell once per day as a standard action. Moderate conjuration and divination; CL 1st; cannot be crafted; 720 gp; Weight: —.

Life of the Party: You gain regional access to all items found during this adventure (below). You also gain an influence point with one Furyondy noble house or organization that attended the party (circle one): Barony of Littleberg, Duchy of the Reach, Barony of Wilip, Furyondy Military, Furyondy Mage Council or Twilight Hunters.

Attention of a Vampire: Your brave actions have earned you the attention of deadly enemy.

ITEM ACCESS

APL 4:

- *blessed bandage* (Adventure; MIC)
- *daylight pellet* (Adventure; MIC)
- *electric eel elixir* (Adventure; MIC)
- *everlasting rations* (Adventure; MIC)
- *greater skill shard* (Knowledge (Local [Iuz's Border States])) (Adventure; MIC; limit 3)
- *pin de Levine* (Adventure; see above)
- *porcupine elixir* (Adventure; MIC)
- *skill shard* (Bluff) (Adventure; MIC)
- *talisman of the disk* (Adventure; MIC)
- *wink brooch* (Adventure; MIC)

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

- *deathstrike bracers* (Adventure; MIC; limit 1)

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

- *elixir of reckoning* (Adventure, DMG2)
- *beetle elixir* (Adventure, MIC)
- *vial of icy sheets* (Adventure, MIC)

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

- *greater skill shard* (Bluff) (Adventure; MIC; limit 3)

3: POACHERS**TWILIGHT HUNTER "POACHER"****CR 2**

Human rogue 2

CG Medium humanoid (human)

Init +6; **Senses** Spot +4, Listen +4**Languages** Common

AC 14, touch 12, flat-footed 12(+2 Dex, +2 armor)

hp 12 (2 HD)**Fort** +1, **Ref** +5, **Will** -1; evasion

Speed 30 ft. (6 squares)**Melee** short sword +2 (1d6+1/19-20)**Ranged** shortbow +3 (1d6)**Base Atk** +1; **Grp** +2**Special Atk** sneak attack +1d6

Abilities Str 13, Dex 15, Con 12, Int 10, Wis 8, Cha 14**SQ** trapfinding, evasion**Feats** Improved Initiative, Stealthy**Skills** Bluff +7, Diplomacy +9, Disguise +7, Gather Information +7, Hide +9, Knowledge (Local) +5, Listen +4, Move Silently +9, Spot +4**Possessions** arrows (x10), 5 gp, leather armor, miscellaneous survival gear, shortbow, short sword

4: FROM PREDATOR TO PREY

FANG GOLEM**CR 6**

N Large construct

Init +3; **Senses** darkvision 60 ft., low-light vision, Spot +0, Listen +0**Languages** none**AC** 20, touch 12, flat-footed 17
(-1 size, +3 Dex, +8 natural)**hp** 74 (8 HD); DR 5/adamantine or bludgeoning**Immune** spells, magical and supernatural effects, energy forms, mind-influencing effects, poison, disease, critical hits, subdual damage, ability damage, energy drain, death from massive damage**Fort** +2, **Ref** +5, **Will** +2**Weakness** sonic (see immunity to magic)**Speed** 30 ft. (6 squares)**Melee** claw +9 (2d6+4)**Melee** 2 claws +9 (2d6+4)**Ranged** spikes +8 (2d6+4)**Space** 10 ft.; **Reach** 5 ft.

Base Atk +6; Grp +14

Atk Options verdant surge**Special Actions** spikes**Abilities** Str 19, Dex 17, Con –, Int –, Wis 11, Cha 1**SQ** ~~death throes~~, spikes, verdant surge, construct traits, immunity to magic**Skills** total ranks 0; none [+0 ability]

Immunity to Magic (Ex) A fang golem is immune to any spell or spell-like ability that allows spell resistance, except *shout*, *greater shout*, and any *orb of sound* spell. Any magical attack against a fang golem that deals cold damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points up to a maximum of twice its full normal hit point total. These temporary hit points last for up to 1 hour. A fang golem gets no saving throw against magical attacks that deal cold damage.

Verdant Surge (Su) Any creature hit by a fang golem's melee attack or spikes ability takes a -2 penalty on saving throws made to resist the effects of a druid spell or a spell or ability from a fey creature. This effect lasts for 1 minute.

Spikes (Ex) A fang golem can launch a volley of spikes to a range of 80 feet with no range increment. All targets must be within 30 feet of each other. A fang golem can use this ability up to five times in a 24 hour period.

Death Throes (Ex) **IMPORTANT: The creature lacks this ability at APL 4.**

Description: A hulking, bestial form looms from the shadows. It looks like a wild animal, but its shape is jagged and unnatural. The creature rears up, and suddenly the air is filled with spikes!

6: SNOOPING

TOPIARY GUARDIAN (BOAR)**CR 3**

N Medium plant

Init +3; **Senses** low-light vision, tremorsense 90 ft., Spot +0, Listen +0**Languages** none**AC** 17, touch 13, flat-footed 14
(+3 Dex, +4 natural)**hp** 27 (5 HD); DR 10/slashing**Immune** mind-affecting effects, poison, sleep, paralysis, polymorph, stunning, critical hits**Fort** +6, **Ref** +4, **Will** +1**Weakness** vulnerability to fire**Speed** 40 ft. (8 squares)**Melee** gore +6 (2d6+4)**Base Atk** +3; **Grp** +6**Abilities** Str 17, Dex 16, Con 14, Int –, Wis 10, Cha 1**SQ** ferocity, merciful, freeze**Feats** none**Skills** Move Silently +11

Ferocity (Ex): A boar topiary guardian continues to fight without penalty even while disabled or dying.

Merciful (Ex): A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard –4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use non-lethal attacks; any other attack order causes the creature to deal lethal damage.

Freeze (Ex): A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

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7: DIGGING DEEP

GHOST BRUTE HOUND

CR 3

(MANIFESTED)

N Medium undead (incorporeal)

Init +2; **Senses** darkvision 60ft, low-light vision, scent, Spot +13, Listen +13

Languages none

AC 14, touch 14, flat-footed 12
(+2 Dex, +2 deflection)

hp 13 (2 HD)

Immune nonmagical attack forms, mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion and any effect that requires a Fortitude save

Fort +3, **Ref** +5, **Will** +1

Speed fly 30 ft. (6 squares)

Melee corrupting touch +3 (1d4)

Base Atk +1; **Grp** +3

Atk Options corrupting touch

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

SQ incorporeal traits, manifestation, rejuvenation, undead traits, +2 turn resistance

Feats Track, Alertness

Skills Hide +8, Jump +4, Listen +13, Search +8, Spot +13, Swim +3, Survival +1

Corrupting Touch (Su): A ghost brute that hits a living target with its corrupting touch attack deals 1d4 points of damage. Against ethereal opponents, it adds its Strength modifier to attack rolls and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

Manifestation (Su): As an ethereal creature, a ghost hound cannot affect or be affected by anything in the material world. When it manifests, the ghost hound becomes visible but remains incorporeal. A manifested ghost hound remains on the Ethereal plane but can be attacked by opponents on both the Material and Ethereal planes.

Rejuvenation (Su): A ghost hound that would otherwise be destroyed returns to its old haunts in 2d4 days with a successful level check (1d20 + 2) against DC 16. A ghost hound is tied more closely to other beings than more intelligent spirits. Often it is the companion of a ghostly being, but it may also become fascinated with or enraged by a living creature that intrudes on its domain. It always returns to the object of its attachment rather than to a set location.

Skills: A ghost hound gains a +8 racial bonus on Hide, Listen, Search, and Spot checks. It also has a +8 racial bonus on Survival checks when tracking by scent. (These bonuses are already figured into the statistics above.)

8: UNHOLY DIVER

POISON WALL SPIKES

CR 5

Description Four wicked, poison-coated spikes have been cleverly hidden in the walls on either side of the door. The traps' area extends 10' back from the door covering all four 5-ft. squares before the door.

Search DC 17; **Type** mechanical

Trigger Location

Effect Spikes (Atk +16 melee, one target in each of the four target squares, 1d8+4 plus poison, Large monstrous spider venom, DC 13 Fortitude save resists, 1d6 Str/1d6 Str)

Disarm Disable Device DC 21

11: AS THE CLOCK STRIKES TWELVE

See 7: Digging Deep

4: FROM PREDATOR TO PREY

FANG GOLEM**CR 6**

N Large construct

Init +3; **Senses** darkvision 60 ft., low-light vision, Spot +0, Listen +0**Languages** none**AC** 20, touch 12, flat-footed 17

(-1 size, +3 Dex, +8 natural)

hp 74 (8 HD); DR 5/adamantine or bludgeoning**Immune** spells, magical and supernatural effects, energy forms, mind-influencing effects, poison, disease, critical hits, subdual damage, ability damage, energy drain, death from massive damage**Fort** +2, **Ref** +5, **Will** +2**Weakness** sonic (see immunity to magic)**Speed** 30 ft. (6 squares)**Melee** 2 claws +9 (2d6+4)**Ranged** spikes +8(2d6+4)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +14**Atk Options** verdant surge**Special Actions** spikes**Abilities** Str 19, Dex 17, Con –, Int –, Wis 11, Cha 1**SQ** death throes, spikes, verdant surge, construct traits, immunity to magic**Skills** none

Immunity to Magic (Ex) A fang golem is immune to any spell or spell-like ability that allows spell resistance, except *shout*, *greater shout*, and any *orb of sound* spell. Any magical attack against a fang golem that deals cold damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points up to a maximum of twice its full normal hit point total. These temporary hit points last for up to 1 hour. A fang golem gets no saving throw against magical attacks that deal cold damage.

Verdant Surge (Su) Any creature hit by a fang golem's melee attack or spikes ability takes a -2 penalty on saving throws made to resist the effects of a druid spell or a spell or ability from a fey creature. This effect lasts for 1 minute.

Spikes (Ex) A fang golem can launch a volley of spikes to a range of 80 feet with no range increment. All targets must be within 30 feet of each other. A fang golem can use this ability up to five times in a 24-hour period.

Death Throes (Ex) When killed, a fang golem explodes in a 20-foot-radius burst that deals 8d6 points of piercing damage to everything in the area (Reflex DC 14 half). The save DC is Constitution-based.

Description: A hulking, bestial form looms from the shadows. It looks like a wild animal, but its shape is jagged and unnatural. The creature rears up, and suddenly the air is filled with spikes!

6: SNOOPING

TOPIARY GUARDIAN (BOAR)**CR 3**

N Medium plant

Init +3; **Senses** low-light vision, tremorsense 90 ft., Spot +0, Listen +0**Languages** none**AC** 17, touch 13, flat-footed 14

(+3 Dex, +4 natural)

hp 27 (5 HD); DR 10/slashing**Immune** mind-affecting effects, poison, sleep, paralysis, polymorph, stunning, critical hits**Fort** +6, **Ref** +4, **Will** +1**Weakness** vulnerability to fire**Speed** 40 ft. (8 squares)**Melee** gore +6 (2d6+4)**Base Atk** +3; **Grp** +6**Abilities** Str 17, Dex 16, Con 14, Int –, Wis 10, Cha 1**SQ** ferocity, merciful, freeze**Feats** none**Skills** Move Silently +11

Ferocity (Ex): A boar topiary guardian continues to fight without penalty even while disabled or dying.

Merciful (Ex): A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard –4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use non-lethal attacks; any other attack order causes the creature to deal lethal damage.

Freeze (Ex): A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

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7: DIGGING DEEP

GHOST BRUTE HOUND

CR 3

(MANIFESTED)

N Medium undead (incorporeal)

Init +2; **Senses** darkvision 60ft, low-light vision, scent, Spot +13, Listen +13

Languages none

AC 14, touch 14, flat-footed 12
(+2 Dex, +2 deflection)

hp 13 (2 HD)

Immune nonmagical attack forms, mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion and any effect that requires a Fortitude save

Fort +3, **Ref** +5, **Will** +1

Speed fly 30 ft. (6 squares)

Melee corrupting touch +3 (1d4)

Base Atk +1; **Grp** +3

Atk Options corrupting touch

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

SQ incorporeal traits, manifestation, rejuvenation, undead traits, +2 turn resistance

Feats Track, Alertness

Skills Hide +8, Jump +4, Listen +13, Search +8, Spot +13, Swim +3, Survival +1

Corrupting Touch (Su): A ghost brute that hits a living target with its corrupting touch attack deals 1d4 points of damage. Against ethereal opponents, it adds its Strength modifier to attack rolls and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

Manifestation (Su): As an ethereal creature, a ghost hound cannot affect or be affected by anything in the material world. When it manifests, the ghost hound becomes visible but remains incorporeal. A manifested ghost hound remains on the Ethereal plane but can be attacked by opponents on both the Material and Ethereal planes.

