

SHE6-04

A Book Unburned

A One-Round D&D[®] LIVING GREYHAWK[™]

Sheldomar Valley Metaregional Adventure

Version 1.0

by Will Dover

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The Knights of the Watch have asked the elven merchant Parwyn Amastacia to bring a package from Tringlee to Hochoch, but fear he has been waylaid. Can you help find him? Investigative PCs wanted. It is helpful to play *A Cup O'erturned* and *Flesh Torn Asunder* prior to playing this adventure. A Sheldomar Valley metaregional adventure for APLs 6-14 and Part Three of the *Turf War* Series.

Note: This adventure is of particular interest to Knights of the Watch, Knights of Dispatch, elves, and friends of elves.

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 and your region please e-mail your triad point of contact (POC) at pjf@cetlink.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

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 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. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

Along with this adventure you'll find a RPGA Table 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).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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 one-round Metaregional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley pay

one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

During the time of the Ur-Leks, the good forces in what is now the Duchy of Ulek fought a powerful arcane battle inside a faerie mound just inside the Silverwood against an evil elf sorcerer named Ysberyl who was a traitor in league with the Ur-Leks and defeated her. Not trusting that she was truly dead, they placed her body inside a faerie mound and sealed it with a permanent *forbiddance* spell. Given the chaotic nature of such places, the spell weakened over centuries to allow the undead spirit within to escape for a brief time before being snatched back to its prison. The periods of escape have gotten longer and more frequent and recently, Ysberyl's spirit has been attacking the nearby village of Mahnagor for vengeance and sick pleasure.

Meanwhile, as a result of their actions in *A Cup O'erturned* and *Flesh Torn Asunder*, the Triumvirate has two of the three pieces they need to perform the ritual that they believe will bring the god Vecna back to Oerth. They only need an intact copy of the *Manual of the Nether*, an ancient tome describing the ritual in detail. They have had

their agents track down such a tome, which they believe to be in the Duchy of Ulek in the hands of an elven wizard. However, the Triumvirate is unsure as to which one, and the Duchy is too far from their base of operations for them to commit large forces to get it.

The Knights of the Watch are also doing some study on the matter as well, based on what the heroes from earlier adventures in this series have told them. The Knights sought and found someone who knows the elves very well: the elven merchant Parwyn Amastacia, whom the heroes met in the previous adventures. Amastacia has extensive contacts in the Duchy of Ulek and has a good idea which wizard has such a copy. Knowing that relations between the Duchy and the Knights are not so solid, Great Imperious Wyvern Hugo of Geoff personally commissions Amastacia to negotiate for the book.

As Amastacia was preparing to leave for the Duchy, however, a family of rogues previously from Sterich abducted him. Knowing that he was a pretty important merchant with ties to the underworld, they sought to trade him for membership in either the Midnight Ravens or The Corporation. Given the current state of affairs between the two groups, however, neither one really wants the other side to have him, so both organizations leaked to the Knights the identity and location of Amastacia's abductors.

ADVENTURE SUMMARY

The PCs come in at first to rescue Amastacia and then proceed with him to the Duchy of Ulek to get the book. The overall flow is as follows:

Introduction: Watcher Branwen, a Vigil with the Knights of the Watch, assembles a party of adventurers (the PCs) for the Amastacia rescue mission. Those who have played either of the previous adventures get the call because of their previous experience. Those who have not are recruited for their expertise.

Encounter 1: The Raid: After tracking down the Sterich rogues' hideout in Hochoch, the PCs mount a raid and rescue Amastacia.

Encounter 2: Meeting with a Great Beast: After rescuing Amastacia, the party returns to the Knights' headquarters where one of the Great Beasts meets with them to discuss what Amastacia's mission is and how he will get to the Duchy of Ulek. The Great Beast asks the party to act as an escort for him.

Encounter 3: Off to See the Wizard: The party takes Amastacia to meet with the gray elf wizard Raede Lianodel outside of Tringlee. Lianodel is willing to give up the book, but he has a favor to ask Amastacia in return. The elven village of Mahnagor near the Silverwood Forest has been experiencing mysterious deaths as of late. He sent Hawthorn his apprentice there to find out the trouble, but has not heard from him in a week. Lianodel would like the party to check this out before he will give them the book. He would go himself, but he is busy with some research of his own and cannot leave. He also thinks calling on either Margrave Ebarduis Asharin of Aglonde (the ruling Margrave overseeing the village) or Duke Grenowin to investigate may be premature.

Encounter 4: Stealing from Wizards is Bad
– **Part I:** If the party decides they want to steal the book from Lianodel, they must deal with the defenses of the house first.

Encounter 5: Stealing from Wizards is Bad
– **Part II:** After dealing with the traps, the party must deal with the guardians and possibly the wizard himself. Regardless of whether the party succeeds or fails, the scenario ends with this encounter for this track.

Encounter 6: Mahnagor: Assuming the party takes on Lianodel's task, they go to the village of Mahnagor to find out what is going on. There have been mysterious deaths in town, including Lianodel's apprentice Hawthorn. Examining Hawthorn's body indicates that he died from ability damage. They then hear the rumors of an old haunted faerie mound just inside of the Silverwood.

Encounter 7: The Sage of the Silverwood: The party starts looking for the faerie mound. They encounter a friendly treant that has lived in this part of the woods for several centuries. He tells them where to find the mound and more of the local history.

Encounter 8: The Faerie Mound: The entrance to the faerie mound was trapped with a simple pit trap. The wild faerie magics mixed with the residual energy from the final battle with Ysberyl, however, have left a living spell at the bottom of the pit.

Encounter 9: The Imprisoned Dead: The party battles the undead spirit of Ysberyl at one of the times the *forbiddance* spell fails and the spirit is preparing to leave to unleash more havoc.

Encounter 10: The Book: If the party was successful, they return to Lianodel's house. He gives them the book, but it appears to be a clever forgery with a magic message from the Triumvirate inside.

Conclusion: The party discovers the identity of their true enemy, the Triumvirate and learns that the Triumvirate is close to completing the ritual.

PREPARATION FOR PLAY

There are a number of questions that DMs should ask their tables before beginning the adventure. First, DMs should know which players played *SHE5-04 A Cup O'eturned* or *SHE6-01 Flesh Torn Asunder* with their PCs. This affects how Watcher Branwen contacts each PC. Second, DMs should find out about each PC's metacampaign organizational memberships. This affects what they know prior to this adventure and who they may contact.

BISSEL

The Bissel Free Companies and a small company of Bissel regulars operate in Geoff assisting with security and reconstruction. Given that Hochoch has served as a rear area for the conflict with the giants, it is reasonable for PCs in these armed forces to find rest and recreation in the city. This is considered as part of the mandatory military service for those PCs.

PCs who are members of the Thieves' Guild of Dountham may want to report to their guild about what they find out about the changes in the Hochoch underworld. The Guild is too involved in Dountham affairs to expand their operations into Hochoch. DMs should note on the Critical Event Summary if these PCs do make such a report.

During the course of the adventure, PCs who are Mist Chameleons may find out more about the gathering of these various evil artifacts. Knowing that this might be of interest to Evard the Necromancer and, subsequently, to Regent Saralind, they may want to make a report to a Bissel noble on these events. DMs should note this in the Critical Event Summary.

GEOFF

As Hochoch was, until recently, Gyri territory, many Geoff PCs have various reactions to the city's new government. With the recent victory

over the giants, Hochoch is still flush with returning veterans waiting to be released from service.

PCs who are members of the Midnight Ravens have an altogether different interest in this situation. In *SHE6-01 Flesh Torn Asunder*, the PCs found out that the Aspect of Sight, one of the Convergence's lieutenants, has been trying to keep a Ravens' presence in Hochoch in violation of the Convergence's express orders. To date, all that has happened is that a lot of good Ravens are dead, either from strikes by the Corporation or by actions of the Triumvirate. It is reasonable to expect that there will be repercussions against the Aspect of Sight. Ravens PCs can make a Knowledge (local - Sheldomar Valley metaregion) check at a DC equal to the APL to know this (this is more difficult for higher level PCs as they are more than likely off adventuring and less involved in regional affairs).

GRAN MARCH

With the victory over the giants, many Gran March soldiers come to Hochoch for rest and recreation while waiting for reassignment or release. The Gran March military would have little interest in any of the events in this scenario at this time; Commandant Vrianian has instructed all military commanders that Hochoch's problems are now Watcher and Dispatcher problems. Thus, players cannot use military TUs for this scenario. Members of the School of Hard Knocks are also heading out to see if there are any giant items that would be worth displaying in their Great Hall in Shiboeth.

Corporation PCs, on the other hand, know that their group has been looking to Hochoch for new territory. The shift in leadership from Gran March to the Knights caused only a small wrinkle in their plans to control the criminal rackets in Hochoch. However, recent events in *SHE6-01 Flesh Torn Asunder* have caused a stalemate in this action, particularly with the death of the primary investigator, Bethany Grenda. It is possible that the Corporation is now no longer in a position to take over the Hochoch underworld. Corporation PCs can make a Knowledge (local - Sheldomar Valley metaregion) check at a DC equal to the APL to know this (this is more difficult for higher level PCs as they are more than likely off adventuring and less involved in regional affairs).

KEOLAND

Those PCs with strong ties with the Keoish nobility are in Hochoch to observe the transition of power to the Watchers and Dispatchers. It is no secret that many in the Court of the Land do not like them being in control of Hochoch and would be very interested in anything that would undermine the Knights' claim on the city. Evidence of strong underworld activity and evil influences would be very useful at court. This should be noted on the Critical Event Summary.

Also, the ex-Regent Jessa recently sent 15,000 soldiers into Geoff to defeat the giants and make the nation stable. PCs who are in the Royal Army would likely find their way to Hochoch for rest and relaxation like the other foreign soldiers assisting in the final cleanup of Geoff.

If the PCs discover that the events in this adventure are related to the Cup and the flesh of Vecna from the previous adventures, they may want to inform the Silent Ones of the situation. The Silent Ones are starting to do research on the matter and are interested in any relevant information. DMs should note any reports to them on the Critical Event Summary.

The Niole Dra Thieves' Guild, being information brokers, are very interested in what's going on in Hochoch. Even if they do not act on it directly, they could sell the intelligence to someone else. DMs should note if any PC sends word to this organization on the Critical Event Summary.

KNIGHTS OF THE WATCH/KNIGHTS OF DISPATCH

This group is taking over Hochoch after Commandant Vrianian gave it to them in CY 595. Thus, Knight PCs may be here on business related to the establishment of a new city government or out looking for a new home (particularly if these PCs are from Bissel or Keoland). There is plenty of work to be done, especially tasks befitting a Squire or Senior Squire. They can stay at the Knights of the Watch Chapterhouse located in the Old City located at O3 on the players' map of Hochoch (*Players Handout #3*). Furthermore, Knights have police powers within Hochoch and can arrest criminals if necessary. If any Knight PCs choose to report what they find during the course of this adventure to their superiors, DMs should note this on the Critical Event Summary.

PRINCIPALITY OF ULEK

While Hochoch is far from the Principality, there is at least one group who is paying attention to the situation. PCs who are members of the Society of Shadows are contacted by Allinel Nightshade, Matron of the Thunderstrike Shadows. Nightshade tells these PCs that the Society is very interested in information about the new government and any criminal groups operating within Hochoch. They cannot pay anything at this time but will not forget PCs who provide that information. With a successful DC 35 Sense Motive check against Nightshade, a PC deduces that she is interested more for her own interests than the best interests of the Society as a whole.

YEOMANRY

The Academy of Lore is particularly interested in developments in Hochoch, since they have learned that one of their members actually transported the Cup in *SHE5-04 A Cup O'turned*. They are extremely interested in events related to the Cup so as to remove the blot on their reputation that this incident might bring. Any contact with the Academy should be noted on the Critical Event Summary.

The Rascals have more than enough to do in the Yeomanry than to work to acquire more criminal territory. However, they would be interested in any intelligence concerning who controls the Hochoch underworld. DMs should note whether or not PCs contact the Rascals in the Critical Event Summary.

INTRODUCTION

Members of the party can be heading towards Hochoch for any of the many reasons noted above or just passing through. Once it is established why the party is going to the city, while in transit, each of the PCs gets a letter from Watcher Branwen requesting their presence at the headquarters of the Knights. For those PCs who played *SHE6-01 Flesh Torn Asunder* and who did not receive the **Outlaw of Hochoch** effect of the AR, give them *Players Handout #1*, which reintroduces them to the Knight and updates them on the situation with the Triumvirate. If any PCs received the **Outlaw of Hochoch** effect of the AR, give them *Players Handout #2*, which promises them a measure of amnesty for their past crimes if they come back to Hochoch for this purpose. Any PCs who played *SHE5-04 A Cup O'turned* without playing the

sequel receives *Players Handout #3*, which introduces them to the Knight and gives them the additional background since their search for the *Cup Insidious*. Finally, PCs who played neither adventure receive *Players Handout #4*, which is a general summons.