Rejuvenation (Su): A ghost hound that would otherwise be destroyed returns to its old haunts in 2d4 days with a successful level check (1d20 + 2) against DC 16. A ghost hound is tied more closely to other beings than more intelligent spirits. Often it is the companion of a ghostly being, but it may also become fascinated with or enraged by a living creature that intrudes on its domain. It always returns to the object of its attachment rather than to a set location.

Skills: A ghost hound gains a +8 racial bonus on Hide, Listen, Search, and Spot checks. It also has a +8 racial bonus on Survival checks when tracking by scent. (These bonuses are already figured into the statistics above.)

8: UNHOLY DIVER

TUNNEL SWALLOW TRAP

CR 7

Description The walls of the last 20' of tunnel before the door begin to roil and shift on all sides, clenching in rapid succession as they attempt to fling the PCs back down the hallway.

Search DC 31; **Type** Magical

Trigger Sound

Effect Bludgeoning (11d6 damage to all within 20', DC 19 Reflex save half damage) and movement (PCs moved 40' back, DC 19 Reflex save half distance)

Disarm Disable Device DC 31

11: AS THE CLOCK STRIKES TWELVE

See 7: Digging Deep

4: FROM PREDATOR TO PREY

WARBOUND IMPALER**CR 7**

(LESSER BATTLEBRIAR)

N Large plant

Init -2; Senses darkvision 60 ft., low-light vision, Spot +0, Listen +0

Languages none**AC** 19, touch 7, flat-footed 19

(-1 size, +2 Dex, +12 natural)

hp 126 (12 HD)**Immune** mind-influencing effects, poison, sleep, paralysis, polymorph, stunning, critical hits**Resist** fire 20, electricity 20**Fort** +14, **Ref** +2, **Will** +4**Speed** 30 ft. (6 squares)**Melee** 2 slams +14 (1d8+6/19-20)**Space** 10ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +19**Atk Options** Impale, improved grab, thorn volley, trample (1d8+9), Cleave, Improved Bull Rush, Power Attack**Abilities** Str 23, Dex 6, Con 27, Int 5, Wis 10, Cha 7**SQ** thorn field**Feats** Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack (slam), Power Attack**Skills** Hide +11

Impale (Ex) Whenever a warbound impaler successfully starts a grapple with a Medium or smaller creature, there is a chance that the creature will become impaled on one of the thorns. After the grapple has begun, a warbound impaler can attempt another grapple check as a free action to impale the creature on its thorns. An impaled creature is helpless until it beats the warbound impaler in an opposed grapple check. As long as the only creature that is grappling with are impaled, a warbound impaler is not considered grappled (the warbound impaler does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents). When making grapple checks against impaled creatures, a warbound impaler takes a -20 penalty on grapple checks.

Improved Grab (Ex) To use this ability, a warbound impaler must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Thorn Volley (Ex) Warbound impalers grow and shed their thorns at an incredible rate, and by rearing upon their hind legs and snapping their bodies forward, they can launch a deadly volley. As a standard action, a warbound impaler can launch a volley of thorns, centering the volley anywhere within 60 feet. The thorns deal 5d6 points of piercing damage to all creature within a 10-foot radius (Reflex DC 22 half). The save DC is Strength-based.

Trample (Ex) Reflex DC 22 half. The save DC is Strength-based.

Thorn Field (Ex) The thorns on a warbound impaler's body protrude into the area surrounding the creature, causing several effects on creatures moving through a warbound impaler's threatened area. A warbound impaler can make up to four attacks of opportunity each round. (Unlike the Combat Reflexes feat, this ability does not allow a warbound impaler to make attacks of opportunity while flat-footed.) In addition, the DCs for Tumble checks to move through a warbound impaler's threatened area or through the squares that it occupies increases by 10. Creatures three or more size categories smaller than a warbound impaler cannot freely move through the area that a warbound impaler occupies.

Skills: Despite its size, a warbound impaler blends well with its surroundings, and it gains a +8 racial bonus on Hide checks in aboveground, natural environments.

Description: This six-legged creature has a body made of writhing vines and thorns. Each of its gorilla-like pairs of limbs is slightly shorter than the pair in front of it. Long thorns protrude from every part of the creature's body, making it seem impossible to approach or move around the creature without risking serious injury.

FANG GOLEM**CR 6**

N Large construct

Init +3; **Senses** darkvision 60 ft., low-light vision, Spot +0, Listen +0**Languages** none**AC** 20, touch 12, flat-footed 17

(-1 size, +3 Dex, +8 natural)

hp 74 (8 HD); DR 5/adamantine or bludgeoning**Immune** spells, magical and supernatural effects, energy forms, mind-influencing effects, poison, disease, critical hits, subdual damage, ability damage, energy drain, death from massive damage**Fort** +2, **Ref** +5, **Will** +2**Weakness** sonic (see immunity to magic)**Speed** 30 ft. (6 squares)**Melee** 2 claws +9 (2d6+4)**Ranged** spikes +8(2d6+4)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +14**Atk Options** verdant surge**Special Actions** spikes**Abilities** Str 19, Dex 17, Con –, Int –, Wis 11, Cha 1**SQ** death throes, spikes, verdant surge, construct traits, immunity to magic**Skills** none

Immunity to Magic (Ex) A fang golem is immune to any spell or spell-like ability that allows spell resistance, except *shout*, *greater shout*, and any *orb of sound* spell. Any magical attack against a fang golem that deals cold damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points up to a maximum of twice its full normal hit point total. These temporary hit points last for up to 1 hour. A fang golem gets no saving throw against magical attacks that deal cold damage.

Verdant Surge (Su) Any creature hit by a fang golem's melee attack or spikes ability takes a -2 penalty on saving throws made to resist the effects of a druid spell or a spell or ability from a fey creature. This effect lasts for 1 minute.

Spikes (Ex) A fang golem can launch a volley of spikes to a range of 80 feet with no range increment. All targets must be within 30 feet of each other. A fang golem can use this ability up to five times in a 24-hour period.

Death Throes (Ex) When killed, a fang golem explodes in a 20-foot-radius burst that deals 8d6 points of piercing damage to everything in the area (Reflex DC 14 half). The save DC is Constitution-based.

Description: A hulking, bestial form looms from the shadows. It looks like a wild animal, but its shape is jagged and unnatural. The creature rears up, and suddenly the air is filled with spikes!

6: SNOOPING**TOPIARY GUARDIAN (LION)****CR 7**

N Large plant

Init +2; **Senses** low-light vision, tremorsense 90 ft., Spot +0, Listen +0**Languages** none**AC** 17, touch 11, flat-footed 15

(-1 size, +2 Dex, +6 natural)

hp 81 (10 HD); DR 10/slashing**Immune** mind-affecting effects, poison, sleep, paralysis, polymorph, stunning, critical hits**Fort** +11, **Ref** +5, **Will** +3**Weakness** vulnerability to fire**Speed** 40 ft. (8 squares)**Melee** claw +13 (1d6+7) and 2 claws +8 (1d6+7) and bite +8 (1d8+3)**Space** 10ft.; **Reach** 10 ft.**Base Atk** +7; **Grp** +18**Abilities** Str 25, Dex 14, Con 18, Int –, Wis 10, Cha 1**SQ** improved grab, pounce, rake (1d6+3), merciful, freeze**Skills** Move Silently +10

Improved Grab (Ex): To use this ability, a lion topiary guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake on subsequent rounds.

Pounce (Ex): If a lion topiary guardian charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +13 melee, damage 1d6+3.

Merciful (Ex): A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard –4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use non-lethal attacks; any other attack order causes the creature to deal lethal damage.

Freeze (Ex): A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

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7: DIGGING DEEP

DIRE LION GHOST

CR 7

(MANIFESTED)

N Large undead (incorporeal)

Init +2; **Senses** low-light vision, scent, darkvision 60 ft., Spot +13, Listen +13

Languages none

AC 13, touch 13, flat-footed 11

(-1 size, +2 Dex, +2 deflection)

hp 56 (8 HD)

Immune nonmagical attack forms, mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion and any effect that requires a Fortitude save

Fort +6, **Ref** +8, **Will** +7

Speed fly 30 ft. (6 squares)

Melee draining touch +7 (1d4 ability damage, ghost gains 5hp)

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

Base Atk +6; **Grp** +17

Atk Options frightful roar, improved grab*, pounce*, rake*

*not usable while manifested

Abilities Str 25, Dex 15, Con --, Int 2, Wis 12, Cha 14

SQ incorporeal traits, manifestation, rejuvenation, undead traits, +4 turn resistance

Feats Alertness, Run, Weapon Focus (Claw)

Skills Hide +8, Search +4, Listen +13, Move Silently +6, Spot +13

Draining Touch (Su): A dire lion ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Roar (Su) A dire lion ghost can emit a frightful roar as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on non-ethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

8: UNHOLY DIVER

INCENDIARY CLOUD TRAP

CR 9

Description The last 40' of the tunnel before the door is suddenly filled with a cloud roiling smoke shot through with white-hot embers. The burning cloud completely obscures sight.

Search DC 33; **Type** Magical

Trigger Sound

Effect Incendiary Cloud (15th level wizard, 4d6/round for 15 rounds, DC 22 Reflex save for half damage)

Disarm Disable Device DC 33

11: AS THE CLOCK STRIKES TWELVE

See 7: Digging Deep

4: FROM PREDATOR TO PREY

GREENVISE**CR 10**

N Huge plant

Init +0; **Senses** darkvision 60 ft., low-light vision, Spot +0, Listen +0**Languages** none**AC** 16, touch 8, flat-footed 16

(-2 size, +8 natural)

hp 102 (12 HD)**Immune** acid, mind-influencing effects, poison, sleep, paralysis, polymorph, stunning, critical hits**Fort** +12, **Ref** +4, **Will** +4**Speed** 10 ft. (2 squares)**Melee** 4 slams +16 (2d4+9) and bite +11 (1d6+4)**Space** 15ft.; **Reach** 15 ft.**Base Atk** +9; **Grp** +26**Atk Options** improved grab, swallow whole**Special Attacks** death fog**Abilities** Str 29, Dex 10, Con 18, Int 3, Wis 11, Cha 6**SQ** woodsense**Feats** none**Skills** none

Death Fog (Su) Twice per day, a greenvise can emit an acidic fog that functions like an *acid fog* spell, except as follows. The death fog's area is a 40-foot-high spread with a 60-foot radius. Within this area, all sight, including Darkvision, is limited to 5 feet. A creature within 5 feet has concealment (attacks against it have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Any creature attempting to move through the death fog progresses at one-tenth normal speed, and each of its melee attack and damage rolls incurs a -2 circumstance penalty. A death fog prevents effective ranged weapon attacks, except for rays and the like. In addition to obscuring sight, a death fog is highly acidic. Each round, the fog deals 3d8 points of acid damage to every creature and object within it (no saving throw). A severe wind (31+ mph) disperses these vapors in 1d2 rounds; otherwise the effect lasts for 3d6+1 rounds. The greenvise is not impeded by its own death fog, so it can move and fight within the fog freely.

Improved Grab (Ex) If a greenvise hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can transfer the opponent to its maw with another successful grapple check, dealing automatic bite damage, then try to swallow in the next round. Alternatively, the greenvise has the option to conduct the grapple normally, or simply use its tendrils or maw to hold the opponent (-20 penalty on grapple check, but the greenvise is not considered grappled). In either case, each successful grapple check it makes during successive rounds deals slam or bite damage as appropriate.

Swallow Whole (Ex) A greenvise can swallow a single creature that is at least one size category smaller than itself by making a successful grapple check provided it already has that opponent in its maw (see Improved Grab, above). Once inside the greenvise the opponent takes 2d6+9 points of bludgeoning damage and 2d4 points of acid damage per round from the creature's

stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the greenvise's maw, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing at least 20 points of damage to the stomach (AC 18) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. A greenvise's stomach can hold 1 large, 4 medium-size, 16 small or 64 tiny or smaller opponents.

Woodsense (Ex) A greenvise can automatically sense the location of anything within 60 feet that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation as it is.

Description: A greenvise is a larger, sturdier version of the venus flytrap, with a thick green, trunk-like stem and four sturdy tendrils that hang down like vines. When the creature opens its mouth, a mottled pink maw lined with tooth-like thorns is revealed; when closed, the mouth structure resembles an ordinary leafy bush.

WARBOUND IMPALER**CR 7**

(LESSER BATTLEBRIAR)

N Large plant

Init -2; **Senses** darkvision 60 ft., low-light vision, Spot +0, Listen +0**Languages** none**AC** 19, touch 7, flat-footed 19

(-1 size, +2 Dex, +12 natural)

hp 126 (12 HD)**Immune** mind-influencing effects, poison, sleep, paralysis, polymorph, stunning, critical hits**Resist** fire 20, electricity 20**Fort** +14, **Ref** +2, **Will** +4**Speed** 30 ft. (6 squares)**Melee** 2 slams +14 (1d8+6/19-20)**Space** 10ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +19**Atk Options** Impale, improved grab, thorn volley, trample (1d8+9), Cleave, Improved Bull Rush, Power Attack**Abilities** Str 23, Dex 6, Con 27, Int 5, Wis 10, Cha 7**SQ** thorn field**Feats** Cleave, Improved Bull Rush, Improved Critical (slam), Improved Natural Attack (slam), Power Attack**Skills** Hide +11

Impale (Ex) Whenever a warbound impaler successfully starts a grapple with a Medium or smaller creature, there is a chance that the creature will become impaled on one of the thorns. After the grapple has begun, a warbound impaler can attempt another grapple check as a free action to impale the creature on its thorns. An impaled creature is helpless until it beats the warbound impaler in an opposed grapple check. As long as the only creature that is grappling with are impaled, a warbound impaler is not considered grappled (the

warbound impaler does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents). When making grapple checks against impaled creatures, a warbound impaler takes a -20 penalty on grapple checks.

Improved Grab (Ex) To use this ability, a warbound impaler must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

Thorn Volley (Ex) Warbound impalers grow and shed their thorns at an incredible rate, and by rearing upon their hind legs and snapping their bodies forward, they can launch a deadly volley. As a standard action, a warbound impaler can launch a volley of thorns, centering the volley anywhere within 60 feet. The thorns deal 5d6 points of piercing damage to all creature within a 10-foot radius (Reflex DC 22 half). The save DC is Strength-based.

Trample (Ex) Reflex DC 22 half. The save DC is Strength-based.

Thorn Field (Ex) The thorns on a warbound impaler's body protrude into the area surrounding the creature, causing several effects on creatures moving through a warbound impaler's threatened area. A warbound impaler can make up to four attacks of opportunity each round. (Unlike the Combat Reflexes feat, this ability does not allow a warbound impaler to make attacks of opportunity while flat-footed.) In addition, the DCs for Tumble checks to move through a warbound impaler's threatened area or through the squares that it occupies increases by 10. Creatures three or more size categories smaller than a warbound impaler cannot freely move through the area that a warbound impaler occupies.

Skills: Despite its size, a warbound impaler blends well with its surroundings, and it gains a +8 racial bonus on Hide checks in aboveground, natural environments.

Description: This six-legged creature has a body made of writhing vines and thorns. Each of its gorilla-like pairs of limbs is slightly shorter than the pair in front of it. Long thorns protrude from every part of the creature's body, making it seem impossible to approach or move around the creature without risking serious injury.

6: SNOOPING

TOPIARY GUARDIAN (LION)

CR 7

N Large plant

Init +2; **Senses** low-light vision, tremorsense 90 ft., Spot +0, Listen +0

Languages none

AC 17, touch 11, flat-footed 15

(-1 size, +2 Dex, +6 natural)

hp 81 (10 HD); **DR** 10/slashing

Immune mind-affecting effects, poison, sleep, paralysis, polymorph, stunning, critical hits

Fort +11, **Ref** +5, **Will** +3

Weakness vulnerability to fire

Speed 40 ft. (8 squares)

Melee claw +13 (1d6+7) and 2 claws +8 (1d6+7) and bite +8 (1d8+3)

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

Base Atk +7; **Grp** +18

Abilities Str 25, Dex 14, Con 18, Int --, Wis 10, Cha 1

SQ improved grab, pounce, rake (1d6+3), merciful, freeze

Skills Move Silently +10

Improved Grab (Ex): To use this ability, a lion topiary guardian must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can rake on subsequent rounds.

Pounce (Ex): If a lion topiary guardian charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +13 melee, damage 1d6+3.

Merciful (Ex): A topiary guardian can deal nonlethal damage with any of its attacks without taking the standard -4 penalty on attack rolls. The creature chooses whether to deal lethal or nonlethal damage depending on the orders it is given by its creator. Orders to capture or subdue enemies cause the topiary guardian to use non-lethal attacks; any other attack order causes the creature to deal lethal damage.

Freeze (Ex): A topiary guardian can hold itself so still that it appears to be a normal sculpted shrub. An observer must succeed on a DC 30 Spot check to notice that a topiary guardian is actually an animated creature.

Monster Manual 3, p. 17

7: DIGGING DEEP

DIRE LION GHOST

CR 7

(MANIFESTED)

N Large undead (incorporeal)

Init +2; **Senses** low-light vision, scent, darkvision 60 ft., Spot +13, Listen +13

Languages none

AC 13, touch 13, flat-footed 11

(-1 size, +2 Dex, +2 deflection)

hp 56 (8 HD)

Immune nonmagical attack forms, mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion and any effect that requires a Fortitude save

Fort +6, **Ref** +8, **Will** +7

Speed fly 30 ft. (6 squares)

Melee draining touch +7 (1d4 ability damage, ghost gains 5hp)

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

Base Atk +6; **Grp** +17

Atk Options frightful roar, improved grab*, pounce*, rake*

*not usable while manifested

Abilities Str 25, Dex 15, Con --, Int 2, Wis 12, Cha 14

SQ incorporeal traits, manifestation, rejuvenation, undead traits, +4 turn resistance

Feats Alertness, Run, Weapon Focus (Claw)

Skills Hide +8, Search +4, Listen +13, Move Silently +6, Spot +13

Draining Touch (Su): A dire lion ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Roar (Su) A dire lion ghost can emit a frightful roar as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the roar cannot be affected by the same ghost's roar for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can

strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on non-ethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

8: UNHOLY DIVER

RADIANT ASSAULT TRAP

CR 9

Description A blast of multicolored light fills that the last 40' of the tunnel before the door.

Search DC 32; **Type** Magical

Trigger Sound

Effect Radiant Assault (13th level wizard, 13d6 damage to all within 40' of the door, DC 21 Will save half damage; targets are dazed 1d6 rounds, DC 21 Will save to be dazzled 1d6 rounds instead)

Disarm Disable Device DC 32

SUMMON MONSTER VII TRAP

CR 9

Description Multiple diabolical creatures materialize in the hallway and immediately attack.

Search DC 32; **Type** Magical

Trigger Sound

Effect Summon Monster VII (13th level wizard, 1d4+1 chain devils)

Disarm Disable Device DC 32

11: AS THE CLOCK STRIKES TWELVE

See 7: Digging Deep

MAGIC ITEMS

BEETLE ELIXIR

Price (Item Level): 1,350 (5th)
 Body Slot: —
 Caster Level: 6th
 Aura: Moderate; (DC 18) transmutation
 Activation: Full-round (manipulation)
 Weight: —

The viscous liquid in this vial has an oily brown color and smells a little like wet leaves.

Drinking *beetle elixir* causes your skin to harden, darken, and gloss over, and short antennae to sprout from your forehead. You gain darkvision out to 60 feet and a +2 enhancement bonus to your existing natural armor. (A creature without natural armor has an effective natural armor bonus of +0.) These effects last for 12 hours.

Prerequisites: Craft Wondrous Item, *alter self*, *darkvision*, Craft (alchemy) 5 ranks

Cost to Create: 675 gp, 54 XP, 2 days

BLESSED BANDAGE

Price (Item Level): 10 gp (1/2)
 Body Slot: — (held)
 Caster Level: 3rd
 Aura: Faint; (DC 16) conjuration
 Activation: Standard (manipulation)
 Weight: —

A single, softly glowing thread runs along one side of this linen bandage.

Applying a *blessed bandage* immediately stabilizes the recipient (but heals no damage).

Prerequisites: Craft Wondrous Item, *cure minor wounds*

Cost to Create: 5 gp, 1 XP, 1 day

DAYLIGHT PELLET

Price (Item Level): 150 gp (1st)
 Body Slot: — (held)
 Caster Level: 5th
 Aura: Faint (DC 17) evocation
 Activation: Standard (thrown)
 Weight: —

Within a thick black pouch, you see a handful of tiny ceramic beads. Thin veins of light shine through cracks in each bead.

A *daylight pellet* can be thrown up to 50 feet; when it lands, it shatters and creates illumination equivalent to a *daylight* spell, but with a duration of 10 rounds. These small stones are usually found in pouches containing 3d4 pellets. Using a pellet destroys it.

Prerequisites: Craft Wondrous Item, *daylight*

Cost to Create: 75 gp, 6 XP, 1 day

ELECTRIC EEL ELIXIR

Price (Item Level): 400 gp (2nd)
 Body Slot: —
 Caster Level: 3rd
 Aura: Faint; (DC 16) transmutation
 Activation: Standard (manipulation)
 Weight: —

This vial contains blue liquid with sparkling yellow motes dancing within it.

Imbibing *electric eel elixir* turns your skin silvery and grants you a +1 enhancement bonus to your existing natural armor bonus. (A creature without natural armor has an effective natural armor bonus of +0.)

Furthermore, one time while the elixir is in effect, you can make a melee touch attack that deals 1d8+1 of electricity damage. You gain a +3 circumstance bonus on the attack roll if the target is wearing metal armor. The elixir's effect lasts for 12 hours.

Prerequisites: Craft Wondrous Item, *alter self*, *shocking grasp*, Craft (alchemy) 5 ranks

Cost to Create: 200 gp, 16 XP, 1 day

ELIXIR OF RECKONING

A character who consumes an *elixir of reckoning* is assuming the worst. Its power activates only when the imbiber falls in battle, detonating his body in a spectacular explosion. Though suicide troopers in the service of evil warlords commonly use *elixirs of reckoning*, heroes sometimes find use for them when they face odds that they know they cannot overcome.

Description: The elixir is a brilliant, crimson liquid that bubbles and churns with potent magical energy. The vial that holds it is constructed of extra-thick glass, as if to protect those who carry it against the devastating power of the liquid inside.

When the seal is broken on a vial of *elixir of reckoning*, the liquid inside flashes and flares in a brief surge of power. It has a slight scent of ozone, almost like the tang in the air after a lightning strike.

Upon consuming the elixir, the imbiber feels a rush of energy, followed by a sense of euphoria and invincibility. Her flesh almost thrums with power, her heart rate increases, and her skin flushes. This magic is released when she is slain, consuming her body in a blast of magical energy.

Activation: Like all elixirs, an *elixir of reckoning* is a one-use item that is activated on consumption.

Effect: After consuming an *elixir of reckoning*, the imbiber's body is filled with unstable magical energy. If she dies (that is, if her hit points fall to –10 or lower) within 1 hour of imbibing the elixir, her body explodes in a blast of eldritch energy that deals 5d6 points of damage to every creature and object within a 20-foot radius. Targets in this area can attempt a DC 14 Reflex

save to halve the damage. Remnants of the imbiber's body survive the blast but are distributed around the periphery of the blast radius.

If the imbiber is not slain (that is, if her hit points do not fall to -10 or lower) within 1 hour of consuming the elixir, it has no effect.

Aura/Caster Level: Faint abjuration; CL 5th.

Construction: Craft Wondrous Item, *glyph of warding*, 413 gp, 33 XP, 1 day.

Variants: Rumors abound of more potent versions of the *elixir of reckoning*. Each such elixir deals 10d6 (rather than 5d6) points of damage when the imbiber is slain. The more powerful version costs 1,650 gp, and its aura strength is moderate.

Weight: —.

Price: 825 gp.

EVERLASTING RATIONS

Price (Item Level): 350 gp (2nd)

Body Slot: — (held)

Caster Level: 5th

Aura: Faint; (DC 17) conjuration

Activation: —

Weight: 2 lb.

This nondescript, small leather pouch has a light blue silk drawstring.

This small leather pouch contains enough trail rations to feed a Medium creature for one day. Every morning at sunrise the pouch magically creates another day's worth of rations.

Prerequisites: Craft Wondrous Item, *create food and water*

Cost to Create: 175 gp, 14 XP, 1 day

PORCUPINE ELIXIR

Price (Item Level): 800 gp (3rd)

Body Slot: — (held)

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Standard (manipulation)

Weight: —

The liquid in this vial is dark brown, shot through with vertical threads of white and tan.

Imbibing *porcupine elixir* toughens your skin, granting you a +1 enhancement bonus to your existing natural armor bonus. (A creature without natural armor has an effective natural armor bonus of +0.) In addition, hundreds of needle-sharp quills sprout from your body. These quills enable you to deal 1d6 points of piercing damage with a successful grapple attack. The quills sprout through light armor or hide armor, but heavier armors prevent them from growing. The effects of this elixir last 12 hours.

Prerequisites: Craft Wondrous Item, *alter self*, Craft (alchemy) 5 ranks

Cost to Create: 400 gp, 32 XP, 1 day

SKILL SHARD

Price (Item Level): 50 gp (1/2) (normal); 300 gp (2nd) (greater)

Body Slot: — (held)

Caster Level: 7th

Aura: Moderate; (DC 18) transmutation

Activation: Swift (command)

Weight: —

This tiny fragment of cast-off crystal glows with a miniscule bit of power.

When held, a *skill shard* telepathically whispers its command word into your mind. When you activate it, you gain a competence bonus on your next check with a specific skill, chosen during the item's creation. The check must begin before the end of your turn and must be complete within 10 minutes. A *skill shard* disintegrates when used.