The PCs, unless there would be some reason that they are traveling together, should be treated as traveling separately for such things as preparatory spellcasting. Once the party has read through their invitations, hand out *Players Handout #5* and *Players Handout #6* so that they have a map of Hochoch for reference and read the following:

The late summer heat of the Hochoch afternoon beats upon you as you make your way through the new City of the Knights to their headquarters at Waterwatch Castle. As you pass through the Market Quarter, you see farmers haggle with merchants over the sale of the early harvest. As you approach the castle, you see two guards denying access to anyone with no business within.

The party needs only to show their letters from Watcher Branwen, and the guards grant them access to the castle. When player characters show their letters, read the following:

The guards, satisfied with your need for business with the Knights, escort you to a small building near the outer wall of the castle. "Wait here," one guard orders, "Watcher Branwen will be here momentarily." The guard closes the door behind him as he exits.

At this point, while they are waiting, have each player introduce his or her PC to the rest of the group. Parties where the PCs know each other can skip over the introductions. After any introductions are made, read the following (adjusting for party composition):

After a short while, a woman enters the room in finely crafted full plate armed with lance and shield. She is a rather tall woman with a sturdy build. Her blond hair is tied in a single braid running down her spine to her belt. Her black tabard has the embroidered image of a large white owl at its center.

"Greetings! For those who do not know me, I am Watcher Branwen, Expeditious Vigil, Knight in charge of the city guard. You are here either because we have worked together previously or because your reputation for

excellence in your area of expertise is appropriate for the task at hand.

"You are here to aid us in preventing a great evil from consuming the valley. A group of villains known only as the Triumvirate are preparing some scheme that we are still trying to determine. We know that it involves three minor artifacts: the Cup Insidious, a goblet used in many evil rituals, a piece of mummified flesh legend states belongs to the Whispered One, and an intact copy of the Manual of the Nether. The foul group already has the goblet and the flesh and so far has not found a copy of the tome.

"Fortunately, we know of only one such copy in the Valley. It is being held by an elven wizard in the Duchy of Ulek. Although relations with the elves in the Duchy have been strained somewhat when we moved into Hochoch, fortune smiled upon us again when we found the perfect negotiator for our cause.

"Some of you know the elven merchant Parwyn Amastacia. Through his extensive contacts in the Duchy, he has a good idea which wizard has it. Because of his good relations with elves throughout the Valley, our leader Hugo of Geoff personally commissioned him to negotiate on our behalf for the book.

"The winds of fate, however, are fickle. Last week, before he was to leave for the Duchy, Amastacia was kidnapped. Though we have received no ransom notice, word has reached us that the kidnappers have been making offers to various underworld elements to sell Amastacia to the highest bidder.

"Knowing that some of you hold Amastacia in high regard, I contacted you to aid in his search. Only this morning did we receive a potential break in the situation. We received two separate and anonymous notes indicating that four men were holding Amastacia captive in a cabin just inside the southern edge of the Dim Forest. It could be a ruse to distract us. You are here from my earlier letters, and you could investigate whether or not this lead is valid. If it is, you could rescue him yourself. After all, if the kidnappers grow impatient, they could kill their captive, and we would be at a loss in dealing with the real threat of the Triumvirate. What say you, then? Will you help?"

At this point, the PCs will probably have many questions. The following sample Q & A provides some information:

Q: Do you know who has this book?

A: **No, Amastacia did not tell us. While he was reasonably certain who might have it, he did not want to tell until he was certain. Personally, his knowledge was the one thing he had of value in our agreement, and I doubt he wanted to give that up, in case we wanted to find someone else to negotiate.**

Q: Can we see the notes?

A: **Certainly.** Give the party *Players Handout #7*. This gives the identity of the kidnappers as the Phaerhaerly brothers.

Q: Who are these Phaerhaerly brothers?

A: **We have no idea. There was a master thief named Phineas Phaerhaerly who operated out of Sterich for a while during the last civil war, but we had not heard of him in quite a while. The men could be his relatives.**

Q: What is the connection between these artifacts?

A: **We suspect that, together, they could be used in a ritual of unspeakable evil. Our more learned members think that the Cup may have been mentioned in the poem *Rhyme of the Occluded Time*.**

Branwen opens a scroll containing the poem. Give the party *Players Handout #8*.

Q: Why do you think he was kidnapped?

A: **Amastacia knew a lot of people and knew a lot of their secrets as well. While his reputation as being trustworthy is unquestioned, anyone can break, given the proper . . . incentive. What he knows could be used for blackmail, for trading advantages, or for many other purposes.**

Q: What sort of time are we talking about for rescuing him?

A: **Well, if the kidnappers find out about his mission to the Duchy and his potential contact, they could sell it to the Triumvirate, and that would be very bad indeed for us. Or they could get tired of waiting to sell him and just kill him outright. Time is against us either way, so we need to find him quickly.**

Q: Why not send a bunch of Knights over to the cabin and rescue him yourselves?

A: **Because our leaders are not completely convinced that this is not a ruse or a trap. It makes sense to me, however, and they were willing to let me play out my hunch so long as Knights resources are not directly committed to the venture. Of course, those of you who are Knights are allowed to volunteer your talents.**

Q: How did they get the other items? (Probably asked by a PC who has not participated in the previous adventures).

A: **The Cup Insidious was smuggled in by a Yeomany Dirt digger named Blake Ovan. Rather than pay him for the job, the Triumvirate hired agents whom we believe were part of a group known as The Corporation that tried to assassinate Commandant Vrianian of Gran March in CY 594. I believe that some of you might have played a part in their capture. The theft appears to have been assisted by members of a group rumored to be the Midnight Ravens, a minor thieves' guild operating in parts of Geoff, though why these two rival groups would work together is beyond comprehension.**

The bit of flesh was hidden in an urn containing the ashes of Watcher Steffan the Just, Deliberate Rust Monster. Watcher Steffan was a well-respected Knight born here in Hochoch and one of the Knights sent to liberate Fortress Goarada in Keoland. Steffan died in the raid on that fortress.

A local rogue named Alain stole the urn from the Watcher caravan headed back from Goarada and tried to fence the urn in the local underworld. The fence and Alain's contact here in Hochoch turned up dead, the victim of what apparently was an undead agent of this Triumvirate. He was defeated, but not completely destroyed, and the urn was recovered. However, the piece of flesh, had already been removed and sent away, presumably to the Triumvirate.

Q: What's in it for me?

A: **Aside from the gratitude of the Knights, Amastacia himself is not without some influence. I am sure he would grant some boon for rescuing him.**

After all of the questions are asked, Watcher Branwen provides a map and light warhorses for

the party to get them to the cabin. Parties of sufficient APL may want to use faster means of transportation (such as *teleport*). Allow them to do so, but inform them that regardless of their preparations, she expects them to leave in an hour as time is essential.

All APLs

Watcher Branwen, Expeditious Vigil, Female Human Pal10/Knight of the Watch2:
hp 108, see *Appendix 6*.

ENCOUNTER 1: THE RAID

Once the party leaves Watcher Branwen at Waterwatch Castle, the party may want to make preparations and do some investigation. Keep in mind, however, that they are to leave for the cabin in an hour after their meeting.

PREPARATIONS

The most obvious preparation that the party may make at APL 12 and 14 is the casting of a *heroes feast* spell. It takes an hour to cast, and there is sufficient enough time to do so. However, if they do this, this will be the only thing they have time for before their departure.

In lieu of long-duration spellcasting, each PC can buy any gear to which he or she has either access from the LGCS, Metaregional Access, Any Access, or Adventure access within three adventures. The party can do some investigations while shopping, but the PCs cannot take 20 on any checks.

INVESTIGATIONS

PCs may want to do some digging around about the Phaerhaerlys or other related topics. They can take 20 on one check per two PCs doing the investigation; this is all the time they will have before leaving.

The Phaerhaerly Brothers

Members of any Sheldomar thieves' organization have a +5 circumstance bonus to these checks.

- **Gather Information DC 15/Knowledge (local – Sheldomar Valley metaregion) DC 10:** There was a master thief named Phineas Phaerhaerly that worked the Valley during the Greyhawk Wars, but he has not been seen here in many years. He might have kids, though.

- **Gather Information DC 20/Knowledge (local – Sheldomar Valley metaregion) DC 15:** Four men came into Hochoch, claiming to be Phineas Phaerhaerly's four sons. They caused quite a ruckus at the Boar's Other Knuckle but managed to slip away before the city patrol got them.
- **Gather Information DC 25/Knowledge (local – Sheldomar Valley metaregion) DC 20:** Phineas did have four sons: Beltin, Felix, Morga, and Luici. They have some of the old man's talent, but not much of his common sense. He pretty much disowned them for their foolishness.
- **Gather Information DC 30/Knowledge (local – Sheldomar Valley metaregion) DC 25:** All of the brothers were trained by Phineas in basic thievery, but each brother has a specialty. Beltin, who is the eldest, is what passes for a boss for the group. Felix is the "fixer," able to make many of the group's tools. Morga "The Muscle" spent time in a traveling minstrel show, learning acrobatics. Luici, the youngest, is the "inside man," the one they count on whenever they need smooth talking and verbal finesse.

Trevor ap Tryvan

Geoff PCs, Gran March active-duty military PCs, and Yeomanry Militia PCs have a +5 circumstance bonus to these checks.

- **Gather Information DC 10/Knowledge (local – Sheldomar Valley metaregion) DC 10:** Trevor ap Tryvan is a bard who retired quite wealthy from his profession years ago. He is a recluse, and no one knows where he lives.
- **Gather Information DC 15/Knowledge (local – Sheldomar Valley metaregion) DC 15:** He is known to be a collector of antiques and typically uses an intermediary to handle negotiations.
- **Gather Information DC 20/Knowledge (local – Sheldomar Valley metaregion) DC 20:** He is willing to engage smugglers and rogues to obtain pieces he wants for his collection, though he has never been known to kill anyone in the process. The Knights think he may be an agent of a group known as the Triumvirate due to his involvement with a smuggled antique cup.

The Situation in Hochoch

Members of any Sheldomar thieves' organization have a +5 circumstance bonus to these checks.

- **Gather Information DC 10/Knowledge (local – Sheldomar Valley metaregion) DC 10:** The transition of government appears to be going very smoothly. The Knights have not taken full control over the city, but are very close. Every city patrol is lead by a Knight.
- **Gather Information DC 15/Knowledge (local – Sheldomar Valley metaregion) DC 15:** Many of the local underworld figures have gone into hiding or have left the city.
- **Gather Information DC 25/Knowledge (local – Sheldomar Valley metaregion) DC 25:** The struggle for control of the Hochoch underworld has left everyone involved licking their wounds. Between the increased Knight patrols, the murders of a few months ago, and the infighting between factions, there is no real power in the city. While many law-abiding citizens are pleased, those in the know realize that this is only a lull until someone with enough power comes in and takes it all.

Information available to Knights of the Watch/Knights of Dispatch

This information is only available to PCs who are members of either organization and only if they choose to check in at the Knights Barracks in Hochoch. Knights (not Squires or Senior Squires) get a +5 circumstance bonus to the check.

- **Gather Information DC 10/Knowledge (local – Sheldomar Valley metaregion) DC 10:** The transition of government continues to be smooth. Hugo took residence in Caer Dwr Gwyldy (known in Common as Waterwatch Castle) without incident.
- **Gather Information DC 15/Knowledge (local – Sheldomar Valley metaregion) DC 15:** Preparations are being made both for the final transition of Hochoch and for the purges that Hugo spoke of earlier. They are also investigating a group known as the Triumvirate; this has taken precedence over suppressing the native underworld, which seems to have taken care of itself. This group is involved in smuggling and murder over the last few months.

The Triumvirate

- **Gather Information DC 25/Knowledge (local – Sheldomar Valley metaregion) DC 25:** The Knights seem interested in this group called the Triumvirate, for smuggling and some murders in the last few months.

THE CABIN

The cabin itself is in western Arweth, just inside the Dim Forest, equidistant from Fort Resolve and Newbridge. Read the following to set up the atmosphere:

You follow the directions provided to you by Watcher Branwen's map until you reach a great expanse of primordial forest. The forest seems darker, more forbidding than most. As you go inside, the light from the sun seems to dim slowly as you advance past the trees. As you get farther from the edge, you get the feeling that something is not at all right here. That feeling increases with every step.

The cabin is a couple of miles inside the forest so the shadowy effects of that wood are not so present as to affect any combat. Use *DM Aid: Map #1* to set up this encounter. Once the encounter is set, read the following, assuming that the party is at least 30 feet from the cabin:

You eventually arrive at a small clearing. In it appears to be a rustic one-room hunting lodge fashioned from cut logs. It appears to have rough windows on every side, but only one door. The roof is made of thatch that has seen many summers.

If the party chooses to approach the cabin using stealth, have any PCs who move in closer than 30 feet to the cabin make Hide and Move. Silently checks against the brothers. Treat this as an Aid Another situation and make checks against a single brother's Listen or Spot (the +3 that the other brothers would normally give is offset by the –3 penalty for them arguing about the card game as noted below). Read the following to them if their checks are successful:

You manage to sneak up to the cabin. Inside, four men who are similar enough in appearance to be of the same family are sitting in a circle playing cards. They appear to be in some sort of argument about who is going back to Hochoch. In a corner of the cabin, there is a steel cage holding the beaten

and unconscious form of a middle-aged elf, shackled to the top of the cage.