Normal: +2 competence bonus

Greater: +5 competence bonus

Prerequisites: Craft Wondrous Item, specified skill 2 ranks (lesser) or 5 ranks (greater)

Cost to Create: 25 gp, 1 XP, 1 day (lesser); 150 gp, 6 XP, 1 day (greater)

TALISMAN OF THE DISK

Price (Item Level): 500 gp (3rd)

Body Slot: — (held)

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Standard (command)

Weight: —

This convex lens of crystal dangles from a chain carved from blue glass.

Activating a *talisman of the disk* creates a *Tenser's floating disk* (PH 294). The disk can hold 300 pounds and lasts for up to 3 hours (or until dismissed with another standard action). The disk's maximum range from you is 30 feet.

If you are also wearing a magic item that provides an enhancement bonus to Strength, the disk's carrying capacity increases by 100 pounds per point of bonus granted by the item.

Prerequisites: Craft Wondrous Item, *bull's strength*, *Tenser's floating disk*

Cost to Create: 250 gp, 20 XP, 1 day

VIAL OF ICY SHEETS

The *vial of icy sheets* contains a clear fluid that creates a region of slippery ice when its contents are poured upon the ground (a standard action). The fluid spreads from the point of origin to a radius of 10 feet, coating the ground with a thin sheet of slippery ice. All creatures caught in this area must make a DC 11 Reflex save or slip and fall. Those that successfully save can move at half speed across the surface. Those that remain in the area must make a new saving throw each round to avoid falling and to be able to move.

Alternatively, the vial's contents can be poured upon an object. This encases the object with slippery ice, and if the object is carried or wielded, its wielder must make a DC 11 Reflex save to avoid dropping the item. A new saving throw must be made each round the item is grasped.

Icy sheets last for 5 rounds before they evaporate away into nothingness. A *vial of icy sheets* automatically replenishes its supply of liquid once every day.

If the contents of a *vial of icy sheets* are swallowed, the ice coats the mouth, throat, and stomach of the poor fool who drank it. This causes 6d6 points of cold damage (Fortitude DC 20 half).

Faint conjuration; CL 1st; Craft Wondrous Item, *ice slick*;

Price 2,000 gp; Weight 1 lb.

WINK BROOCH

Price (Item Level): 600 gp (3rd)

Body Slot: Throat

Caster Level: 3rd

Aura: Faint; (DC 16) enchantment

Activation: Swift (mental)

Weight: ---

The ruby set at the head of this straight pin twinkles like the eye of a gnome with a secret.

Many a diplomat wears a *wink brooch* to court to gain an edge in conversation. When activated, this brooch grants you a +2 competence bonus on a single Bluff or Diplomacy check attempted before the end of your turn.

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *charm person*

Cost to Create: 300 gp, 24 XP, 1 day

SPELLS

RADIANT ASSAULT

Evocation [Light]

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

With outstretched hand, you gesture toward the area where the spell will come into effect. An instant later a blast of multicolored light fills that area.

This spell releases energy in the form of a multitude of rainbow-colored beams that erupt in every direction within the area designated by you. This kaleidoscopic burst of energy deals 1d6 points of damage per caster level (maximum 15d6), and all creatures within the burst are dazed for 1d6 rounds. Those that succeed on a Will save take only half normal damage and are dazzled for 1d6 rounds instead.

Sightless creatures are unaffected by this spell.

Focus: An eye from any outsider that has 4 or more Hit Dice.

SHADOW WELL

Illusion (Shadow)

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

You spit out the words of the spell, and the shadow of your foe darkens, becoming a solid black pit. Your opponent pinwheels its arms as it topples backward into the darkness.

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

Being trapped in a *shadow well* can be terrifying; upon returning to the real world the subject must

succeed on another Will save or be frightened for 1d4 rounds.

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

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

TUNNEL SWALLOW

Conjuration (Creation) [Earth]

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

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

Target: Tunnel section up to 20 ft. in diameter and up to 50 ft. long

Duration: Instantaneous

Saving Throw: Reflex partial;
see text

Spell Resistance: No

You unleash the power of this spell, and the walls of the tunnel begin to roil and shift on all sides, clenching in rapid succession as they fling your opponents down the hallway.

You cause a section of tunnel to flex with peristaltic convulsions, crushing its contents and moving them along its length in the direction you designate. Each creature and object in the affected tunnel section is crushed for 1d6 points of damage per level (maximum 15d6) and is moved from its former position to a point just outside the affected tunnel section. A creature that makes a successful Reflex saving throw takes only half damage and is moved halfway from its former position in the tunnel toward the designated end of the tunnel section. When the spell duration expires, the tunnel returns to its former shape and size, with no harm done to its structure.

Tunnel swallow affects both worked and natural tunnels, as well as corridors in surface buildings, but does not harm the structure.

Movement caused by this spell does not provoke attacks of opportunity.

Material Component: A lump of chewed vegetable or meat.

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

1. Furyondy is a monarchy. King Belvor is making the ultimate decision. 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 primarily 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 cannot exceed seven members.
4. Each of these delegations interviews each candidate. Each delegate registers an opinion on each candidate and these opinions are passed to the sponsoring organization (noble, church or mage council) which may alter the opinions, add to them, censor them or simply pass them on as they see fit.
5. The sponsoring organization weighs the advice of the delegation and provides a written opinion to King Belvor and the Chamber of Four. This opinion outlines the delegation's opinions of the candidate and makes a preliminary recommendation.
6. Once all the candidates have been interviewed, each sponsoring organization collects a final recommendation from their delegation. They, in turn, form their own final recommendation to the King (also forwarded to the Chamber of Four). The sponsoring organization has the option to completely ignore the input from the delegation. However, this is ultimately a poor political move since word of such actions tends to get out and discredit the sponsor.

APPENDIX 4: DM'S MAP OF THIMME'S MANOR HOUSE

This provides a brief description of each of the rooms of the manor, and is not intended for tactical purposes. The numbers used correspond to both the DM's Map and the Players' Map and are to be used to give the players a good idea of the opulence and luxury that is the de Levine estate. If players ask about a certain room number, please read them the description as you like. (Note: descriptions may need to be abbreviated during a convention slot.)

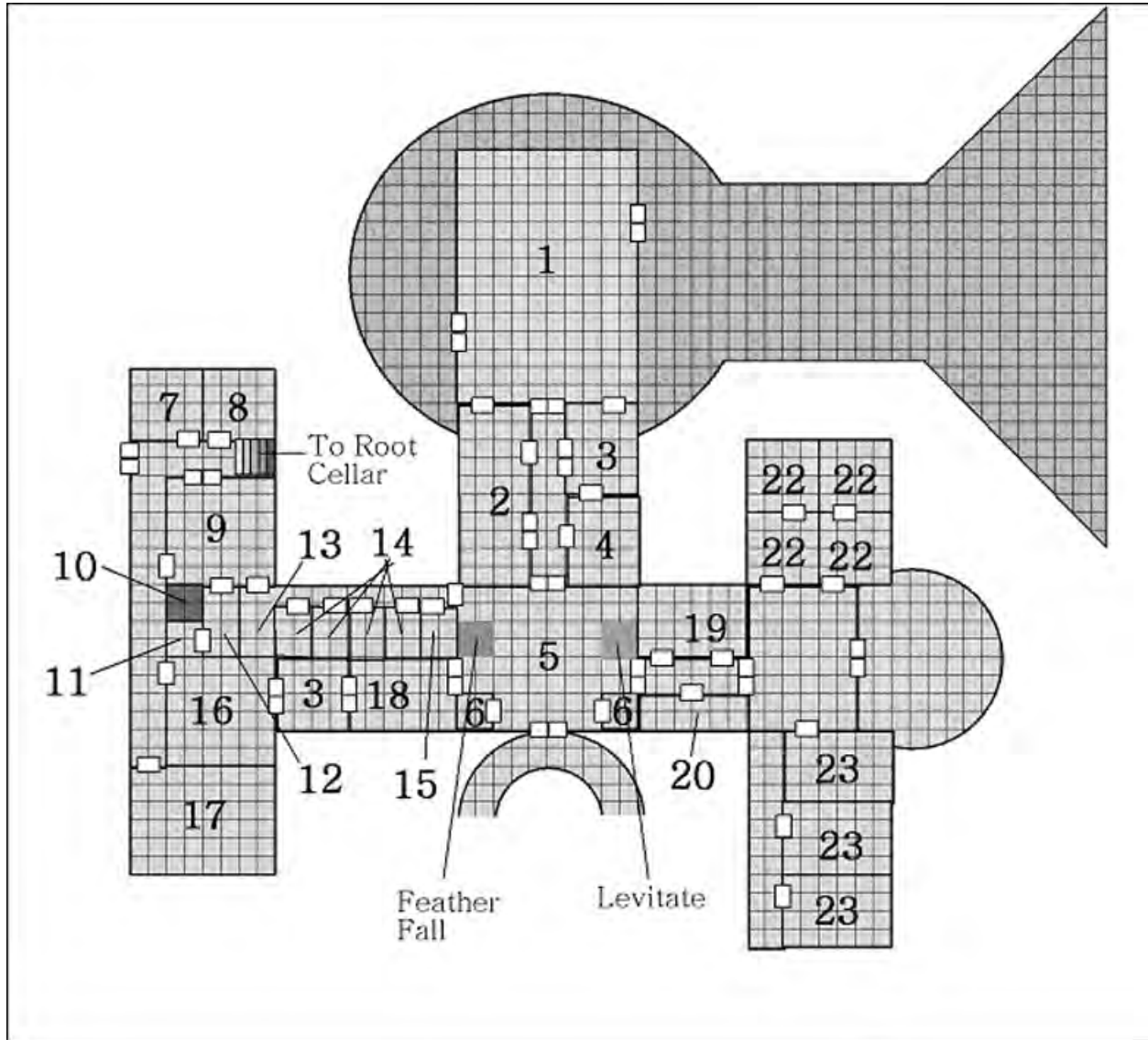


Figure 1: Manor House (1st Floor)

THE FIRST FLOOR

1 – **Ballroom:** this room is closed to anyone not of the manor or security staff, until the masquerade begins. Tall windows, long side-tables with hors d'oeuvres, and many punchbowls and bottles of ale are visible during the ball. There are banners with the crest of every single noble in attendance, with the coat of arms of the kingdom taking up the place of honor on the NE wall. There are stairs up to the second-floor landing and balcony.

2 – **Dining Room:** this is the feast hall, with a stunning table 35' long, 6' wide, hand-carved by elves from a single slab of wood. Tapestries show scenes of feasting and revelry, and there are three chandeliers radiating soft magical light.

3 – **Salon:** this is an opulently appointed room with a few couches, several overstuffed chairs, and an assortment of end tables. Party attendees can be found in these rooms at random times, having discussions ranging from current Kettite politics to the state of fish stocks in the Nyr Dyv.

4 – **Breakfast "Nook":** Thimme has a sense of humor, as this "nook" dwarfs most of the bedrooms. Hot breakfast is available in the hour after dawn, cold breakfast items can be found until three hours after daybreak.

5 – **Grand Foyer:** the obnoxiously ornate entry hall, its walls covered in gold leaf and embroidered fabrics in exotic floral patterns. The permanent *levitate* and *feather fall* areas that allow access to the upper floor are marked in contrasting tiling from the rest of the flooring. The archways over the doors are decorated with cherubic forms of dragons, animals and magical beasts.

6 – **Cloak Room:** these rooms have neat and orderly rows of hooks and bars from which to hang your heavy outer garments. You think the hooks might be silver-plated.

7 – **Meat Storage:** off the kitchen hallway, this contains sides of meat, plucked birds, eggs, etc. It is magically refrigerated.

8 – **Pantry:** off of the kitchen hallway, it contains all sorts of dry goods, in addition to fruits and vegetables imported from elsewhere. There are three cats with glowing green eyes that keep out the mice, and who hiss and yowl at any non-staff who enter.

9 – **Kitchen:** this is a full-service medieval kitchen, and it always has a fire going, even if that means only a well-banked set of coals in the baking oven. Cooking tools and implements of destruction are found in abundance here.

10 – **Drop Shaft:** this proceeds from the secret room off of Thimme's study upstairs, down to the underground laboratory where someone has been collecting and imprisoning ghosts (see Encounter Eight).

11 – **Serving Stairs:** this is a small back staircase allowing almost direct access from the kitchen to Thimme's suite upstairs, and the only keys to the locked door are kept by the valet and the majordomo.

12 – **Majordomo's Room:** this is the personal office and bedroom of the majordomo of the house. The most notable items are a closet filled with luxuriant formal outfits, and a small writing desk with the man's personal diary, detailing his aspirations as a novelist. However, a DC 25 Search check reveals a set of accounting books, and a DC 20 Profession (accountant) or a

DC 27 Appraise check reveal that the Majordomo has been skimming half a percent of the costs of the party into a private stash of coin.