If the party was unsuccessful in sneaking up to the cabin or chooses to engage in a direct frontal assault, read the following:

You cautiously approach the cabin. Inside, four men who are similar enough in appearance to be of the same family are sitting in a circle playing cards. They appear to be in some sort of argument about who is going back to Hochoch. In a corner of the cabin, there is a steel cage holding the beaten and unconscious form of a middle-aged elf, shackled to the top of the cage.

Suddenly, the eldest stands up and draws his rapier. He yells, "Get up, boys! We have company!" His brothers immediately follow his lead, drawing rapiers and preparing for attack.

The front door of the cabin is trapped with an arrow or dart trap, set off by opening the door (even by breaking it down) or by attempting to open the lock.

APL 6

Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20.

APL 8

Poisoned Arrow Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (large monstrous scorpion venom, DC 14 Fortitude save resists (poison only), 1d4 Con/1d4 Con); Search DC 20; Disable Device DC 15.

APL 10

Poisoned Arrow Trap: CR 5; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (deathblade, DC 20 Fortitude save resists (poison only), 1d6 Con/2d6 Con); Search DC 20; Disable Device DC 20.

APL 12

Fusillade of Greenblood Oil Darts: CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists (poison only), 1 Con/1d2 Con); multiple

targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25.

APL 14

Fusillade of Greenblood Oil Darts: CR 9; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists (poison only), 1 Con/1d2 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 30; Disable Device DC 30.

Cabin Wooden Walls: 1 in. thick; hardness 5; hp 10; Break DC 23.

Windows: ¼ in. thick; hardness 1; hp 1; Break DC 26.

Wooden Door: hardness 5; hp 15; Break DC 18.

Amastacia is unconscious and chained to the ceiling of a 10 ft. by 5 ft. cage. The chain is bolted to the top of the cage, so player characters must either break the top of the cage or open the lock. At the end of the chain, manacles hold Amastacia.

Steel Cage Walls: ½ in. thick; hardness 10; hp 15; Break DC 26.

Steel Chain: hardness 10; hp 5; Break DC 26.

Manacles: hardness 10; hp 10; Break DC 26.

The bars on the cage are too close together for even a halfling's hand to pass (it is the main reason why the Break DC on the steel cage walls is higher than normal), and Amastacia is considered to have cover from attacks while in the cage unless the attacker is adjacent to the cage. The door to the cage is locked and trapped as noted below:

APL 6

Poison Needle Trap: CR 1; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 25); Atk +8 ranged (1 plus poison); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); Search DC 22; Disable Device DC 20.

APL 8

Poison Needle Trap: CR 3; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +20 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1

Con/unconsciousness); Search DC 22;
Disable Device DC 20.

APL 10

Poison Needle Trap: CR 5; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +20 melee (1 plus poison, needle); poison (giant wasp poison, DC 18 Fortitude save resists (poison only), 1d6 Dex/1d6 Dex); Search DC 24; Disable Device DC 22.

APL 12

Poison Needle Trap: CR 7; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +20 melee (1 plus poison, needle); poison (deathblade, DC 20 Fortitude save resists (poison only), 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 22.

APL 14

Poison Needle Trap: CR 9; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +20 melee (1 plus poison, needle); poison (deathblade, DC 20 Fortitude save resists (poison only), 1d6 Con/2d6 Con); Search DC 28; Disable Device DC 26.

All APLs

Parwyn Amastacia, Male Elf Brd15: hp 67 (currently 0); see *Appendix 6*.

Defeating the lock bypass opens the cage.

The brothers are seated around a small table, playing a card game to pass the time. Eventually, Luici was going to go back to town to check the mail drops they mentioned in their notes to the Midnight Ravens and The Corporation. Not only is he the best one to blend in, but he is the youngest and thus gets the “boring” jobs. Feel free to ad-lib gambling dialogue around the table if the party sneaks up and listens before their attack.

It is possible to avoid combat in this situation with skilled negotiation.

APL 6 (EL 6 with traps)

Phaerhaerly Brothers (4), Male Human Rog1: hp 6 each; see *Appendix 1*.

APL 8 (EL 8 with traps)

Phaerhaerly Brothers (4), Male Human Rog3: hp 18 each; see *Appendix 2*.

APL 10 (EL 10 with traps)

Phaerhaerly Brothers (4), Male Human Rog5: hp 30 each; see *Appendix 3*.

APL 12 (EL 12 with traps)

Phaerhaerly Brothers (4), Male Human Rog7: hp 42 each; see *Appendix 4*.

APL 14 (EL 14 with traps)

Phaerhaerly Brothers (4), Male Human Rog9: hp 54 each; see *Appendix 5*.

Tactics: The brothers try to catch targets flatfooted by either flanking or use of Improved Feint. The close quarters in the room tends to favor such tactics.

If combat appears to be going badly, one of the brothers goes for Amastacia by sliding his rapier between the cage bars. Given the captive's condition, it would be easy for the rogue to perform a *coup de grace*. He insists on leaving with his captive and his brothers. If the situation has degenerated to this point, the party still should either be able to grapple the would-be kidnapper or kill him outright.

Treasure: In addition to their gear, the brothers have some small amount of gold and gems on them. All of this treasure is found on the Treasure Summary. They also have a locked chest (Open Lock DC 25) that has Amastacia's possessions. He will want those back once he is brought around so they are not listed.

Developments: Assuming that they are successful, the party can leave the cabin and head back to Hochoch. If conscious, Amastacia will want to go directly to Waterwatch Castle to check in with his client, Watcher Wargrym Tenneslos, Most High Magnificent Implacable Fiend. Take the party to Encounter 2.

ENCOUNTER 2: MEETING WITH A GREAT BEAST

This encounter deals with returning Amastacia back to the Knights for further consultation. Read the following upon the party's return to Hochoch:

Upon your return to Waterwatch Castle, the guards quickly escort you back to the same small building you were in before. They open the door to reveal Watcher Branwen in conversation with a man in his late thirties in

mithral full plate. They both turn their attentions to you as you enter.

The armored man, of mixed heritage, studies your group with steel grey eyes. He has auburn hair, and many ioun stones fly around his head. As you step further into the room, you can see that his tabard shows him to be a Knight of the Watch. After further careful consideration, the Knight introduces himself, "I am Watcher Wargrym Tenellos, Most High Magnificent Implacable Fiend. Thank you for rescuing this merchant from his captivity. Branwen has told me of you, but I would like to know first hand who you are." He smiles as he says this, showing his impressive set of teeth, each of which has been filed to a point.

Tenellos is a Great Beast of the Knights and well versed in gaining much information while sharing little of his own. He knows his appearance is disturbing and uses that to his advantage by smiling his toothy grin and occasionally licking his sharp incisors. Play him dark; play him powerful; play him mysterious.

After the introductions are made, read the following:

Branwen, in whispered respect, says to Tenellos, "Sir, given the nature of the mission and the one attempt to kidnap Parwyn here, I think it would be best to send him to the Duchy of Ulek with escort. These adventurers would serve well for such a task."

"Quite right, Branwen," Tenellos says with his distinctive smile, "quite right indeed. Amastacia needs protection to ensure he meets his contact." Turning to the disheveled merchant, he asks, "Does this meet with your approval?" Parwyn responds, "I can think of no better and am quite happy for their company."

The Great Beast then turns to you and asks, "What say you, brave ones? Are you up to the task?"

If the party does not agree, Branwen attempts to convince them again of the seriousness of Amastacia's mission. If that fails, Tenellos uses intimidation to accentuate what Branwen has said. While no Intimidate check can be made against the PCs, DMs should do their best to promote a dark gravity to Tenellos's words. Feel free to use the following in your argument:

Upon your asking about what you get out of this mission, Watcher Tenellos turns to you and gives an evil, toothy grin. "Ah, a mercenary I see. Very well, then. Yes, you could deny us this request, but then we would not be in a position to help you later if you should need it. Plus, if what this group has in mind comes to pass, it most certainly would be bad for making a profit."

Once the party agrees, read the following:

The Great Beast smiles once again, this time with little threat and more sadness behind it. "I am pleased, as is our leader, the Grandiose Imperial Wyvern, Hugo of Geoff. He has given me explicit instructions that we are to resolve this matter in all haste."

Branwen turns to Tenellos, "It is as I had heard, then? That we are to clear up these outstanding matters soon?"

Tenellos's tone grows a bit more somber, "Yes. We are to finish what we can. He expects no less of us at this time."

If any members of the Knights of the Watch or Knights of Dispatch inquire further as to the meaning of this, Tenellos pulls them aside. He reminds Squires and Senior Squires that they are subject to The Precept of Duty to One's Order and, as such, must follow instructions without question in this matter. To full Knights, he says the same, but adds, ***"What we have expected for some time now is soon coming to pass, and the Grandiose Imperial Wyvern wants us prepared for the passing."*** He says nothing more.

After this, Branwen advises the PCs to take the quickest route possible. If going by horseback, she suggests taking the military road through Gran March and crossing the Lort River to get to the Duchy where Amastacia will direct them to his contact. Amastacia can give a very thorough description for those who wish to *teleport* into the Duchy. She also provides letters of introduction to assist in traveling through Gran March, an ally of the Knights. After that, Watcher Tenellos says the following with a grim smile:

"Good luck on your journey, for your success may turn a great evil from the Valley."

All APLs

Watcher Branwen, Expeditious Vigil, Female Human Pal10/Knight of the Watch2: hp 108, see Appendix 6.

Watcher Wargrym Tenellos, Most High Magnificent Implacable Fiend, Male Human Ftr9/Knight of the Watch9: Diplomacy +21, Intimidate +23.

Developments: After the meeting with Watcher Tenellos, Amastacia wants to get started to the Duchy of Ulek as soon as possible. Go to Encounter 3.

ENCOUNTER 3: OFF TO SEE THE WIZARD

The party's journey to the Duchy of Ulek goes without incident. If traveling overland, read the following to describe their journey, or skip it if time is short:

You ride down the military road across the mighty Javan River into the nation of Gran March. Occasionally, you meet military patrols who quickly send you on your way after you show them your letters of introduction. You ride through the city of Shibolet and see the rebuilding after all of the tribulations there. After many days' travel, you cross the Lort River into the Duchy of Ulek. At this point, Amastacia gives you the directions to his contact and, after a couple of days more, you reach your destination.

When the party reaches its destination, by whatever means, read the following:

Amastacia has led you to a small field surrounded by trees. In the center of the field is an 80-foot diameter stone circular slab covered in arcane runes. In the center of the slab is a crudely constructed stone cottage about 20 feet square. It has no windows, and its only entrance appears to be a large steel door.

Before you can start towards the cottage, Amastacia stops you, "Wait. You need to know a few things before we go in. This is the estate of Rhade Lianodel, one of the most powerful wizards in Ulek. Like many such folk, he can be touchy and quick to take offense. I am not even sure I can get him to agree to our request. I will do the majority of the talking, but if you do find yourselves in the conversation, treat it like silk and not like steel."

PCs with Bardic Knowledge, Knowledge (arcana), Knowledge (history), or Knowledge (local – Sheldomar Valley metaregion) can attempt

to make a check at DC 25 to identify the stone slab. Those with 5 ranks in Knowledge (the planes) can add a +2 synergy bonus for this check. The runes indicate that the stone slab is some sort of dimensional portal, but to some unknown destination. Occasionally, such slabs are found throughout the Valley, but it is rare and rarer still to find someone living on one. The slab and the entire field radiate magic, with the slab radiating overwhelming, conjuration magic.

"IT'S BIGGER INSIDE THAN OUT"

Upon entering the front door, it is immediately obvious that the door is directly in front of a dimensional *gate*. Read the following:

You open the front door to find an ornate hallway lit by everburning torches in gold sconces. The floor is of the finest marble with a well polished sheen. There are two doorways midway in the hallway and, at the end, an arch leads to what appears to be a large library.

The entire building is on a very small demiplane. It is obviously much bigger than the stone cottage's dimensions would indicate. Once the PCs are past the door, there are a few rules that now apply:

- Magic items that use extradimensional spaces, such as *bags of holding*, no longer function inside the building. Any items stored inside are not retrievable while inside Lianodel's home. Outside of the door, the PCs' items will work as normal.
- Dimensional travel, such as *dimension door* and *teleport*, work only within the confines of the current floor. For example, a PC can dimension door into other rooms in the same floor, but not to any other floors nor to anywhere outside of the demiplane.
- *Summon* spells do not work here. This includes summoning a paladin's mount.

LIANODEL

Leaning on a large staff between the doors is a male gray elf in fine robes, thin to the point of emaciation. He turns his gaze to your elven charge and says, "Greetings, Parwyn Amastacia. My morning divinations indicated that you may be here, but I did not determine that you would have recent injuries, nor that you would not come alone. Why are you here? Are you to swindle me on some grand deal of

yours and have these good people here to force the issue?

Amastacia replies, "No, I am here on business of import to the entire Valley. These people with me are to ensure my safe travel to you, for you rightly deduced that I have been . . . waylaid on my journey to you."

Lianodel then opens the door to his right which leads to a luxurious parlor. "All of you, please sit whilst this scoundrel and I discuss the matter."

This encounter can be as long or as short as needed. At its bare bones, it is a Diplomacy check on the part of Amastacia to gain Lianodel's cooperation. Lianodel is initially Hostile (especially when Amastacia tells him that it is the Knights who want the book), and it requires a result of Helpful before he will even consider letting the book out of his library. The check to go from Hostile to Helpful is DC 50, which is taxing even for Amastacia (+34 Diplomacy) so he wants to take it in a couple of steps, going from Hostile to Indifferent (DC 25) and from Indifferent to Helpful (DC 30). This requires about 20 minutes of Diplomacy, as Amastacia is taking care in his presentation. If PCs choose to Aid Another to assist in these checks, it is possible for Amastacia to go immediately to Helpful. However, given Lianodel's reclusive nature and his obvious dislike for the Knights, if any PC misses the Diplomacy check by 5 or more, Amastacia instead receives a -5 penalty to the check. For those PCs with low Charisma and no Diplomacy, the bard shoots a look to shut them up as a way to warn them before they try to assist.

To lengthen the roleplay aspect of this encounter, Amastacia mentions the book and how the Knights have determined that someone will try to steal it. Lianodel counters with his suspicion that the Knights might try to steal it; after all, they stole Hochoch from the Gyri. Knights PCs would do well not to show a lot of indignation at that comment; if they do, give Amastacia a -5 circumstance penalty to the Diplomacy checks. Lianodel is suspicious of any secret organization; "such bodies are typically tyrants in disguise." This sort of banter can go on as long as desired or as time permits, but eventually Amastacia must make those Diplomacy checks.

Once Lianodel is Helpful to the party, read the following:

With a sigh of resignation, Lianodel finally states, "I am willing to loan, note I say loan, you the book until this matter is completed. But I need something from you in return. The elven village of Mahnagor near the Silverwood Forest has been experiencing mysterious deaths as of late. I sent my apprentice Hawthorn there to find out the trouble, but have not heard from him in a week."

"I know, my friend Amastacia, you have traveled far and appear to be recovering still from your trials, but perhaps your companions can undertake the task while you rest in my company. I would go myself, but I am at a critical juncture in my research and cannot leave. I fear for my apprentice's safety and the safety of the good folk of that small village. Would you consider this a fair trade for the book?"

Amastacia replies, "I will not speak for my companions, for they were only obligated to bring me here and back to Hochoch. They must decide for themselves whether or not to do this." With that, they both turn and look at you."

At this point, the party can go two ways with this. The preferred, heroic way is to undertake Lianodel's task and go to Mahnagor. If they choose this route, Lianodel is quite pleased and show them on a map where the village is. He even offers to *teleport* them there (using *greater teleport* to avoid errors). Amastacia, of course, stays to avoid offending his host.

If the party does not agree to his terms, Lianodel is saddened, but not disappointed as it confirms his worst suspicions. He asks the party to leave, but insists on Amastacia staying. Amastacia will, hoping to influence Lianodel later but suspecting his efforts will be futile. The party then can try to steal the book or just leave. If they leave, they end the adventure.

If the party wants to wait with Amastacia, he tells them that getting the Book quickly is of the utmost importance. He encourages them to go to Mahnagor and reassures them that he will be safe in Lianodel's care. They have been friends for years.

Developments: The party's decision affects where they go next. If they choose to take on Lianodel's task, proceed to Encounter 6. If they decide to try to steal the book, go to Encounter 4.

If they just decide to leave, go to the Failure section of the Conclusion.

ENCOUNTER 4: STEALING FROM WIZARDS IS BAD – PART I

This encounter and its subsequent encounter are for those parties who would rather steal the book from Lianodel. This is not the optimal path and, even with success, there are long-term consequences to it. Players will be players, though, so this is for those who see no other way.

The party will likely approach the stone cottage concealing the gate to Lianodel's demiplane at night. Read the following:

The moon is full and low on the horizon, with its rays casting long shadows against the pillars surrounding the stone cottage of Rhade Lianodel. There appears to be no one guarding the front door.

The door is not locked, but it is trapped with a magical device trap designed to injure would-be robbers severely. The spells are targeted for 20 feet directly in front of the door, so the door itself takes no damage from the trap and there is a safe area 5 feet to the left and right of it. Setting it off, however, does trigger the *alarm*, which notifies Lianodel that he has intruders. Use *DM Aid: Map #2* to set up the encounter.

The *alarm* trigger is on the door itself; merely touching it sets it off. Because of the multiple *alarm* triggers at higher levels, the Search DC on those traps is reduced by 4. Destroying the door destroys the trap, but any melee attackers take damage every round until it is destroyed.

Steel Door: 2 in. thick; hardness 10; hp 60; Break DC 28.

APL 6 (EL 8)

Delayed Blast Acidball Trap: CR 8; magic device; proximity trigger (*alarm*); no reset; hidden switch bypass (Search DC 25); spell effect (energy substitution (acid) *delayed blast fireball*, 13th-level wizard, DC 20 Reflex save, 13d6 acid); Search DC 32; Disable Device DC 32.

APL 8 (EL 10)

Delayed Blast Acidball Trap: CR 8; magic device; proximity trigger (*alarm*); no reset; hidden switch bypass (Search DC 25); spell

effect (energy substitution (acid) *delayed blast fireball*, 13th-level wizard, DC 20 Reflex save, 13d6 acid); Search DC 32; Disable Device DC 32.

Delayed Blast Coldball Trap: CR 8; magic device; proximity trigger (*alarm*); no reset; hidden switch bypass (Search DC 25); spell effect (energy substitution (cold) *delayed blast fireball*, 13th-level wizard, DC 20 Reflex save, 13d6 cold); Search DC 32; Disable Device DC 32.

APL 10 (EL 12)

Heightened Delayed Blast Acidball Trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (heightened (to 9th level) energy substitution (acid) *delayed blast fireball*, 17th-level wizard, DC 22 Reflex save, 17d6 acid); Search DC 30; Disable Device DC 34.

Heightened Delayed Blast Coldball Trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (heightened (to 9th level) energy substitution (cold) *delayed blast fireball*, 17th-level wizard, DC 22 Reflex save, 17d6 cold); Search DC 30; Disable Device DC 34.

APL 12 (EL 14)

Heightened Maximized Empowered Acidball Trap: CR 12; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (heightened (to 4th level) maximized empowered energy substitution (acid) *fireball*, 17th-level wizard, DC 23 Reflex save, 60 + ½ of 10d6 acid); Search DC 24; Disable Device DC 28.

Heightened Maximized Empowered Coldball Trap: CR 12; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (heightened (to 4th level) maximized empowered energy substitution (cold) *fireball*, 17th-level wizard, DC 23 Reflex save, 60 + ½ of 10d6 cold); Search DC 24; Disable Device DC 28.

APL 14 (EL 16)

Empowered Delayed Blast Acidball Trap: CR 14; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass

(Search DC 25); spell effect (empowered energy substitution (acid) *delayed blast fireball*, 17th-level wizard, DC 20 Reflex save, 17d6 + ½ of 17d6 acid); Search DC 28; Disable Device DC 32.

Empowered *Delayed Blast Coldball* Trap: CR 14; magic device; proximity trigger (*alarm*); automatic reset; hidden switch bypass (Search DC 25); spell effect (empowered energy substitution (cold) *delayed blast fireball*, 17th-level wizard, DC 23 Reflex save, 17d6 + ½ of 17d6 cold); Search DC 28; Disable Device DC 32.

Treasure: At the bottom of the pit, the arcane ooze has dislodged some raw gemstones. These can be collected up as treasure. Their cash value is listed in the Treasure Summary.

Developments: Once the party gets past the front door, they can work their way down the small hallway to the large library in Encounter 5.

ENCOUNTER 5: STEALING FROM WIZARDS IS BAD – PART II

Once the party gets past the front door in Encounter 4, they must deal with the guardians that Lianodel has defending the library. His earlier conversation with the party has made him a bit more paranoid than usual. Again, as shown in *DM Aid: Map #2*, the library is guarded as indicated in the map. The hallway is well lit with *everburning torches*, and there is no door to the library so the guardians will easily hear anyone approaching (no circumstance bonuses to Hide or Move Silently checks). The wooden doors to the parlors where Lianodel met the party earlier are closed.

Wooden Door: hardness 5; hp 15; Break DC 18.

Read the following as they enter the library:

What you only thought was a large library goes beyond your expectations. It is a library, all right, but one that extends for five stories. You are apparently on the third floor, with two floors below you and two floors above.

If the guardians are not invisible (see the Tactics section below), read the appropriate descriptions from the *Monster Manual*.

The other side of the doorway is also trapped with a minor *glitterdust* spell in order to defeat invisible intruders. It does an automatic reset after

each attack so everyone coming through can get subjected to it. The intelligent guardians are aware of it and will avoid it if possible, but clever parties might be able to maneuver them into it.

APL 6 (EL 10)

Shield Guardians (2): hp 135 each; see *Monster Manual*, page 223.

Heightened *Glitterdust* Trap: CR 4; magic device; proximity trigger (*alarm*, 10-ft. area immediately behind the door); automatic reset – immediately; hidden lock (DC 26 to find, DC 26 to unlock); spell effect (*glitterdust* (heightened to 3rd-level), 5th-level wizard, -40 to Hide checks and outlines invisible targets, DC 14 Will save negates blindness, effect lasts five rounds); multiple targets (10-ft.-radius spread); Search DC 28, Disable Device DC 28.

APL 8 (EL 12)

Guardian Nagas (2): hp 99 each; see *Monster Manual*, page 192.

Heightened *Glitterdust* Trap: CR 5; magic device; proximity trigger (*alarm*, 10-ft. area immediately behind the door); automatic reset – immediately; hidden lock (DC 26 to find, DC 26 to unlock); spell effect (*glitterdust* (heightened to 4th-level), 7th-level wizard, -40 to Hide checks and outlines invisible targets, DC 16 Will save negates blindness, effect lasts seven rounds); multiple targets (10-ft.-radius spread); Search DC 29, Disable Device DC 29.

APL 10 (EL 14)

Leonals (2): hp 117 each; see *Monster Manual*, page 143.

Heightened *Glitterdust* Trap: CR 6; magic device; proximity trigger (*alarm*, 10-ft. area immediately behind the door); automatic reset – immediately; hidden lock (DC 26 to find, DC 26 to unlock); spell effect (*glitterdust* (heightened to 5th-level), 9th-level wizard, -40 to Hide checks and outlines invisible targets, DC 17 Will save negates blindness, effect lasts seven rounds); multiple targets (10-ft.-radius spread); Search DC 30, Disable Device DC 30.

APL 12 (EL 16)

Raede Lianodel, Male Gray Elf Wiz15: hp 45; see *Appendix 4*.

Ghaele: hp 75; see *Monster Manual*, page 94.

Heightened *Glitterdust* Trap: CR 7; magic device; proximity trigger (*alarm*, 10-ft. area immediately behind the door); automatic reset – immediately; hidden lock (DC 26 to find, DC 26 to unlock); spell effect (*glitterdust* (heightened to 6th-level), 11th-level wizard, -40 to Hide checks and outlines invisible targets, DC 19 Will save negates blindness, effect lasts seven rounds); multiple targets (10-ft.-radius spread); Search DC 31, Disable Device DC 31.

APL 14 (EL 18)

Raede Lianodel, Male Gray Elf Wiz15: hp 45; see *Appendix 5*.

Astral Devas (3): hp 108 each; see *Monster Manual*, page 11.

Heightened *Glitterdust* Trap: CR 8; magic device; proximity trigger (*alarm*, 10-ft. area immediately behind the door); automatic reset – immediately; hidden lock (DC 26 to find, DC 26 to unlock); spell effect (*glitterdust* (heightened to 7th-level), 13th-level wizard, -40 to Hide checks and outlines invisible targets, DC 20 Will save negates blindness, effect lasts seven rounds); multiple targets (10-ft.-radius spread); Search DC 32, Disable Device DC 32.

Tactics: The overall strategy is to force the party out of the library and knock them out for later justice. Tactics vary by APL as follows:

APL 6: Lianodel has cast a *nonlethal substitution fireball* spell (caster level 15th) into each shield guardian and, ordered them to attack anyone entering the library who is not Lianodel. They open up with a *nonlethal substitution fireball*, and then try to slam the intruders into unconsciousness.

APL 8: The guardian nagas are friends of Lianodel who asked them to help guard his library against intruders. They have the typical spells known as listed in their *Monster Manual* entry. The nagas have already cast *mage armor* so subtract one use of 1st-level spells for the day. If they hear the trap go off at the outer door in Encounter 4 (Listen check at DC 20), they cast *greater invisibility* on themselves. They then cast *divine power* to boost their melee effectiveness. After buffing, they attack and move to take advantage of their invisibility. They use *scorching ray* and *magic missile* for their ranged attacks to avoid damaging

the library and *dispel magic* to negate any PC buffs they may suspect. The nagas only use *lightning bolt* in the library as a last resort because of the books, but freely use it in the hallway or the parlors.