13 – **Laundry:** there are washtubs and soap, here. Usually this is staffed solely by *unseen servants*.

14 – **Servant's Quarters:** this is where the cooks and stablehands normally sleep. Half of these rooms are empty, their occupants replaced by Thimme's *unseen servants*.

15 – **Dumbwaiter:** this small shaft with its mechanically operated elevator is the servant's method of getting clean linens and furniture up or downstairs.

16 – **Games Room:** a billiards table, a card table for three-dragon ante, a cabinet hiding a dartboard, and two tables with boards for dragon chess with real metal and gemstone pieces. Numerous stools and well-cushioned chairs, combined with the dark wood paneling and the always faintly smoky air give this room a very cozy, masculine feel.

17 – **Library:** tall windows let in the cold winter light, but the richly colored wooden shelves and furniture warm the room. The built-in bookshelves are well stocked, allowing that if one has the time, an hour spent in this room researching a particular question grants a +2 circumstance bonus to a Knowledge check.

18 – **Trophy Room:** while it's not clear if Thimme bagged any of these himself, the heads alone make a magnificent collection. (Is that really a blackspawn stalker up on the wall?). However, the glass cases holding glowing, shimmering, dripping, scintillating weapons, each with their own nametag ("The Maul, Crunchypaste", "The Short Sword of Illiando Megara and Its Merry Men") makes the room really special.

19 – **Ladies' Room:** It's a bathroom. Admittedly, with solanian truesteel faucets that pour hot and cold running mineral water, and alabaster commodes, it is a very, very posh bathroom.

20 – **Mens' Room:** It's a bathroom. What you think might be an *unseen servant*, with a polishing cloth, is busily buffing away scratched graffiti that reads, "For a good time, send to ..." the name has already been polished away.

21 – **Solarium:** the doors open into a steamy room, the warmth of which is a welcome contrast to the chill wintry airs outside. Lush tropical plants not normally seen this far north are in full bloom, adding their sultry perfumes to the air. The furniture here is painted wrought iron.

22 – **Largest Suites:** these rooms are insanely opulent (cloth of gold blankets, ivory doorknobs, etc.) and include an antechamber that provides separate sleeping arrangements for an entourage of personal servants. King Belvor, if he were in attendance, would be staying in one of these. *Someone always occupies each of these rooms.*

23 – **Large Suite:** now you know what you're missing, out in the coach house. Four-poster beds with velvet curtains. Zebrawood armoires. Carpet so deep you could lose a familiar in it. Pillows soft enough to make Fharlanghn stop traveling and lay down his head for a while. There is even a separate bed for a manservant or valet and their own chest of drawers.

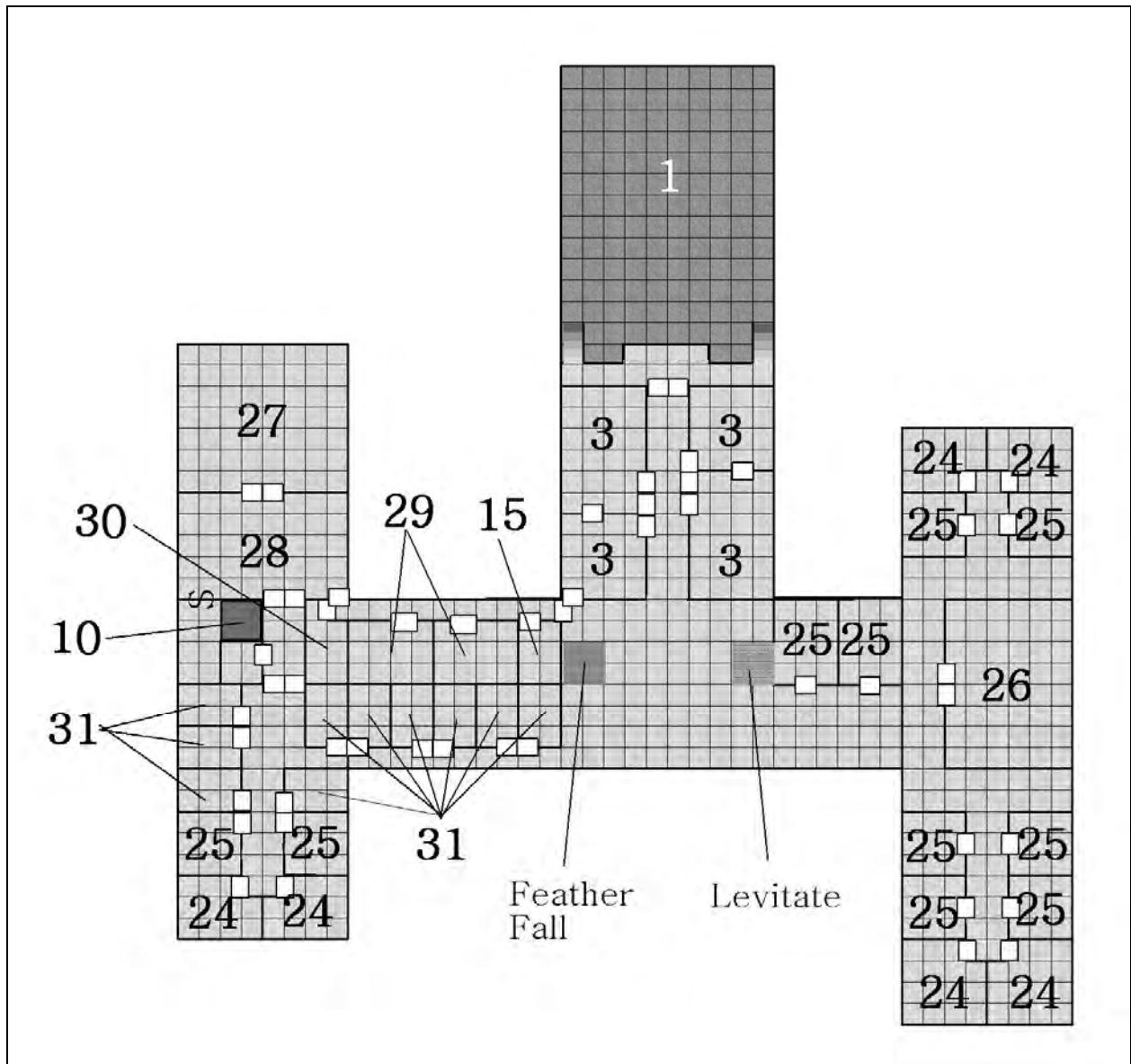


Figure 2: Manor House (2nd Floor)

THE SECOND FLOOR

24 – **Medium Suites:** a single large bed, for light-travelers and less notable nobles, but still lavishly furnished. *These rooms are occupied 50% of the time.*

25 – **a Small Suite:** although not quite as opulent as the Large Suites, the beds are still piled high with covers and blankets soft and smooth as a baby halfling's bottom. The smell of freshly washed, line-dried linens gives the room an airy, light feeling.

26 – **the Music Hall:** a fortepiano of obvious gnomish craftsmanship, a full-sized elven windharp, a complete set dwarven rock-chimes, and more masterwork lutes, mandolins, flutes and trumpets than you could shake a half-elven bard at, fill this room. There is a small bookshelf containing transcriptions of popular tunes along with chapbooks of the best known of the historical lays and ballads. It is obvious the walls are padded, and well insulated against sound.

27 – **Small Bedrooms:** although these are the smallest of all the bedrooms, their position close to Thimme's personal suite elevates their importance to the master of the house. Lacking in size, they are full of luxurious furnishings.

28 – **Thimme's Master Suite:** surprisingly, this room is actually rather Spartan, in comparison to the opulence of the suites. The most notable features, in addition to an *arcane locked* (DC 21, *alarmed with a 12th level fire trap*) personal desk, are the iron-bound chest containing Thimme's personal adventuring gear, and a large dresser with a seat in front and a mirror above him on the wall. When Thimme is found after Encounter 11, he will admit he was in his rooms, and did not see anyone come up behind him.

29 – **Thimme's Master Study:** this room includes not only Thimme's personal arcane library, but all of the critical documents for running the estate. Budgets, schedules, shipments and deliveries, etc., almost all of it in the majordomo's handwriting, and filed neatly away in the cabinets under a large double-desk. The arcane notes in Thimme's handwriting are tucked in amongst the spellbooks and scroll tubes, and detail researches and lecture notes for the Warmage's Academy and the Mage Council. The secret door in the west corner of the room is hidden behind a bookcase, and requires two triggers (a tilted book and a twisted bookend) to open (DC 27 Search check, DC 30 Open Lock or Disable Device check). Thimme is careful to keep this room well dusted and very clean, and always *flies* into the room, so there is never any evidence that he actually uses the drop shaft to get to the laboratory underground.

30 – **the Scribe's Room:** stocked full of parchments, inks, and pens, there is a second copy of the estate's

books (both copies are honest), and a large collection of fancy envelopes enclosing hand-lettered invitations to Thimme's Needfest masquerade ball, but without addresses.

31 – **the Vault:** the door is locked with a combination lock and a master key. To overcome each requires a DC 40 Open Lock check, and it is impossible to take 20, as there is an *alarm* spell linked to each lock. This spell sounds loudly in the Majordomo's quarters, as well as in Thimme's Master Suite. This room contains bars of gold and platinum, in addition to sacks of coins of all denominations. There are also a dozen pre-filled moneybags sewn shut under a note saying "500 gp" and a handful of moneybelts capable of carrying 20 coins each.

THE GROUNDS

The Coach House: While you have become familiar with your upstairs suite, you haven't yet had the time to investigate the rest of the coach house. The main doors are not even locked, and you open them carefully to peer inside. The de Levine estate is certainly well funded, as that emblazoned coach-and-four with the gilded doors and samite-lined seats is worth at least five thousand gold...

The Gardening Shed: Boy, it sure is nice to live out here in the country, where one never has to worry about locking your doors or keeping your tools locked up. But peering into the gardening shed, it looks as if the gardeners are sufficiently equipped to fight a major war against weeds.

The Stables: After spending a few minutes calming down a brace of skittish horses and soothing the three riding dogs, you are absolutely certain that these animals have nothing to hide. Nor is there any room to hide anything, even in the hayloft... unless you count the small selection of books of purple prose and heaving bosoms that some stable-hand stashed away in a private nook.

The Icehouse: You cannot remember the last time you saw one of these, a squat building of heavy stone blocks with banked walls of mossy earth. Stepping inside, you find the front hallway is chill, the winter's cold echoed and amplified by the rime coating the walls. Somewhere ahead, blocks of ice shift and settle with a cold groan.

APPENDIX 5: PARTY ATTENDEES

This appendix provides a list of some of the attendees of Thimme de Levine's Needfest feast and costume ball. During Encounter Ten, each PC has an opportunity to speak alone with one of these NPCs. Various juicy bits of information, favors, rumors and even hints about future events are available provided the PC chats with the right person and asks the right question.

Name: Thimme de Levine [LN human male wizard 12]
Title: Court Wizard of Kalinstren (and others)
Costume: Thimme is dressed to appear as the midday sun with the full-face mask as the globe of the sun. His costume is a gaudy array of gold cloth that has been magically enhanced to appear to glow brightly to anyone who is not adjacent to him.
Identification: DC 5 Intelligence
Conversation: The fact that the "sun" is Thimme is well known since Thimme, as host, has already had to make several announcements.
Challenge: "Brothers and sisters, I have none. But this man's father is my father's son. Who am I?" (Answer: The speaker is talking about himself.)

Name: Pisenten [NG human female wizard 12]
Title: Water Elementalist and member of the Chamber of Four
Costume: Pisenten has used a complex illusion to appear as a water weird (a humanoid creature composed entirely of water).
Identification: DC 25 Knowledge (local). PCs who pierce her illusion (DC 23 Will save) gain a +10 bonus.
Conversation: Pisenten is the sole attendee from the Chamber of Four. She is attending the party because she wants to show a vote of support for Thimme. If approached, she engages the PC in conversation about Thimme and subtly attempts to convince them of his aptitude for the role.
Challenge: Pisenten asks the PC to name four creatures that are residents of the elemental plane of water. (A DC 20 Knowledge (the planes) check is an acceptable substitute.)

Name: Gellain [LG human male Clr8-Rao]
Title: Velunese Ambassador
Costume: Gellain appears as a paladin in shining plate armor. While he bears no weapons or holy symbol, the details of his costume hint strongly that he is meant to be a paladin of Rao.
Identification: DC 20 Knowledge (local). A DC 12 Knowledge (religion) check grants a +5 bonus.
Conversation: The ambassador is a remarkably droll conversationalist. Have the PC make a DC 10 Will save to avoid wandering off in a daze before Gellain shares this rumor: Elena Rosslyn Mori, the younger sister of one of the seven familiar representatives of the Celestial Order of the Moons (the secular government of Veluna) has been traveling to many cities in Furyondy lately. She is meeting with nobles behind closed doors, and nobody knows why, not even Gellain (despite the fact that he is the Velunese ambassador).
Challenge: Describe the holy symbol of Rao. (Note: The player may not consult any documentation to answer this question.) A DC 11 Knowledge (religion) check is

sufficient to determine the answer. (Two valid answers: a face or a heart.)