APL 10: The leonals are friends of Lianodel who asked them to guard the library against intruders. They open with a roar to damage any non-good intruders. After the first roar, they try to charge and pounce on any intruders. They then roar again if they see it was effective or cast *fireball* down the hallway. They use *hold monster* against targets they suspect to be susceptible and then attempt to grab and rake. If possible, they cast *wall of force*, either to protect the library or to split the party.

APL 12: At this APL, Lianodel checks out the intruders himself. If he knows the trap at the front door went off (automatic due to the *alarm* on it), he casts *eyes of stone*, *fly*, and *greater invisibility* and moves above the floor of the library. In combat, Lianodel casts the following spells in order: quickened nonlethal *scorching ray* and *horrid wilting*, quickened *magic missile* and *Evard's black tentacles*, nonlethal *fireball*, and *waves of exhaustion*. If that has not taken down the party, he breaks out the *staff of fire*, though he is hesitant to do so because of all the books and scrolls.

At this APL, Lianodel has a ghaele to assist in the defense of the library. If Lianodel is aware of the trap, he passes that information to the ghaele, who also castd *greater invisibility*. It begins combat with *chain lightning* and then *prismatic ray*, both of which have good control over targeting. It then attacks in melee with its +4 *holy greatsword*, trusting in its spell resistance to avoid any spells from either the intruders or Lianodel, who probably has no idea where the ghaele is.

APL 14: At this APL, Lianodel checks out the intruders himself. If he knows the trap at the front door went off (automatic due to the *alarm* on it), he casts *eyes of stone*, *fly*, and *greater invisibility* and moves above the floor of the library. In combat, Lianodel casts the following spells in order: quickened nonlethal *scorching ray* and *horrid wilting*, quickened *magic missile* and *Evard's black tentacles*, nonlethal *fireball*, and *waves of exhaustion*. If that has not taken down the party, he breaks out the *staff of fire*, though he is hesitant to do so because of all the books and scrolls.

At this APL, Lianodel has three astral devas to assist him. If Lianodel is aware of the trap, he passes that information to the devas, who also

cast *holy aura* and *invisibility*. In combat, the devas all launch *holy word* spells against the intruders every other round. On the other rounds, they either call down *holy smite* spells or engage in melee with their +3 *heavy maces of disruption*.

Treasure: None. Either the party will be knocked out or they will not have time to loot before the troops come (See Developments).

Developments: Before the PCs began their assault, Lianodel asked Margrave Ebarduis Asharin of Aglonde, the ruling noble of the area, for assistance. In response, the Margrave sent a force of 500 Duchy of Ulek troops to assist Lianodel in defending his estate. The wizard asked them to remain hidden outside of his “cottage” as he suspected someone might rob him.

As a result, two possible developments can occur at the end of the battle. First, if the party was knocked out inside of the “cottage”, the troops will come in and take them prisoner. In addition to to arresting the PC burglars, the troops attempt to apprehend as accessories any PCs who waited outside and refused to assist in the robbery; they were probably lookouts in their opinion. Any PCs captured will receive the **Criminal of the Duchy of Ulek** effect on the AR and are considered to have failed the mission. Go to the Failure section of the Conclusion.

Second, the party succeeded in defeating the library’s defenders. In which case, they must make a successful DC 20 Search check to find the book (it is on the same floor) and then exit. Searching for the book in this large library requires the attention of the entire party and takes up any time they would have for looting bodies.

Upon exit, the PCs are confronted with about the Duchy of Ulek troops who ask for their surrender. In addition to attempting to arrest the PC burglars, the troops will attempt to apprehend any PCs who waited outside and refused to assist in the robbery as accessories; they were probably lookouts in their opinion.

In either case, PCs who have resources left can try either to *fly* or *teleport* away. Upon fleeing the scene, they gain the **Fugitive of the Duchy of Ulek** effect on the AR. It is possible for the party to escape with the book, which aids the Knights somewhat. Either of these results, however, has the long-term game effect of worsening relations between the Knights and the Duchy of Ulek. If they escape with the book, go to the Partial Success

section of the Conclusion; otherwise, go to the Failure section of the Conclusion.

ENCOUNTER 6: MAHNAGOR

The preferred route, of course, is for the party to investigate the situation of Lianodel’s apprentice Hawthorn in the village of Mahnagor. The village is the southern part of the Duchy of Ulek. Read the following:

Shortly after breakfast, you arrive in a small village near the great forest known as the Silverwood. It appears not much different than others you have seen. You would guess that there would be less than one hundred folks living and working here. The largest structures appear to be a great house, an inn named the Big Oak Hostel as seen on its sign, and a trading post. The rest of the town has cottages and small homes quite average in appearance.

THE STAT BLOCK FOR MAHNAGOR

Mahnagor (hamlet): Conventional; AL CG; 100 gp limit; Assets 425 gp; Population 85; Integrated (Elf 50% (high 75%, sylvan 25%), Human (Sfo) 25%, Half-elf 20%, Halfling 3%, Gnome 2%).

Authority Figure: Verraine Walacia, male elf Ftr6 (constable and head of the town militia).

Important Characters: Seledra of Mahnagor, female elf Ari2 (mayor); Oreth Half-hand, male elf Com10 (tavern owner & town curmudgeon); Dymple Gandlesnoot, male gnome Exp6 (town smith and sergeant in the town militia); Corbin Walacia, male half-elf Brd4 (town entertainer and unofficial historian); Googe Hesslewhite, male halfling Rog4 (owner of the trading post and head of the local thieves); Boyd Redstone, male human Drd3 (local druid), Shanna Shanyria, female elf Clr2 (minister of Corellon Larethian).

Others: Brd2 (3), Brd1 (4) – students of Corbin Walacia; Clr1 (2) – other clergy of Corellon Larethian; Drd1 (2) – assistants to Boyd Redstone; Ftr3 (2), Ftr1(4), Rgr1 (1), War2 (1), War1 (2) – militia members; Rog2 (2), Rog1 (4) – local thieves; Sor1 (1), Wiz2 (1), Wiz1(2) – magical students; Exp3 (2), Exp1 (2), Com5 (2), Com3 (4), Com1 (37) – shopkeepers and townsfolk.

WHEN THE PARTY ARRIVES

There are several possible avenues of investigation. While this is a good roleplaying

exercise for both DM and players, DMs of tables under time limits will want to pare down the number of small encounters here to two or three: Verraine, Corbin, and possibly Boyd. Here are what the town principals know or have access:

Verraine Walacia, Male Elf Ftr6

Verraine is the town constable and, as needed, commander of the town militia. He currently has Hawthorn's body and has investigated the six other deaths that have occurred in the past month (those bodies were burned as a precaution). He has not seen anything like it since the Greyhawk Wars and has sent word to Mayor Seledra about it (the Mayor is currently in Aglonde visiting her cousin, Margrave Ebarduis Asharin). Verraine is Corbin's elder half-brother and considers him a bit of a nuisance at times. His brother did mention that Hawthorn visited him shortly after his arrival.

Corbin Walacia, Male Half-elf Brd4

Corbin is Verraine's half-brother. He earns his living entertaining in Oreth Half-hand's inn, The Big Oak Hostel, and teaching would-be bards the basics of the trade.

Corbin is an avid historian and knows somewhat about the history of this area. He knows that there was once a treacherous elven sorcerer named Ysberyl, who was in league with the Ur-Leks. The elven elders at the time eventually found out about her duplicity and engaged her somewhere in the Silverwood. They came back successfully but warned that Ysberyl's evil was only trapped. Nothing else was heard of her until these deaths started. Hawthorn did come by to see him and learned of the legend. Corbin suggested to him and will do so to the party that they should seek Yggdham. He is a treant in this part of the Silverwood who has been around longer than most elves. He might know more.

Boyd Redstone, Male Human Drd3

Boyd is the most skilled healer in Mahnagor and was the one that Verraine Walacia called to study the bodies. He confirms that the bodies were killed by supernatural means and advised Verraine to burn them in case they were some form of spawning undead. Boyd is aware that there are some ancient rumors about an evil near the town. He suggests that the party talk to Corbin or Yggdham about that.

Oreth Half-hand, Male Elf Com10

Oreth is one of the older citizens of the town and is quite crusty for an elf. He runs the Big Oak Hostel, the only inn in Mahnagor. He remembers Hawthorn checking in that afternoon, but did not go to his room before getting killed. He found the body just outside the Hostel the next morning. Oreth also remembers him asking about bards, and he directed him to his entertainer, Corbin Walacia.

Dymple Gandlesnoot, Male Gnome Exp6

Dymple is the town smith and has been drowning his sorrows ever since his sister Grymple died mysteriously (she was the first). If characters interact with Dymple, he is thoroughly intoxicated. He knows that Verraine investigated the death, that Boyd examined her, and that they burned her body. He was unconscious when Hawthorn was killed and knows nothing of it.

Shanna Shanyria, Female Elf Clr2

Shanna is not as skilled in healing as the druid Boyd Redstone, but she did consecrate the remains before burial. She is to meet with Verraine the town constable to do the same for the latest victim before the body's cremation.

Googe Hesslewhite, Male Halfling Rog4

Members of Sheldomar Valley rogue organizations may make a Knowledge (local – Sheldomar Valley metaregion) check (DC 15) if they are looking for others in the roguish arts here in town. If successful, they can go visit Googe, who runs both the trading post and the local band of thieves. He is quite put out if they talk about his "other" business, but shares that Hawthorn was in town and asking about local legends. He sent him to Corbin.

THE BODY

Verraine the town constable has Hawthorn's body and allows the party a quick examination before he gets Shanna the cleric to consecrate the remains, and then he burns it. A Heal check (DC 10) indicates that this was not a death of natural causes, as Hawthorn appears to have been scared to death. A Knowledge (religion) check (DC 10) indicates that this appears to be the work of undead and, at DC 20, appears consistent with the effect of a ghost or some other incorporeal undead.

Developments: Eventually, the party will want to go into the Silverwood to find the treant Yggdham. Go to Encounter 7.

ENCOUNTER 7: THE SAGE OF THE SILVERWOOD

After talking with the residents of Mahnagor, the party will want to find Yggdham the treant. As he has been expecting adventurers to deal with the Ysberyl situation, he makes it very easy to find him. Read the following once they have decided to go into the wood:

After talking to the good townsfolk, you head into the Silverwood to find this treant. You walk around the sylvan environment, which is so much friendlier than the Dim Forest you saw earlier, when suddenly a loud voice comes from in front you. "Halt! Who are you to come stumbling about in the Silverwood?" From the woods comes a large tree-like creature that appears to be the one you seek.

Allow the PCs to explain their mission to the treant and then read the following:

The treant responds, "I was wondering if the elves were going to ignore this problem to their doom. For beings so long lived, they can often forget the most troublesome of things. I am Yggdham, scholar and protector of the Silverwood."

Yggdham is an old treant, older than many of the elves that live near by. He is quite knowledgeable about the Silverwood and knows exactly where the player characters need to go. In all matters about this forest, consider him to be an expert. Feel free to play up his age and his relative isolation from what the PCs would consider to be civilization.

He is readily sympathetic to the party's cause for such a creature as Ysberyl can only cause destruction once truly freed. The treant was "a mere sapling" when the elves originally defeated Ysberyl, but he was there outside of the mound when they did it. Feel free to paraphrase the information found in the Adventure Background concerning Ysberyl.

Yggdham is not knowledgeable at all about defeating undead, but he suspects that this evil spirit is only gaining access out of the mound at night. Thus, the party must confront her at night to have any chance of defeating her. This forces the party to attack an incorporeal undead at a most

inopportune time. This may scare PCs into not going to the mound, but Yggdham presses on, saying that, from what he can see, it is the only way.

All APLs

Yggdham, Treant: hp 68; see *Monster Manual*, page 244.

Developments: The treant's directions are quite clear and easy to follow. The party will have no trouble going to Encounter 8.

ENCOUNTER 8: THE FAERIE MOUND

Yggdham's directions from Encounter 7 lead the party to the faerie mound. Read the following:

True to the treant's word, you find a clearing with a large, obviously artificially constructed hill of dirt that has been overgrown with decades, perhaps centuries of vines and weeds. It appears to be tranquil and quite peaceful.

It only takes a short while to find the entrance to the mound (Search DC 20, take 20 allowed). Use the map on *DM Aid: Map #3* as a guide for this encounter and Encounter 9.

PROPERTIES OF THE FAERIE MOUND

The faerie mound itself is a nexus for wild magic. Thus, for this encounter and Encounter 9, use the wild magic trait rules found in the *Dungeon Masters Guide* and reprinted in *DM Aid: Wild Magic*. To repeat here, anyone wishing to use spells or spell-like effects must make a caster level check (DC 15 + the level of the spell or effect). If that check fails, the DM must consult the Wild Magic Effects table (either in the *DMG* or *DM Aid: Wild Magic*), which can yield unpredictable results for both the PCs and their combats.

PITS AND THOSE THAT LIVE IN THEM

The tunnel inside the mound is circular like some sort of giant worm ate a path through it. Its walls are of compacted clay and earth, almost the hardness of adobe. The curved floor has various stones embedded in the hard earth, making for a primitive form of tile floor.

In the winding path to the mound's central chamber, there is a pit trap containing a remnant

of the ancient battle with Ysberyl: a living spell ooze.

APL 6 (EL 8)

Wide-Mouth Pit Trap: CR 5; mechanical; location trigger, repair reset; DC 26 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 26; Disable Device DC 24.

Living Blast of Flame: hp 63; see *Appendix 1*.

APL 8 (EL 10)

Wide-Mouth Pit Trap: CR 7; mechanical; location trigger, repair reset; DC 28 Reflex save avoids; 60 ft. deep (6d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 28; Disable Device DC 26.

Living Cloudkill, hp 81; see *Appendix 2*.

APL 10 (EL 12)

Wide-Mouth Pit Trap: CR 9; mechanical; location trigger, repair reset; DC 28 Reflex save avoids; 80 ft. deep (8d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 30; Disable Device DC 28.

Living Acid Storm: hp 101; see *Appendix 3*.

APL 12 (EL 12)

Wide-Mouth Pit Trap: CR 11; mechanical; location trigger, repair reset; DC 30 Reflex save avoids; 80 ft. deep (8d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 30; Disable Device DC 30.

Living Word of Chaos: hp 120; see *Appendix 4*.

APL 14 (EL 14)

Wide-Mouth Pit Trap: CR 13; mechanical; location trigger, repair reset; DC 32 Reflex save avoids; 120 ft. deep (12d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 32; Disable Device DC 32.

Living Acidic Cloud of Killing Tentacles: hp 107; see *Appendix 5*.

Tactics: The living spell attacks any creature that falls down into the pit. It slams and then engulfs, if possible, and it does not stop until it is destroyed or until there is no one else in the pit.

Treasure: None.

Developments: The tunnel goes past the pit trap and into the chamber where Encounter 9 occurs.

ENCOUNTER 9: THE IMPRISONED DEAD

Once past the pit trap and its ooze occupant, the party can follow the path to the central chamber.

You eventually wind your way to a large central area with earthen walls supported by roots of all sizes. The floor is about ten feet below you, but there are a couple of large roots that you can use to get to the bottom. It is a dank place, with odors of mold and decay throughout.

If any of the party happens to fall off the entry platform, they take 1d6 damage from the fall. The roots, however, are stable enough and have enough texture to allow for walking or running down to the bottom of the chamber.

Once the party is in the room, the spirit of Ysberyl attack per the instructions in the Tactics section. She is quite insane and unable to carry on a decent conversation. She only knows that the PCs are alive, that she is not, and that she wishes the PCs to be like her.

APL 6 (EL 10)

Ysberyl, Female Evolved x2 Gray Elf Ghost Sor6: hp 54; see *Appendix 1*.

APL 8 (EL 12)

Ysberyl, Female Evolved x2 Gray Elf Ghost Sor8: hp 72; see *Appendix 2*.

APL 10 (EL 14)

Ysberyl, Female Evolved x2 Gray Elf Ghost Sor10: hp 90; see *Appendix 3*.

APL 12 (EL 12)

Ysberyl, Female Evolved x2 Gray Elf Ghost Sor10/Argent Savant 2: hp 108; see *Appendix 4*.

APL 14 (EL 14)

Ysberyl, Female Evolved Banshee: hp 234; see *Appendix 5*.

Tactics: The tactics for the spirit differ at each APL:

APL 6: As soon as the party enters her chamber, Ysberyl uses her *mage armor* spell-like

ability while ethereal. As long as she has not manifested, her spells are unaffected by the wild magic of the area. She then attacks in the following fashion: she manifests to reveal her horrific appearance, uses *chain missile* as long as it is effective (she has no miss chance with force attacks), flies to stay out of reach of melee while she shoots, uses *magic missile* on weakened targets, and then finishes off by using *haste* and attacking with her draining touch once she is out of force spells. If necessary, she casts *shield* for better AC, but depends on her *brooch* to handle any incoming *magic missile* fire. She uses her *memento magica* to recall slots if necessary. Finally, she is not dumb, just insane, so she changes her tactics as the situation warrants.

APL 8: As soon as the party enters her chamber, Ysberyl uses her *greater invisibility* spell-like ability and casts *greater mage armor* while ethereal. As long as she has not manifested, her spells are unaffected by the wild magic of the area. She then attacks in the following fashion: she manifests to reveal her horrific appearance, uses *force missiles* and *chain missile* as long as it is effective (she has no miss chance with force attacks), flies to stay out of reach of melee while she shoots, uses *magic missile* on weakened targets, and then by using *haste* and attacking with her draining touch once she is out of force spells. If necessary, she casts *shield* for better AC, but depends on her *brooch* to handle any incoming *magic missile* fire. She uses her *mementos magica* to recall slots if necessary. Finally, she is not dumb, just insane, so she changes her tactics as the situation warrants.

APL 10: As soon as the party enters her chamber, Ysberyl uses her *greater invisibility* spell-like ability and casts *greater mage armor* while ethereal. As long as she has not manifested, her spells are unaffected by the wild magic of the area. She then attacks in the following fashion: she manifests to reveal her horrific appearance, uses *force missiles* and *chain missile* as long as it is effective (she has no miss chance with force attacks), flies to stay out of reach of melee while she shoots, uses *Bigby's interposing hand* to isolate opponents, uses *magic missile* on weakened targets, and then finishes off by using *haste* and attacking with her draining touch once she is out of force spells. If necessary, she casts *shield* for better AC, but depends on her *brooch* to handle any incoming *magic missile* fire. She uses her *mementos magica* to recall slots if necessary. Finally, she is not dumb, just insane, so she changes her tactics as the situation warrants.

APL 12: As soon as the party enters her chamber, Ysberyl uses her *greater invisibility* spell-like ability and casts *greater mage armor* while ethereal. As long as she has not manifested, her spells are unaffected by the wild magic of the area. She then attacks in the following fashion: she manifests to reveal her horrific appearance, uses *force missiles* and *chain missile* as long as it is effective (she has no miss chance with force attacks), flies to stay out of reach of melee while she shoots, uses *Bigby's interposing hand* to isolate opponents, uses *magic missile* on weakened targets, and then finishes off by using *haste* and attacking with her draining touch once she is out of force spells. If necessary, she casts *shield* for better AC, but depends on her *brooch* to handle any incoming *magic missile* fire. Remember that she has both Force Specialization (+2 on attack rolls, +1 bonus to each die of damage on force spells) and Force Armor (increases the armor bonus by 2 for every defensive force spell she has up). She uses her *mementos magica* to recall slots if necessary. Finally, she is not dumb, just insane, so she changes her tactics as the situation warrants.

APL 14: She opens up with her horrific appearance, uses her *cloudkill* special ability, and (as the party attacks her at night) she cuts loose with her wail as often as possible. She flies to stay out of reach of melee combat until all of her ranged attacks are spent and only then uses her Charisma drain.

Treasure: Her earthly remains are in the room, and this is the treasure for this encounter. It is listed in the Treasure Summary.

Of particular interest is a book written in Draconic with the title, translated into Common, *The Words of the Ancient Wyrms*. It describes teachings and exercises that are especially effective for those who speak the ancient tongue of dragons. Before her demise, Ysberyl intended to study this tome to gain more power. If anyone chooses to take this tome, do not cross off the **Words of the Ancient Wyrms** effect on the AR. Only one PC in a party may take this book, strikethrough this effect on all other ARs.

Developments: Once the spirit of Ysberyl is defeated, the party can feel free to leave with her belongings. If they know ghosts, the party may be concerned that she will rejuvenate days later. Unfortunately, for Ysberyl, the wild magic of the mound interferes with this process, and she will be destroyed, the irony being that she could have stayed around forever until she brought the party

down upon her. DMs do not need to tell the party that, though; feel free to make them sweat. If they choose to ensure that Ysberyl is dead, have them spend an extra TU for waiting. The banshee form of Ysberyl has no rejuvenation, but it requires a Knowledge (religion) check at DC 25 to know this (banshees being rare and all). Once they are satisfied with Ysberyl's demise, take them to Encounter 10 where they get the book from Lianodel.

ENCOUNTER 10: THE BOOK

The PCs somehow have managed to get the book either by stealing it from Lianodel or having him loan it to him after solving the problem in Mahnagor. Either way, they get the book.

The book itself is unremarkable, a purely academic text. It reads as dryly as a cookbook or instructional manual. What is surprising, though, is the manner-of-fact way it describes the most despicable of rituals. It reads with the detachment of the insane as if it were written by the most callous and distant of individuals.

Along the way back, the party finds in their possession a note. There is no way to determine how it got there. Certainly no one remembers picking it up. It reads as follows, however:

Greetings, Worthy Adversaries:

You are successful in getting the third item we need. Congratulations. We would have had a hard time finding it and an even more difficult time getting it from that wretched Lianodel. We are glad you have liberated it and put it out in the open. Because you have done this, we will not deal with you now. You have our appreciation. We will now find it easier to deal with the book in Hochoch than we ever could. Because of this, you get a pass from our attention for now. Who knows, we may have a use for you in the future.

Your Friends,

The Triumvirate

Developments: If the party got here by defeating Ysberyl, go to the Success section of the Conclusion; otherwise, go to the Partial Success section.

CONCLUSION

How this adventure concludes depends on what the party did:

FAILURE

The Knights are quite disappointed. Relations with the Duchy of Ulek, a former ally, are now at an all-time low. Losing access to the known copy of the book means that the Triumvirate may have a shot at finding it or another. Finally, the forces of good are no closer to determining the ultimate goals of their adversaries. It is truly a sad day.

PARTIAL SUCCESS

The Knights are happy to get the book, but disappointed in how you got it. Relations with the Duchy of Ulek, a former ally, are now at an all-time low, thanks to your theft. It is doubtful that you can go to the Duchy for a considerable amount of time; remember, elves have long memories. It is truly a pyrrhic victory for the forces of good. Only the hope of divining the evil plans of the Triumvirate from the book prevails.

SUCCESS

You are welcome with great acclaim twice. First, by the folk of Mahnagor who thank you for ridding them of a foul spirit. Second, the Knights thank you for retrieving the book. Because of Mahnagor, relations between the Knights and the Duchy have strengthened. With the book in the hands of the Knights, there is hope that the foul plans of the Triumvirate will not come to pass. Hope prevails.

“AND YET?”

As you depart Hochoch through the River Gate, you cannot help to notice a carriage of dwarven manufacture entering the gate. Inside is a strikingly beautiful woman of mixed Suel-Oeridian descent. You overhear her comment, “So this is Hochoch? Well, let’s see what we can do here.” Her carriage rides through the gate before you can hear anything else.

Those PCs with Knowledge (local – Sheldomar Valley metaregion) can make a check (DC 25) to recognize the woman. Those from the Principality of Ulek and those who are involved in a Sheldomar Valley rogue metaorganization have a +5 circumstance bonus to the check (and yes, they can stack). If successful, the woman is revealed to be Allinel Nightshade. She is rumored to Matron of the Thunderstrike Shadows, a

thieves' organization in the Principality. What she is doing in Hochoch and what she means by "what we can do here" is completely unknowable at this time.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1

Defeat the Phaerhaerly brothers and their traps and rescue Parwyn Amastacia.

APL 6: 180 xp.
APL 8: 240 xp.
APL 10: 300 xp.
APL 12: 360 xp.
APL 14: 420 xp.

Encounter 3

Defeat or take damage from the front door trap.

APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480 xp.

Encounter 4

Defeat Lianodel and/or his library defenders.

APL 6: 300 xp.
APL 8: 360 xp.
APL 10: 420 xp.
APL 12: 480 xp.
APL 14: 540 xp.

NOTE: The party can only get experience from Encounters 3 and 4 or Encounters 8 and 9, not all four encounters.

Encounter 8

Defeat or take damage from the pit trap and defeat the living spell in the pit.

APL 6: 240 xp.

APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480 xp.

Encounter 9

Defeat Ysberyl.

APL 6: 300 xp.
APL 8: 360 xp.
APL 10: 420 xp.
APL 12: 480 xp.
APL 14: 540 xp.

NOTE: The party can only get experience from Encounters 3 and 4 or Encounters 8 and 9, not all four encounters.

Discretionary Roleplaying Award

APL 6: 180 xp.
APL 8: 225 xp.
APL 10: 270 xp.
APL 12: 315 xp.
APL 14: 360 xp.

Total possible experience

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

TREASURE SUMMARY

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

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

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this

wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

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

Encounter 1:

APL 6: L: 446.67 gp, 4 mithral shirts (91.67 gp each), forgery kit (3.33 gp), C: 0 gp, M: 0 gp).

APL 8: L: 171.67 gp, forgery kit (3.33 gp), C: 0 gp, M: 4 +1 mithral shirts (175 gp each).

APL 10: L: 171.67 gp, forgery kit (3.33 gp), C: 0 gp, M: 4 +1 mithral shirts (175 gp each).

APL 12: L: 65 gp, forgery kit (3.33 gp), C: 0 gp, M: 4 +1 mithral shirts (175 gp each), 4 +1 rapiers (193.33 gp each).

APL 14: L: 65 gp, forgery kit (3.33 gp), C: 0 gp, M: 4 +1 keen mithral rapiers (751.67 gp each), 4 +1 mithral shirts (175 gp each).