Name: General Bemedior [LG human male Ftr7/Tactical Soldier7]
Title: Military Command (ChendI)
Costume: A classic wizard with pointy hat and beard, but a stereotypical one, whose robe is stained with ink and whose beard holds a lit candle (an illusion)
Identification: DC 11 Knowledge (local)
Conversation: The general has difficulty separating work from play and therefore spends a considerable amount of time discussing tactics and the war in general. If the PCs participate in this conversation, the general notes a couple interesting tidbits:

- The king refuses to take a strong stance on the Ket-Bissel war because he hasn't been able to determine who the actual aggressor is.
- After Furyondy's alliance with Ket was successful, the Knights of the Hart began to put additional pressure on the king to re-annex Dyvers in order to improve the country's economy.

Challenge: What animal appears on Furyondy's coat of arms? (Note: The player may not consult any documentation to answer this question.) A DC 11 Knowledge (History) check is sufficient to answer the question. (Answer: a swan)

Name: Gilbair le Ronde
Title: Noble Council representative (Duchy of the Reach) and (secretly) the head of the Twilight Hunters
Costume: a hatchling red dragon emerging from its egg. The hatchling's face is magnificent and includes highlights in red owl feathers.
Identification: DC 12 Knowledge (local)
Conversation: To most PCs, Gilbair just makes polite conversation. If approached by a member of the Twilight Hunters, or the Twilight Hunter contact selected in the introduction, Gilbair says the following:

"A little dragon told me that you're not just here to interview our host, but also to acquire from him a certain liquid reagent, yes?"

If the PC denies this, Gilbair makes a disappointed face and changes the subject. If the PC acknowledges this, then read the following:

The portly gentleman pointedly runs his fingers along the red owl feathers that highlight his costume. "I think you should know that a mutual acquaintance of ours would much rather you brought that reagent to him rather than to the Mage Council. The choice is yours, of course, but I assure it would be in safer hands with your feathered friends."

If the PC presses for more information Gilbair feigns ignorance.

Challenge: "A box without hinges, key or lid, yet golden treasure inside is hid. What am I?" (Answer: an egg)

Name: Lord Vormar [LN human male Ftr7]

Title: Lord of Brancast Keep

Costume: Lord Vormar has dressed himself to look like King Belvor

Identification: DC 13 Knowledge (local)

Conversation: Lord Vormar is aware that the Baroness of Kalinstren is absent from the party. He makes a point of bringing this up and implies that perhaps Thimme no longer has her favor. (This is false. Thimme can tell the PCs that the Baroness was called to an urgent personal audience with the king.) Lord Vormar goes on to share word he's received word from "an old friend in Chendl" that Baroness Kalinstren has recently engaged in a romantic relationship with the king. Vormar speculates that she's really just trying to pump the king for political favors.

Challenge: A knight is trapped in Ivid the Undying's court awaiting his execution the next day. Ivid decides to grant him one last favor; he'll give him a choice in the execution method. The prisoner is therefore allowed to make one last statement. If this statement is true, he'll be hanged the next day. If however his statement is false he will be beheaded the next day. What should the prisoner say? (Answer: "I will be beheaded tomorrow.")

Name: Baroness Scheredenn [LG human female Ari2]

Title: Baroness of Littleberg and Noble Council representative (Littleberg)

Costume: A giant bumblebee with antennae and wings (the Baroness drank the beetle elixir and so the antennae are real).

Identification: DC 15 Knowledge (local)

Conversation: The baroness attempts to be particularly friendly with a PC who visits her. She asks after his travels here and whether the PCs have gotten along well with Thimme de Levine. Once the PCs are lulled into the small talk, the baroness asks a favor in a calm voice:

"I understand that our host has a small quantity of a powerful reagent known as Sanguineous Celestius. If you were able to acquire that reagent from him and discretely deliver it to Baroness Scheredenn of Littleberg I am quite certain that she would make it worth your while."

If told that the Mage Council also wants the reagent, the Baroness hints that the PC might be missing out on a valuable reward. If asked if she is the Baroness of Scheredenn, she playfully demurs.

Challenge: Use the homophones "to", "too", and "two" in one question. (One possible answer: "Is two to's too many?")

Name: Baron Xanthan Butrain [LN human male Ftr8]

Title: Baron of Willip

Costume: a shambling orc zombie, with an axe buried in its head

Identification: DC 15 Knowledge (local)

Conversation: The baron is concerned about the undead incursions in his barony and regrets "wasting his time" coming to the party rather than tending to his barony. If the PC tells the baron that he participated in any successful adventures at Bronzeblood Haunt the Baron is particularly friendly with that PC and shares this rumor: Thrommel is not Belvor's only son. In his younger days, the king did some adventuring outside of Furyondy, which included some "adventures" in haylofts near Dyvers. These "adventures" created an offspring whom the king refuses to recognize because the majority of nobles wouldn't support a foreign-born king.

Challenge: How many letters does the correct answer to this riddle contain? (Answer: four)

Name: Duke Bennal Tyneman [CN human male Rog12]

Title: Duke of the Duchy of the Reach

Costume: a puppeteer with attached puppets (jester, knight and horse, scribe, and a noble), and his every motion sets the puppets dancing and moving

Identification: DC 15 Knowledge (local)

Conversation: Duke Tyneman is aware that his court wizard is crashing this party and he finds it mildly amusing. If approached by a PC he shares a juicy rumor: Countess Rachel Duncombe (of the County of Urnst) has visited the Viscounty of the March recently. She is reportedly seeking a new Count of Urnst, and the Viscount's son is apparently a possible option for courtship. She has also visited Chendl and met with Sir Radiur Nelonshir, Baroness Kalinstren's representative to the Noble Council, although the details of the meeting are not known.

Challenge: Duke Tyneman produces a dozen small spheres and challenges the PC to a juggling contest. This amounts to a series of opposed Dexterity checks (the Duke has a +7 modifier). The first check is at DC 10, the next is DC 12, then DC 14, etcetera until someone fails a check when the other succeeds.

Name: Countess Kyaren Rhavelle [N human female Wizard (illusionist) 4]

Title: Countess of the Gold County

Costume: The Countess has used disguise self to appear to be Lord Ogart Goldsaex. However, the male aspects are over-emphasized, such as a great beard, a huge Adam's apple, and very broad hands.

Identification: DC 17 Knowledge (local). A DC 14 Will save penetrates the illusion and grants a +10 bonus on check.

Conversation: The countess greets the PC amicably and immediately asks for an exchange of challenges. If the PCs are successful, she congratulates him/her. If unsuccessful she offers a polite compliment on an honest attempt. Then, the countess says the following:

"You seem the gracious sort. Might you consider doing a task for me while you are staying with Kalinstren's court wizard?"

If the PC agrees, she presents her offer:

"The Gold County has need of a rare reagent known as Sanguineous Celestius. I understand that our host possesses this liquid. If you can acquire it

from him I will allow you to purchase one of the magical items from my personal vault."

If the PC mentions that the Mage Council also wants this reagent, the countess makes a face and states "the reagent would be safer in noble hands." If the PC demurs or refuses, the countess ignores him and immediately engages another partygoer in conversation.

Challenge: The countess produces a box containing six silver bells and asks the PCs to ring the one that is not an illusion. A DC 16 Will save is sufficient to guarantee selecting the correct bell.

Name: Lord Ogart Goldsaex [N human male Ftr9]

Title: Noble fiancé of Countess Rhavelle

Costume: Lord Ogart is dressed in drag in a ludicrous attempt to look like the Countess Rhavelle, but his bra is poorly stuffed (lopsided) and his wig keeps falling down.

Identification: DC 11 Knowledge (local)

Conversation: Lord Ogart is staying close to his fiancé. Thus any conversation with him also triggers his fiancé offering her mission to that PC (see above). Lord Ogart is anxious to share a rumor he heard that there is some very unusual activity happening around the Swarming Ground. He hears that the king's considering offering land there to the person who captures Karzalin because Belvor wants the adventurers to clear the area of monsters. Lord Ogart wonders aloud if the PC might have the courage to tackle such a task?

Challenge: Lord Ogart challenges the PC to test of physical and mental prowess. He and the PC stand facing each other clasp each other's forearms. The first person to get the other to move his feet wins. Perform opposed Strength, Dexterity and Intelligence checks. Lord Ogart's base modifiers are +3, +2 and +1 respectively but he gains a +2 circumstance bonus on all three checks. Whoever wins the best two out of three of these checks wins the challenge.

Name: Satiana

Title: Court Wizard of the Duchy of the Reach

Costume: a weretiger in hybrid form

Identification: DC 20 Knowledge (local) **and** DC 20 Spot

Conversation: Satiana is deeply embittered by her failed candidacy for the Chamber of Four. If a PC comes to talk to her she discusses Thimme's candidacy and subtly attempts to dissuade the PC from voting for her ex-beau. Points she mentions (*very* casually) include:

- Thimme was a protégé of Karzalin, the outlaw wizard.
- Thimme seems has a tremendous amount of wealth. Should someone so arrogant/selfish really be on the Chamber of Four?
- It is rumored that Thimme is responsible for last year's kidnapping at the mage council library.
- A magical songbook was stolen in the Duchy of the Reach and a close friend of Thimme's was implicated in the theft.

If the PC recognizes Satiana for who she is and attempts to draw others' attention to this, Satiana loudly accuses the PC of an impropriety. The PC must make an opposed Diplomacy check to avoid being ejected from the party.

(Satiana has a +20 modifier.) If the PC succeeds, Satiana leaves immediately (using *dimension door* if necessary).

Challenge: You have two hourglasses: a 7-minute one and an 11-minute one. Using just these hourglasses, accurately time 15 minutes. (Answer: Allow both hourglasses to run until the smaller one runs out. There are now four minutes left in the larger glass. These four minutes plus another complete cycle of the larger glass equals 15 minutes.)

Name: Sir Tarik Einar

Title: Formal Furyondian noble, now an outlaw

Costume: a shrubbery, with a *magic mouth* effect occasionally saying "ni!"

Identification: DC 31 Spot

Conversation: Sir Tarik queries the PC about his beliefs about the whereabouts and intentions of Karzalin. He then shares his belief that the wizard has allied with Thrommel. He also believes that Karzalin has recently achieved lichdom and has powers that rival a demigod's. If queried about the source of these rumors, Sir Tarik insists that his sources cannot be betrayed.

If Sir Tarik's identity is discovered and betrayed he immediately uses *transport via plants* to get away (his costume really is a living shrubbery).

Challenge: A snail is at the bottom of a well that is 20 feet in depth. Every day the snail climbs 5 feet upwards, but at night it slides 4 feet back downwards. How many days must elapse till the snail reaches the top of the well? (Answer: 16 days)

Name: Lady Lystrilla Mantrell

Title: Wife of Lord Maximilian Mantrell

Costume: A dryad wearing a green jerkin

Identification: DC 20 Knowledge (local) **and** DC 15 Spot, or else having played FURi7-04 *To Thee I Pledge* at Pandemonium Fury 2007

Conversation: Lystrilla is enchanted with the little details of the life of a newlywed, and otherwise chatters about her new home and her husband's small estate. She also has a keen interest in the welfare of the Green Jerkins of Furyondy, and will happily discuss details of that service with any PCs who identify as a member of that meta-org. If PCs press her about Thimme de Levine, she admits that she appreciated the invite, but barely knows the man, except by reputation. If one's social status can be taken into consideration

Challenge: (Only applicable to those who have met her before) "Notice anything different?" A DC 20 Spot check and a DC 15 Knowledge (nature) check reveals that Lystrilla is about two months pregnant.

APPENDIX 6: THE DM'S QUESTIONNAIRE

Instructions: For each condition that each PC meets, write the listed modifier under that PC's column. When it comes time to calculate the PC's candidate score in Encounter Twelve, use the following table:

| Condition | Modifier | PC1 | PC2 | PC3 | PC4 | PC5 | PC6 |
|--|----------|-----|-----|-----|-----|-----|-----|
| Resident of non-Furyondy region | -5 | | | | | | |
| Paladin | -3 | | | | | | |
| Wizard or Warmage | +2 | | | | | | |
| In Furyondy Military | +1 | | | | | | |
| In Furyondy Mage Council | +1 | | | | | | |
| FUR6-06 Favor of Thimme | +3 | | | | | | |
| FUR6-06 Disfavor of Thimme | -5 | | | | | | |
| FUR7-01 Disfavor of Satiana | +1 | | | | | | |
| FUR7-01 Favor of Satiana | -3 | | | | | | |
| Talked Thimme into letting "poachers" escape in Encounter Three with less than DC 25 Diplomacy | -2 | | | | | | |
| Was rude or unkind to Thimme's servants | -1 | | | | | | |
| Helped Thimme capture/kill the "poachers" in Encounter Three | +4 | | | | | | |
| Convinced Thimme to let "poachers" escape in Encounter Three with DC 25+ Diplomacy check | +2 | | | | | | |
| Defeated creatures in Encounter Four | +1 | | | | | | |
| Failed to defeat the creatures in Encounter Four | -2 | | | | | | |
| Caught snooping in Encounter Six | -1 | | | | | | |
| Helped release ghosts from ghost trap | +2 | | | | | | |
| Found the ghost trap but failed to release the ghosts | -4 | | | | | | |
| Forced Thrommel to leave with less than 25 HD of ghosts in the amulet | +2 | | | | | | |
| Forced Thrommel to leave with 25-20 HD of ghosts in the amulet | +1 | | | | | | |
| Result | | | | | | | |

PLAYERS' HANDOUT 1: PREPARATION FOR PLAY

Please report your answers to the following questions and return this handout to the DM.