Encounter 8:

APL 6: L: 0 gp, C: 30 gp, M: 0 gp.

APL 8: L: 0 gp, C: 40 gp, M: 0 gp.

APL 10: L: 0 gp, C: 50 gp, M: 0 gp.

APL 12: L: 0 gp, C: 60 gp, M: 0 gp.

APL 14: L: 0 gp, C: 70 gp, M: 0 gp.

Encounter 9:

APL 6: L: 6.25 gp, C: 0 gp, M: +1 mithral buckler (180.42 gp), brooch of shielding (125 gp), memento magica (1st level) (125 gp), vest of resistance +1 (83.33 gp).

APL 8: L: 6.25 gp, C: 0 gp, M: +1 mithral buckler (180.42 gp), brooch of shielding (125 gp), cloak of charisma +4 (1,333 gp), memento magica (1st level) (125 gp), memento magica (2nd level) (500 gp), vest of resistance +1 (83.33 gp).

APL 10: L: 6.25 gp, C: 0 gp, M: +1 mithral buckler (180.42 gp), brooch of shielding (125 gp), cloak of charisma +4 (1,333 gp), memento magica (1st level) (125 gp), memento magica (2nd level) (500 gp), memento magica (3rd level) (1,125 gp), vest of resistance +2 (333.33 gp).

APL 12: L: 6.25 gp, C: 0 gp, M: +1 mithral buckler (180.42 gp), brooch of shielding (125 gp), cloak of charisma +6 (3,000 gp), memento magica (1st level) (125 gp), memento magica (2nd level) (500 gp), memento magica (3rd level) (1,125 gp), memento magica (4th level) (2,000 gp), vest of resistance +2 (333.33 gp).

APL 14: L: 6.25 gp, C: 0 gp, M: +1 mithral buckler (180.42 gp), bracers of armor +5 (2,083.33 gp), brooch of shielding (125 gp), cloak of charisma +6 (3,000 gp), memento magica (1st level) (125 gp), memento magica (2nd level) (500 gp), memento magica (3rd level) (1,125 gp), memento magica (4th level) (2,000 gp), memento magica (5th level) (3,125 gp), vest of resistance +2 (333.33 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 547.92 gp, C: 30 gp, M: 513.75 gp – Total: 1,091.67 gp (900 gp).

APL 8: L: 181.25 gp, C: 40 gp, M: 3,047.08 gp – Total: 3,268.33 gp (1,300 gp).

APL 10: L: 181.25 gp, C: 50 gp, M: 4,422.08 gp – Total: 4,653.33 gp (2,300 gp).

APL 12: L: 74.58 gp, C: 60 gp, M: 8,862.07 gp – Total: 8,996.65 gp (3,300 gp).

APL 14: L: 74.58 gp, C: 70 gp, M: 16,303.76 gp – Total: 16,448.34 gp (6,600 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Friend of the Elves: For defeating the undead spirit Ysberyl and saving the elven village of Mahnagor, you have been given access to the Ruathar prestige class (*Races of the Wild*, page 122).

Favor of Parwyn Amastacia: For rescuing Parwyn Amastacia from the Phaerhaerly brothers, through his connections with every elven noble house and enclave in the Sheldomar Valley, he can grant Adventure access to one of the following items: *elvencraft bow* (any one bow) (*Races of the Wild*), *blurstrike* weapon special ability (any one melee weapon) (*Races of the Wild*), and *belt of hidden pouches* (*Races of the Wild*). The selection must be made at the table. If you are an elf or half-elf and belong to a regional elven metacampaign organization, this access becomes Metaregional. This access does not count for item creation. Judges should verify membership, circle the correct access in the Item Access section, and strikethrough any item access not selected.

Name of Organization: _____.

Favor of the Knights of the Watch/Knights of Dispatch: By delivering an intact copy of the *Manual of the Nether* to the Knights, you have gained their favor. If you are not a member and are a human, a dwarf, or a half-elf, the Knights will grant a recommendation for membership into their ranks and grant Adventure access to a *ring of protection* +2. If you are a Squire, you gain Metaregional access to a *ring of protection* +2. If you are a Senior Squire, you gain Metaregional access to both the *ring* and a *stone of good luck*. If you are a full Knight, you get Metaregional access to both of the previous items and to a *scabbard of keen edges* as well. This access does not count for item creation. Judges should verify membership and strikethrough any item access not granted.

New Magical Treasure: If you managed to get any of the *mementos magica* to any spellcasting organization, you will have Metaregional access to them after 3 TUs. If you buy one of the *mementos magica* before the 3 TUs is up, it is assumed that you kept it and will only get Adventure access to that item. All non-members gain only Adventure Access to the *mementos magica* if they are found.

Name _____ of _____ Organization: _____

Words of the Ancient Wyrms: You have in your possession *The Words of the Ancient Wyrms*, an ancient Draconic tome. Through its teachings and exercises, you now have access to the Dracolexi prestige class (*Races of the Dragon*, page 79). Only one PC in a party can gain this effect; strikethrough this effect on all other ARs.

Duchy of Ulek Outlaw/Criminal: For robbing (or attempting to rob) the elven noble Raede Lianodel, you either will be arrested the next time you go to the Duchy of Ulek or have been arrested in the Duchy of Ulek. After being arrested, you are imprisoned for 25 TUs. Influence points with any elven metaorganization or the Knights of the Watch/Knights of Dispatch can reduce this imprisonment by 5 TUs per Influence Point spent. You are considered to be a criminal for any campaign metaorganization that cares about such things.

Item Access

APL 6:

- +1 *Mithral Buckler* (Frequency: Adventure; DMG)
- *Brooch of Shielding* (Frequency: Adventure; DMG)
- *Forgery Kit* (Frequency: Adventure; Complete Adventurer)
- *Memento Magica* (1st-level) (Frequency: Adventure or Metaregional; *Races of the Dragon*)
- *Mithral Shirt* (Frequency: Adventure; DMG)
- *Vest of Resistance* +1 (Frequency: Adventure; Complete Arcane)

APL 8 (all of APL 6 plus the following):

- +1 *Mithral Chain Shirt* (Frequency: Adventure; DMG)
- *Cloak of Charisma* +4 (Frequency: Adventure; DMG)
- *Memento Magica* (2nd-level) (Frequency: Adventure or Metaregional; *Races of the Dragon*)

APL 10 (all of APLs 6 - 8 plus the following):

- *Memento Magica* (3^d-level) (Frequency: Adventure or Metaregional; Races of the Dragon)
- *Vest of Resistance* +2 (Frequency: Adventure; Complete Arcane)

APL 12 (all of APLs 6 - 10 plus the following):

- *Cloak of Charisma* +6 (Frequency: Adventure; DMG)
- *Memento Magica* (4th-level) (Frequency: Adventure or Metaregional; Races of the Dragon)

APL 14 (all of APLs 6 - 12 plus the following):

- *+1 Keen Mithral Rapier* (Frequency: Adventure; DMG)
- *Bracers of Armor* +5 (Frequency: Adventure; DMG)

APPENDIX 1 – APL 6

ENCOUNTER 1

Phaerhaerly Brothers (4), Male Human Rog1: Medium Humanoid; CR 1; HD 1d6+2; hp 6; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk/Grp: +0/+1; Atk +2 melee (1d6+1/18-20 plus poison, masterwork rapier); Full Atk +2 melee (1d6+1/18-20 plus poison, masterwork rapier); SA poison, sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +2, Ref +4, Will -1; Str 12, Dex 14, Con 14, Int 14, Wis 8, Cha 14.

Skills and Feats: Bluff +6, Hide +6, Listen +3, Move Silently +6, Search +6, Spot +3, Tumble +6, Other Skills (see Description); Combat Expertise, Improved Feint, Light Armor Proficiency, Simple Weapon Proficiency.

Poison (Ex): Black adder venom: Injury DC 11 Fortitude save resists, 1d6 Con/1d6 Con.

Possessions: masterwork rapier, mithral shirt, traveler's outfit, one dose of black adder venom, tanglefoot bag, thunderstone, other possessions (see Description).

Description: The Brothers Phaerhaerly are the sons of Phineas Phaerhaerly, a con man and thief infamous from Sterich to the Free City of Greyhawk. Believing that his sons should not trade on his reputation, Phineas kicked them out of his secret estate and told them to find their own way in the world. However, while they are quite intelligent and talented, they possess little common sense. Thus, they ended up in Hochoch just as the Knights took over.

Each brother has the same training in stealth and basic search techniques, but they are all specialists in particular areas. Thus, sixteen of their skill ranks and some of their possessions differ as follows:

Beltin "The Boss" – Appraise +6, Diplomacy +6, Forgery +6, Intimidate +6; forgery kit ^{CV}, magnifying glass. ^{CV} *Complete Adventurer*.

Felix "The Fixer" – Craft (alchemy) +6, Craft (trapmaking) +6, Disable Device +8, Open Lock +8; masterwork trapmaking kit, masterwork thieves' tools.

Morga "The Muscle" – Balance +6, Climb +5, Jump +5, Use Rope +6; climber's kit.

Luici "The Lure" – Diplomacy +6, Disguise +6, Gather Information +6, Slight of Hand +6; disguise kit, noble's outfit.

All of the Phaerhaerly clan are mixed Suel and Oeridean descent, having dark brown hair, pale

skin, and angular facial features. Beltin, being the eldest at age 28, has premature gray streaks in his long hair and beard. Felix, age 26, is a bit of a glutton and has a wide girth. Morga, age 22, is the runt of the litter, short and scrawny. Luici, the youngest at age 16, is a lanky teenager. It is quite obvious, however, that they are all brothers.

ENCOUNTER 8

Living Blast of Flame^{SC}: Large Ooze; CR 7; HD 7d10+14; hp 63; Init +0; Spd 20 ft.; AC 13, touch 13, flat-footed 13 (-1 size, +4 deflection); Base Atk/Grp: +5/+11; Atk +6 melee (1d6+3 plus 7d6 fire damage, slam); Full Atk +6 melee (1d6+3 plus 7d6 fire damage, slam); SA *blast of flame*, engulf; SQ DR 10/magic, ooze traits, SR 17; AL N; SV Fort +8, Ref +6, Will +6; Str 14, Dex 11, Con 14, Int –, Wis 11, Cha 14. *Monster Monster III*, page 91.

Blast of Flame^{SC} (Su): A creature hit by a living blast of flame's slam attack or engulfed by it is dealt 7d6 of fire damage (Reflex Save 16). As per the spell, this damage is not subject to spell resistance.

Engulf (Ex): A living blast of flame can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The living blast of flame merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 16) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effects of the spell(s) each round on the living blast of flame's turn, and are considered to be grappled.

Description: A rolling cloud of fire advances upon you with the heat of an inferno.

^{SC} *Spell Compendium*.

ENCOUNTER 9

Ysberyl, Female Evolved x2 Gray Elf Ghost Sor6: Medium Undead (Incorporeal); CR 10; HD 6d12; hp 54; Init +3; Spd 30 ft., Fly 30 ft.; AC 26 (28 ethereal only), touch 22, flat-footed 23 (25 ethereal only) (+3 Dex, +4 armor, +2 shield

(ethereal only), +9 deflection); Base Atk/Grp: +3/+2; Atk +6 melee (1d4 ability drain, draining touch); Full Atk +6 melee (1d4 ability drain, draining touch); SA draining touch, corrupting gaze, horrific appearance, spell-like abilities; SQ elf traits, fast healing 6, incorporeal traits, manifestation, rejuvenation, summon familiar, turn resistance +4, undead traits; AL CE; SV Fort +3, Ref +6, Will +8; Str 8, Dex 16, Con –, Int 16, Wis 14, Cha 25. *Libris Mortis*, page 99.

Skills and Feats: Bluff +16, Concentration +9, Diplomacy +9, Disguise +9, Hide +10, Intimidate +10, Knowledge (arcana) +12, Knowledge (religion) +4, Listen +10, Search +11, Speak Language +2, Spellcraft +14, Spot +10; Arcane Defense (evocation)^{CA}, Greater Spell Focus (evocation), Simple Weapon Proficiency, Spell Focus (evocation).^{CA} *Complete Arcane*.

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save DC 20 or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su): A 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 nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save DC 20 or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance 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 nonethereal 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.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Spell-like Abilities (Sp): 1/day – *haste*, ~~*mage armor*~~. Caster level 6th.

Languages: Ancient Suloise, Common, Draconic, Elven, Flan, Literacy, Orc, Sylvan.

Sorcerer Spells Known: (6/8/7/5; save DC = 17 + spell level; if evocation spell, save DC = 19 + spell level): 0 – *acid splash*, *detect magic*, *disrupt undead*, *mage hand*, *ray of frost*, *read magic*, *touch of fatigue*; 1st – *expeditious retreat*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd – *fireburst*^{SC}, *scorching ray*; 3rd – *chain missile*^{SC}.^{SC} *Spell Compendium*.

Possessions: +1 mithral buckler, brooch of shielding, memento magica (1st level)^{RDR}, noble's outfit, vest of resistance +1^{CA}.^{CA} *Complete Arcane*,^{RDR} *Races of the Dragon*.

Description: When manifesting, Ysberyl appears as a translucent, rotting corpse of a female grey elf of middle age wearing tattered and worn noble clothing.