Do you detect as evil?

Do you have any items that detect as evil?

What Crimes are you wanted for in Furyondy?

What Furyondy meta-organizations are you in?

Which of the following adventures have you played:

-FUR6-06 Invocation and Intrigue

-FUR6-07 Conjuring Trouble

-FUR7-01 A Tune of Transmutation

-FUR7-03 Illusions and Dreams

FUR6-06:

-Did you receive Lielenna's Foretelling? If so, which card?

-Did you earn the Favor of Thimme?

-Did you earn the Disfavor of Thimme?

FUR7-01:

-Do you have the Favor of Remard Plexarin?

-Did you earn the Disfavor of Satiana?

-Did you earn the Favor of Satiana?

Are you a resident of Furyondy?

Are you a wizard or warmage?

Are you a paladin?

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Are you a wizard or warmage?

Are you a paladin?

PLAYERS' HANDOUT 2: A LETTER FROM TELMUS

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

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

*Kind Regards,
TELMUS
Office of Royal Decrees
Furyondy Mage Council*

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

PLAYERS' HANDOUT 3: ORDERS FROM THE CHURCH
(ST. CUTHBERT/HEIRONEOUS/MAYAHEINE/PELOR)

A representative from the church has been asked to participate in an interview for the wizard Thimme de Levine at his estate in Kalinstren. Therefore, it seems likely you will be conducting an interview there as well as a representative for the Mage Council. Please notify us immediately if the Mage Council asks you to go elsewhere.

I'm writing you because the church wants to be certain you are aware that de Levine is a former protégé of the outlaw wizard Karzalin. While de Levine's services to Kalinstren and the Furyondy War College have been exemplary this connection to Karzalin is troubling and a clear sign that de Levine is a dangerous selection for the Chamber of Four.

Your superiors all agree that it would be wise for you to keep a wary eye on this man while you are on his estate.

*Yours in the exalted presence,
BROTHER MICHEL DE LA COURE
Chief Scribe of the Church*

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

PLAYERS' HANDOUT 4: ORDERS FROM THE CHURCH (FAST–C/RAO/TRITHEREON)

A representative from the church has been asked to participate in an interview for the wizard Thimme de Levine at his estate in Kalinstren. Therefore, it seems likely you will be conducting an interview there as well as a representative for the Mage Council. Please notify us immediately if the Mage Council asks you to go elsewhere.

Your superiors feel that Thimme de Levine would be a dynamic and reinvigorating influence in the Chamber of Four. I feel obligated to remind you of his exemplary service as both the court wizard of Kalinstren (much trusted by the Baroness) and a Dean at the Furyondy War College. Thimme has been punished by some high ranking members of that latter organization for his association with the missing wizard Karzalin. But Thimme has never been anything but a boon to his country and we feel his deeds of late have been more than adequate to demonstrate his loyalty to Furyondy.

I urge you to be an exemplary representative of your church while you are on the de Levine estate.

*Yours in the exalted presence,
Brother Michel de la Coure
Chief Scribe of the Church*

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

PLAYERS' HANDOUT 5: A MESSAGE FROM "THE ORGANIZATION"

Upon entering the gates of Chendl, you spied a posted handbill bearing three repetitions of the personal handle you use within the Twilight Hunters. Upon examination, the poster contained instructions in your own cipher directing you to an alley off of High St. In the rear of the alley, hidden beneath the only gray flagstone, you found a small wooden box with some coins, some bracers and a note addressed to you:

We have uncovered still more evidence that makes us certain that Thrommel is attempting to influence the king's decision regarding the replacement for Karzalin. We're receiving conflicting reports, but one of his agent's may actually be the well known wizard, Thimme de Levine. On two occasions, known or suspected agents of Thrommel have been seen entering the de Levine estate. Both times they bore strange glowing objects with great care. The objects also emit a low whistling/moaning noise of some sort.

Whether the wizard de Levine knows of or condones their activities or not remains to be seen. Regardless of his allegiances, the situation is dire indeed. Thimme is hosting a social gathering at his mansion in Kalinstren on the 19th of Ready'reat. Many members of the nobility will be in attendance. We cannot believe that this is a coincidence.

So, why are we telling you this? Because the Mage Council is about to send you to interview Thimme de Levine at his estate. You are our last and best chance to find out what is going on and try to stop it. We've installed several agents in and around the estate to assist you. You can identify them by red owl feathers on their clothes.

I urge you to keep alert and watch for treachery from both inside and outside of your party. Thrommel's agents can be anywhere, and if your allegiance is discovered you may be in danger. Under no circumstances should you reveal any of this information to anyone.

I trust that the enclosed coin is sufficient to cover your expenses. You may also find the enclosed bracers useful to you. If you can, bring some accomplices with you who might be helpful in this mission. Try to avoid anyone you don't trust absolutely. Destroy this letter when you are finished reading it. Good luck!

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

PLAYERS' HANDOUT 6: A MESSAGE FROM A MYSTERIOUS ORGANIZATION

On your first evening in Chendl, you found yourself in conversation with a clumsy but charming young merchant from Verbobonc named Liatris Redfeather. After an hour of conversation (and a few drinks) he needed your assistance to reach his room. Upon returning to your own room, you found a note in your pocket addressed to you by name. It said:

Friend:

I represent an organization that works in the shadows to protect Furyondy from her enemies. Over the last 14 months, we've uncovered deeply disturbing evidence of treachery within our kingdom. We're receiving conflicting reports, but one agent of this perfidy may actually be the well-known wizard, Thimme de Levine. On two occasions, known seditionists have been seen entering the de Levine estate. Both times they bore strange glowing objects with great care. The objects also emit a low whistling/moaning noise of some sort.

Whether the wizard de Levine knows of or condones their activities or not remains to be seen. Regardless of his allegiances, the situation is dire indeed. Thimme is hosting a social gathering at his mansion in Kalinstren on the 19th of Ready'reat. Many members of the nobility will be in attendance. We cannot believe that this is a coincidence.

So, why are we telling you this? Because the Mage Council is about to send you to interview Thimme de Levine at his estate. You are our last and best chance to find out what is going on and try to stop it. We beg you to aid us in this cause. We've installed several of our agents in and around the estate to assist you. You can identify them by the red owl feathers they wear somewhere about their person. We've also placed a pair of magical bracers under your bed that may be of use to you.

I urge you to keep alert and watch for treachery from both inside and outside of your party. Thrommel's agents can be anywhere, and if your allegiance is discovered you may be in danger. If you can, bring some accomplices with you who might be helpful in this mission. Try to avoid anyone you don't trust absolutely. Under no circumstances should you reveal any of this information to anyone. Destroy this letter when you are finished reading it. Good luck!

Subsequent attempts to locate Liatris Redfeather proved fruitless. His room was empty and the innkeeper claimed not to remember any patrons matching his description.

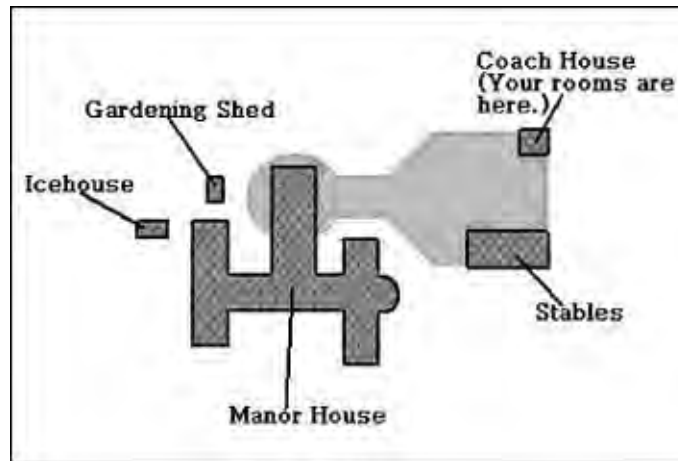


Figure 3: The de Levine Estate

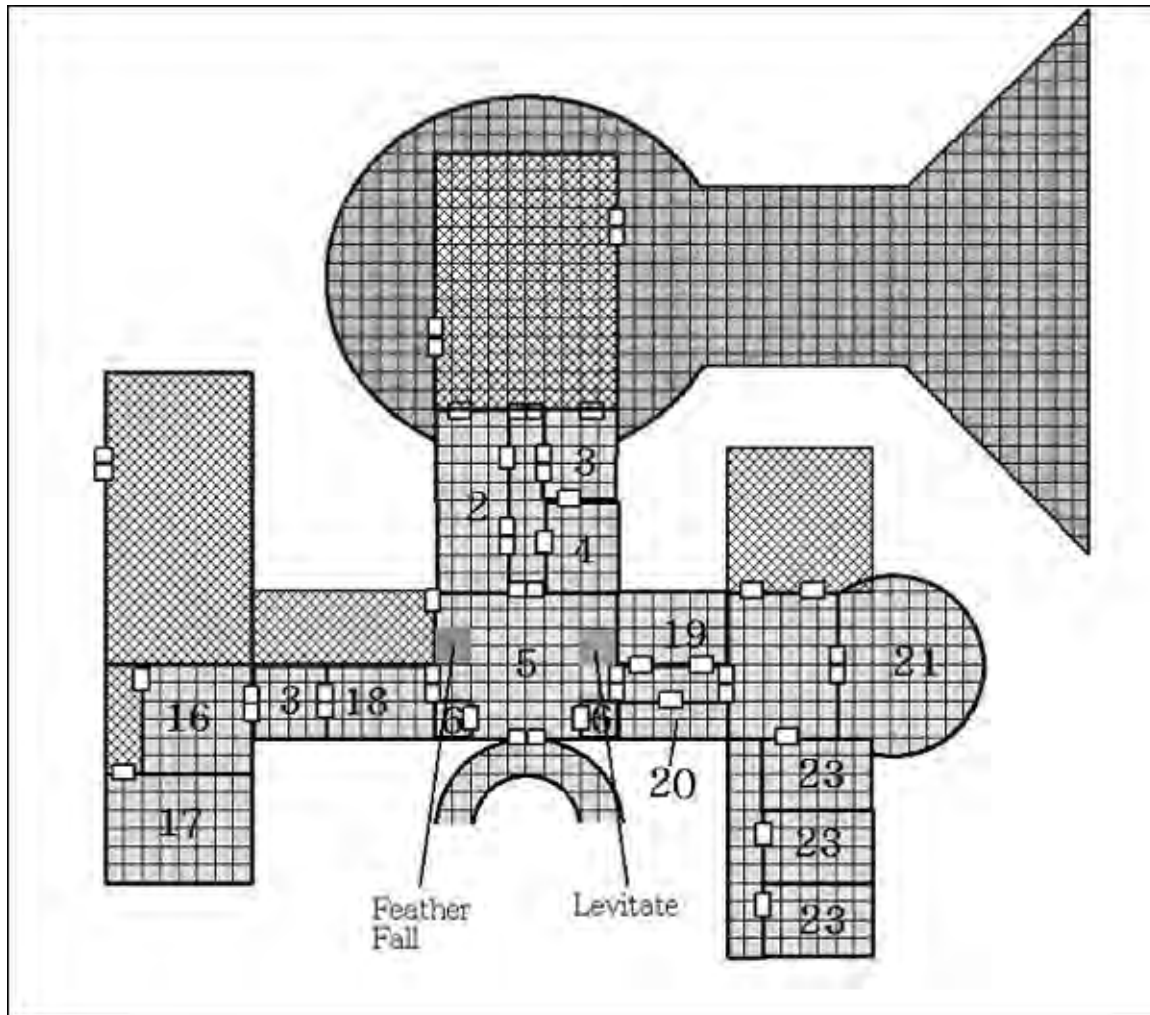


Figure 4: Manor House (1st Floor)

MANOR HOUSE ROOMS:

- | | |
|-------------------|------------------|
| 2. Dining Room | 18. Trophy Room |
| 3. Salon | 19. Ladies' Room |
| 4. Breakfast Nook | 20. Men's Room |
| 5. Foyer | 21. Solar |
| 6. Cloakrooms | 23. Large Suite |
| 16. Games Room | 25. Small Suite |
| 17. Library | 26. Music Room |

Note: Areas marked in with crosshatches on the manor maps are areas you do not have access to with the unseen servant pin (a.k.a., pin de Levine) that you have been given.

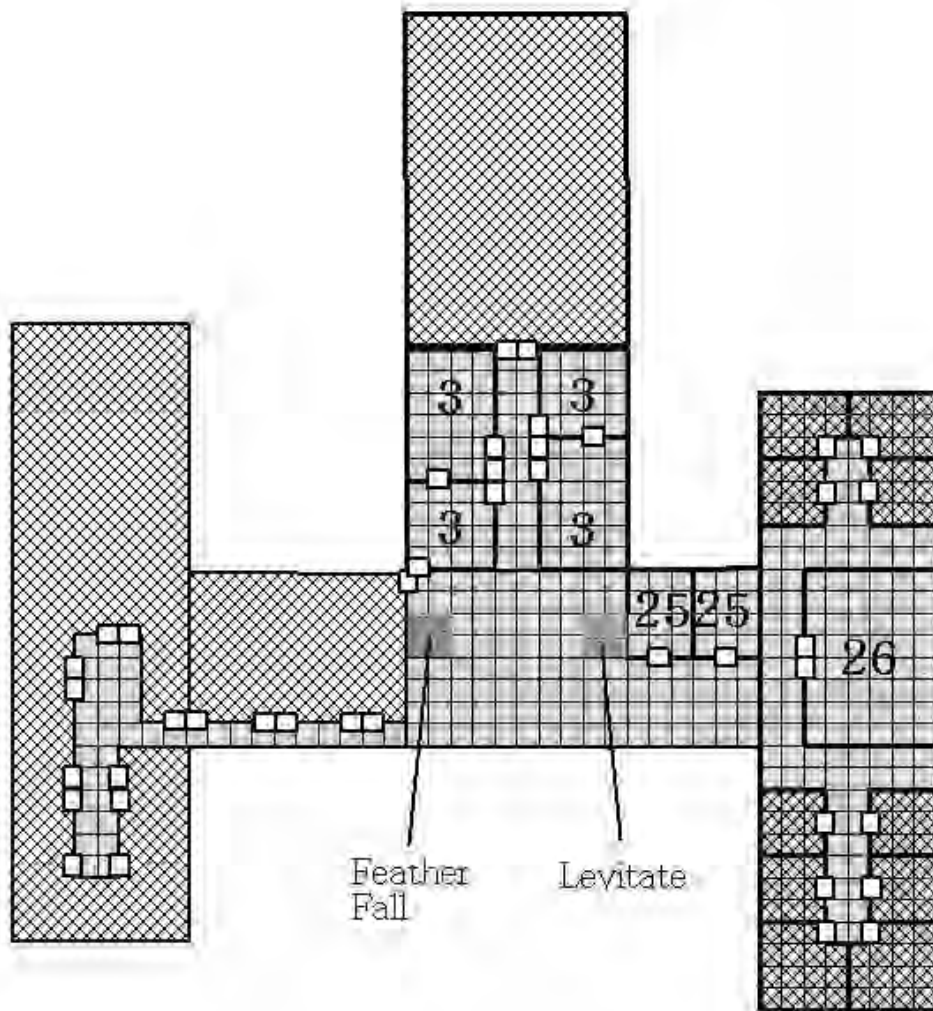


Figure 5: Manor House (2nd Floor)

PLAYER'S HANDOUT 8: A MESSAGE FROM BARONESS SCHEREDENN OF THE BARONY
OF LITTLEBERG

Your deeds precede you, hero. Should you find a spare moment at the party I would be grateful if you would participate in a discrete conversation with me. I require a favor and you are the perfect candidate for such. You will recognize me at the party as a large yellow and black insect.

Yours,

Baroness Scheredenn

PLAYER'S HANDOUT 9: A MESSAGE FROM COUNTESS KYAREN RHAVELLE OF THE GOLD
COUNTY

Sharing the ballroom floor with nobility is an honor for you indeed. If you keep your eyes open and your wits about you, you should learn much about the ways of your political leaders. If you can also show discretion, do pay me a visit on the ballroom floor. I'll be disguised as my fiancé, Lord Ogart Goldsaex.

Kind Regards,

Countess Rhavelle

PLAYERS' HANDOUT 10: PARTY GAME RULES

You have been given a small purse containing eight gold coins minted with the coat of arms of Furyondy on one face and Thimme de Levine's personal coat of arms on the obverse. Written upon the rim of each coin is your own name in an invisible script (like *arcane mark*). These coins are used as part of a game you'll be playing during the party.

To win the game you must possess more coins – both your coins and the coins of others – than anyone else at the end of the evening. However, failing to lose any of your own coins disqualifies you from the competition.

To play the game you must think of a challenge. A challenge is a puzzle, test of skill, conundrum, or other one-on-one competition that can be resolved within a few minutes or less of real time. Here are some examples:

- A debate (opposed Diplomacy checks)
- A riddle (may be answered via player knowledge)
- A trivia question (could be answered via player knowledge or an appropriate DC 20 Knowledge check)
- A battle of wits (opposed Bluff/Sense Motive checks)

Challenges must follow these rules:

- Your challenge must be something you can resolve in less than five minutes
- Your challenge should fit your PC (e.g., half-orc barbarians should not ask difficult riddles)
- Your challenge should make sense in a fantasy setting
- If your challenge requires a skill or ability check vs. a fixed DC, that DC is always 20.
- Your challenge must not require more than two direct participants (you and your challenger). Exception: Some challenges may require an unbiased third person acting as a judge.
- The challenge may not be potentially harmful or degrading in any way
- Your challenge must be something that can be performed comfortably within the confines of the ballroom

During the party, you may approach any party-goer and demand an exchange of challenges. If you meet your opponent's challenge he must give you one of the coins in his sack. Then your opponent attempts your challenge and, if successful, gains one of your coins.

You can use Sleight of Hand to steal coins from others (PHB p.81). Each successful attempt nets you 1d3 coins. If you get caught pick-pocketing coins you will be immediately ejected from the party and, obviously, disqualified from the game.

Hint #1: To simulate the various challenges your PC will face during the night without torturing your judge, you'll be testing your challenge against each of the other members of your party. So, if your challenge has a secret answer (e.g., a riddle or trivia question), do not tell the other players at your table the answer! Similarly, don't ruin another player's challenge by blurting out an answer when you know it.

Hint #2: While a difficult challenge allows you to keep more of your own coins, don't make your challenge too hard. Remember, if no-one meets your challenge, you are disqualified from the game.

Hint #3: Your DM can also reward bonus coins for a particularly creative and in-character challenge.

PLAYER'S HANDOUT 11: WHO'S AT THE PARTY?

There are approximately 70 attendees of Thimme's party. Here is a list of the appearance of some of the more important guests. During the party you will have an opportunity to visit with exactly one of these NPCs.

- This NPC is dressed to appear as the midday sun with the full-face mask as the globe of the sun. His costume is a gaudy array of gold cloth that has been magically enhanced to appear to glow brightly to anyone who is not adjacent to him.
- This NPC appears as a humanoid creature composed entirely of water.
- This NPC appears as a paladin in shining plate armor. While he bears no weapons or holy symbol, the details of his costume hint strongly that he is meant to be a paladin of Rao.
- This NPC is dressed as a classic wizard with pointy hat and beard, but a stereotypical one, whose robe is stained with ink and whose beard holds a lit candle.
- ***This NPC appears as*** a hatchling red dragon emerging from its egg. The hatchling's face is magnificent and includes highlights in red owl feathers.
- This NPC has dressed himself to look like King Belvor
- This NPC appears to be a giant bumblebee with antennae and wings.
- This NPC is costumed as a shambling orc zombie, with an axe buried in its head
- This NPC is a puppeteer with attached puppets (jester, knight and horse, scribe, and a noble). His every motion sets the puppets dancing and moving
- This NPC appears similar to Lord Ogart Goldsaex. However, the male aspects are over-emphasized, such as a great beard, a huge Adam's apple, and very broad hands.
- This NPC is dressed in drag in a ludicrous attempt to look like the Countess Rhavelle of the Gold County, but his bra is poorly stuffed (lopsided) and his wig keeps falling down.
- This NPC appears as a weretiger in hybrid form.
- This NPC appears as a shrubby, with a *magic mouth* effect occasionally saying "ni!"
- This NPC appears to be a dryad wearing a green jerkin.

PLAYER'S HANDOUT 12A: POSSESSED!

You've been possessed by Gronkrot Ironatoes, the ghost of an orcish commander in the Iuzian army who was slain on the field of battle near Crockport in CY 583. Gronkrot has taken minimal control of your actions compelling you to act normally as long as you do not do anything that will reveal Gronkrot's presence. Should you attempt such an action Gronkrot simply prevents it. As a result of the possession you also find you have a suddenly strong appetite for red meat, cheap booze and attractive females.

PLAYER'S HANDOUT 12B: POSSESSED!

You've been possessed by Letham, the ghost of a farm boy from Kalinstren who was kicked in the head by a horse a week before he was to marry his dearest love. Letham has possessed you and is attempting to "act naturally" in your body. Unfortunately, he speaks with a strong "country" accent and has no idea how to behave at a costume party attended by nobility. So, he's trying just to keep his mouth shut and wallflower. Occasionally, he remembers his lost love and begins to weep.

PLAYER'S HANDOUT 12C: POSSESSED!

You've been possessed by Harliss Thistlebottom, the ghost of a halfling pickpocket from Veluna who fled to the Viscounty of the March last year during the crackdown that took place in that country. Unfortunately, he was slain by a wyvern on the road near the Yatil Mountains. Now that he has your body, he can't resist the urge to occasionally steal (especially magic items) from the wealthy people who surround him. Harliss has 10 ranks in Sleight of Hand which, combined with your Dexterity, yields his modifier for these checks.

PLAYER'S HANDOUT 12D: POSSESSED!

You've been possessed by Arkan, a low ranking Shield Lands soldier who died of the black breath (the unholy disease that Iuz inflicted upon that country a few years ago). Arkan died before he could earn enough coin to pay off his father's debts and free him from debtor's prison. Suddenly in a living body again (yours) Arkan is confused and uncertain about where and when he is and what's going on. He begins subtly chatting with other partygoers attempting to discreetly obtain this information. However he's hampered by a chronic cough, a psychosomatic side effect of the disease that killed him.

PLAYER'S HANDOUT 12E: POSSESSED!

"Hello, friend," says a familiar voice in your head. "I'm sorry we have to meet again under such unfortunate circumstances." You realize you've been possessed by the bard Remard Plexarin, whose spellbook you recovered earlier this year [i.e., FUR7-01 *A Tune of Transmutation*]. "I fear we haven't much time as some of the crown's direst enemies are about to unleash an unholy disaster upon this party. Some of your friends have probably been possessed by other, less benevolent spirits. Also, that fellow in the sun costume – who isn't Thimme de Levine by the way – is about to enact some sort of ritual involving an adamantine amulet that's about his neck. Whatever it is, it has something to do with the party attendees and the hundreds of ghosts that are whirling about us in the ethereal plane. I'll do what I can to help but I fear that's not very much. Already I can feel the pull of the amulet upon my being. Good luck, hero! The fate of the country rests upon you."

CRITICAL EVENT SUMMARY
FUR7-07 – OF NOBLE SPIRIT

(Return to Event HQ or to John du Bois)
Please be sure to answer all questions. Thanks.

1. Circle the meta organizations that one or more PCs were members of:

| | |
|-----------------------|------------------------|
| Furyondy Mage Council | Twilight Hunters |
| Church of Heironeous | Church of St. Cuthbert |
| Church of Rao | Church of Trithereon |
| Church of Mayaheine | FASTC |
| Church of Pelor | |
2. To whom did the PCs give the Sanguinus Celestius (circle one):
Nobody because Thimme didn't give it up Twilight Hunters
Barony of Littleberg Gold County
Furyondy Mage Council Other: _____
3. Did the PCs find and free the ghosts before the party began? yes no
If so, how did they find it (circle one)?
via the dropshaft via the icehouse other: _____
4. How many hit dice of ghosts was Thrommel able to absorb into his amulet?
5. How many PCs earned the Wrath of Thimme de Levine?
6. How many PCs are now an Ally of Thimme de Levine?
7. Did any PCs inform Thimme of potential enemies or spies in Furyondy? If so, who?
8. On a scale of evil to good, rate the party's general feeling about Thimme de Levine:
Evil 1 2 3 4 5 6 7 8 9 Good
9. Circle the party's consensus recommendation for Thimme:
For Against Tie/No Opinion Given
10. Comments (Optional). Please explain any unusual circumstances or recommendations (especially if they involved kobolds acting exceptionally trustworthy or untrustworthy to the kingdom):