APPENDIX 2 – APL 8

ENCOUNTER 1

Phaerhaerly Brothers (4), Male Human Rog3: Medium Humanoid; CR 3; HD 3d6+6; hp 18; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk/Grp: +2/+3; Atk +4 melee (1d6+1/18-20 plus poison, masterwork rapier); Full Atk +4 melee (1d6+1/18-20 plus poison, masterwork rapier); SA poison, sneak Attack +2d6; SQ evasion, trap sense +1, trapfinding; AL CN; SV Fort +3, Ref +5, Will +0; Str 12, Dex 14, Con 14, Int 14, Wis 8, Cha 14.

Skills and Feats: Bluff +8, Diplomacy +4, Disguise +4, Hide +8, Intimidate +4, Jump +3, Listen +5, Move Silently +8, Search +8, Spot +5, Tumble +8, Other Skills (see Description); Combat Expertise, Improved Feint, Improved Initiative, Light Armor Proficiency, Simple Weapon Proficiency.

Poison (Ex): Giant wasp poison: Injury DC 18 Fortitude save resists, 1d6 Dex/1d6 Dex.

Possessions: +1 mithral chain shirt, one dose of giant wasp poison, masterwork rapier, traveler's outfit, tanglefoot bag, thunderstone, other possessions (see Description).

Description: The Brothers Phaerhaerly are the sons of Phineas Phaerhaerly, a con man and thief infamous from Sterich to the Free City of Greyhawk. Believing that his sons should not trade on his reputation, Phineas kicked them out of his secret estate and told them to find their own way in the world. However, while they are quite intelligent and talented, they possess little common sense. Thus, they ended up in Hochoch just as the Knights took over.

Each brother has the same training in stealth and basic search techniques, but they are all specialists in particular areas. Thus, 24 of their skill ranks and some of their possessions differ as follows:

Beltin "The Boss" – Appraise +8, Diplomacy +10, Forgery +8, Intimidate +8; forgery kit^{cv}, magnifying glass.^{cv} *Complete Adventurer*.

Felix "The Fixer" – Craft (alchemy) +8, Craft (trapmaking) +8, Disable Device +10, Open Lock +10; masterwork trapmaking kit, masterwork thieves' tools.

Morga "The Muscle" – Balance +10, Climb +7, Jump +7, Use Rope +8; climber's kit.

Luici "The Lure" – Diplomacy +10, Disguise +10, Gather Information +8, Slight of Hand +8; disguise kit, noble's outfit.

All of the Phaerhaerly clan are mixed Suel and Oeridean descent, having dark brown hair, pale skin, and angular facial features. Beltin, being the eldest at age 28, has premature gray streaks in his long hair and beard. Felix, age 26, is a bit of a glutton and has a wide girth. Morga, age 22, is the runt of the litter, short and scrawny. Luici, the youngest at age 16, is a lanky teenager. It is quite obvious, however, that they are all brothers.

ENCOUNTER 8

Living Cloudkill: Large Ooze; CR 9; HD 9d10+18; hp 81; Init +1; Spd 40 ft.; AC 15, touch 15, flat-footed 14 (-1 size, +1 Dex, +5 deflection); Base Atk/Grp: +6/+12; Atk +7 melee (1d6+3, slam); Full Atk +7 melee (1d6+3, slam); SA *cloudkill*, engulf; SQ DR 10/magic, Ooze Traits, SR 19; AL N; SV Fort +10, Ref +9, Will +9; Str 15, Dex 12, Con 15, Int –, Wis 12, Cha 15. *Monster III*, page 91.

Cloudkill (Su): A creature hit by a living cloudkill's slam attack or engulfed by it is exposed to the gases of a *cloudkill* spell. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (DC 17) in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud.

A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while exposed to the vapors (a successful Fortitude save DC 17 halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the vapors.

Engulf (Ex): A living cloudkill can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The living cloudkill merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 17) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures

are subject to the full normal effects of the spell(s) each round on the living cloudkill's turn, and are considered to be grappled.

Description: A thick green fog hangs low to the ground, almost seeming to reach hungrily for you.

NOTE: This creature is not the version from the *Eberron Campaign Setting* book, even though it uses the same description. It was built using the rules in *Monster Manual III*.

ENCOUNTER 9

Ysberyl, Female Evolved x2 Grey Elf Ghost
Sor8: Medium Undead (Incorporeal); CR 12; HD 8d12; hp 72; Init +3; Spd 30 ft., Fly 30 ft.; AC 31 (33 ethereal only), touch 23, flat-footed 28 (30 ethereal only) (+3 Dex, +6 armor, +2 shield (ethereal only), +12 deflection); Base Atk/Grp: +4/+3; Atk +7 melee (1d4 ability drain, draining touch); Full Atk +7 melee (1d4 ability drain, draining touch); SA draining touch, corrupting gaze, horrific appearance, spell-like abilities; SQ elf traits, fast healing 6, incorporeal traits, manifestation, rejuvenation, summon familiar, turn resistance +4, undead traits; AL CE; SV Fort +3, Ref +6, Will +9; Str 8, Dex 16, Con –, Int 16, Wis 14, Cha 30. *Libris Mortis*, page 99.

Skills and Feats: Bluff +21, Concentration +11, Diplomacy +13, Disguise +12, Hide +10, Intimidate +13, Knowledge (arcana) +14, Knowledge (religion) +4, Listen +10, Search +11, Speak Language +2, Spellcraft +16, Spot +10; Arcane Defense (evocation) ^{CA}, Greater Spell Focus (evocation), Simple Weapon Proficiency, Spell Focus (evocation). ^{CA} *Complete Arcane*.

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save DC 24 or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su): A 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 nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save DC 24 or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this

effect cannot be affected by the same ghost's horrific appearance 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 nonethereal 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.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Spell-like Abilities (Sp): 1/day – *greater invisibility*, *haste*. Caster level 8th.

Languages: Ancient Suloise, Common, Draconic, Elven, Flan, Literacy, Orc, Sylvan.

Sorcerer Spells Known: (6/9/9/6/5; save DC = 20 + spell level; if evocation spell, save DC = 22 + spell level): 0 – *acid splash*, *detect magic*, *disrupt*

undead, mage hand, prestidigitation, ray of frost, read magic, touch of fatigue; 1st - expeditious retreat, magic missile, ray of enfeeblement, shield, Tenser's floating disk; 2nd - fireburst^{SC}, glitterdust, scorching ray; 3rd - chain missile^{SC}, greater mage armor^{SC}; 4th - force missiles^{SC}.^{SC} *Spell Compendium*.

Possessions: +1 mithral buckler, brooch of shielding, cloak of charisma +4, memento magica (1st level)^{RDR}, memento magica (2nd level)^{RDR}, noble's outfit, vest of resistance +1^{CA}.^{CA} *Complete Arcane*,^{RDR} *Races of the Dragon*.

Description: When manifesting, Ysberyl appears as a translucent, rotting corpse of a female grey elf of middle age wearing tattered and worn noble clothing.

APPENDIX 3 – APL 10

ENCOUNTER 1

Phaerhaerly Brothers (4), Male Human Rog5:

Medium Humanoid; CR 5; HD 5d6+10; hp 30; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 18 (+2 Dex, +5 armor, +1 shield); Base Atk/Grp: +3/+4; Atk +4 melee (1d6+1/18-20 plus poison, masterwork rapier); Full Atk +4 melee (1d6+1/18-20 plus poison, masterwork rapier); SA poison, sneak attack +3d6; SQ evasion, trap sense +1, Trapfinding, uncanny dodge; AL CN; SV Fort +3, Ref +6, Will +0; Str 12, Dex 15, Con 14, Int 14, Wis 8, Cha 14.

Skills and Feats: Balance +3, Bluff +10, Diplomacy +4, Disguise +4, Hide +9, Intimidate +4, Jump +2, Listen +7, Move Silently +9, Search +10, Spot +7, Tumble +9, Other Skills (see Description); Combat Expertise, Improved Feint, Improved Initiative, Light Armor Proficiency, Simple Weapon Proficiency.

Poison (Ex): Giant wasp poison: Injury DC 18 Fortitude save resists, 1d6 Dex/1d6 Dex.

Possessions: +1 mithral chain shirt, one dose of giant wasp poison, masterwork rapier, mithral buckler, traveler's outfit, tanglefoot bag, thunderstone, other possessions (see Description).

Description: The Brothers Phaerhaerly are the sons of Phineas Phaerhaerly, a con man and thief infamous from Sterich to the Free City of Greyhawk. Believing that his sons should not trade on his reputation, Phineas kicked them out of his secret estate and told them to find their own way in the world. However, while they are quite intelligent and talented, they possess little common sense. Thus, they ended up in Hochoch just as the Knights took over.

Each brother has the same training in stealth and basic search techniques, but they are all specialists in particular areas. Thus, 32 of their skill ranks and some of their possessions differ as follows:

Beltin "The Boss" – Appraise +10, Diplomacy +12, Forgery +10, Intimidate +10; forgery kit ^{CV}, magnifying glass. ^{CV} *Complete Adventurer*.

Felix "The Fixer" – Craft (alchemy) +10, Craft (trapmaking) +10, Disable Device +12, Open Lock +12; masterwork trapmaking kit, masterwork thieves' tools.

Morga "The Muscle" – Balance +11, Climb +9, Jump +9, Use Rope +10; climber's kit.

Luici "The Lure" – Diplomacy +12, Disguise +12, Gather Information +10, Slight of Hand +10; disguise kit, noble's outfit.

All of the Phaerhaerly clan are mixed Suel and Oeridean descent, having dark brown hair, pale skin, and angular facial features. Beltin, being the eldest at age 28, has premature gray streaks in his long hair and beard. Felix, age 26, is a bit of a glutton and has a wide girth. Morga, age 22, is the runt of the litter, short and scrawny. Luici, the youngest at age 16, is a lanky teenager. It is quite obvious, however, that they are all brothers.

ENCOUNTER 8

Living Acid Storm^{SC}: Large Ooze; CR 11; HD 11d10+33; hp 101; Init +2; Spd 40 ft.; AC 17, touch 17, flat-footed 15 (-1 size, +2 Dex, +6 deflection); Base Atk/Grp: +8/+15; Atk +10 melee (1d6+4 plus 11d6 acid damage, slam); Full Atk +10 melee (1d6+4 plus 11d6 acid damage, slam); SA acid fog, engulf; SQ DR 10/magic, ooze traits, SR 21; AL N; SV Fort +12, Ref +11, Will +11; Str 16, Dex 14, Con 16, Int *, Wis 14, Cha 16. *Monster Monster III*, page 91.

Acid Storm^{SC} (Su): A creature hit by a living acid storm's slam attack or engulfed by it is dealt 11d6 acid damage (Reflex save for half at DC 19). As per the spell, this damage is not subject to spell resistance.

Engulf (Ex): A living acid storm can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The living acid storm merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 17) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effects of the spell(s) each round on the living acid storm's turn, and are considered to be grappled.

Description: A rolling and billowing cloud of yellow and green vapors advances towards you, leaving etched ground in its wake.

^{SC} *Spell Compendium*.

ENCOUNTER 9

Ysberyl, Female Evolved x2 Gray Elf Ghost

Sor10: Medium Undead (Incorporeal); CR 14; HD 10d12; hp 90; Init +3; Spd 30 ft., Fly 30 ft.; AC 33, touch 23, flat-footed 30 (+3 Dex, +6 armor, +2 shield, +12 deflection); Base Atk/Grp: +5/+4; Atk +8 melee (1d4 ability drain, draining touch); Full Atk +8 melee (1d4 ability drain, draining touch); SA draining touch, corrupting gaze, horrific appearance, spell-like abilities; SQ elf traits, fast healing 6, incorporeal traits, manifestation, rejuvenation, summon familiar, turn resistance +4, undead traits; AL CE; SV Fort +5, Ref +8, Will +11; Str 8, Dex 16, Con –, Int 16, Wis 14, Cha 30. *Libris Mortis*, page 99.

Skills and Feats: Bluff +23, Concentration +13, Diplomacy +13, Disguise +12, Hide +10, Intimidate +13, Knowledge (arcana) +16, Knowledge (religion) +4, Listen +10, Search +11, Speak Language +3, Spellcraft +18, Spot +10; Arcane Defense (evocation) ^{CA}, Empower Spell, Greater Spell Focus (evocation), Simple Weapon Proficiency, Spell Focus (evocation). ^{CA} *Complete Arcane*.

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save DC 25 or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su): A 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 nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save DC 25 or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance 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 nonethereal 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.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Spell-like Abilities (Sp): 1/day – *greater invisibility*, *haste*. Caster level 10th.

Sorcerer Spells Known: (6/9/9/7/7/5; save DC = 20 + spell level; if evocation spell, save DC = 22 + spell level): 0 – *acid splash*, *detect magic*, *disrupt undead*, *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read magic*, *touch of fatigue*; 1st – *expeditious retreat*, *magic missile*, *ray of enfeeblement*, *shield*, *Tenser's floating disk*; 2nd – *fireburst* ^{SC}, *glitterdust*, *numbing sphere* ^{FB}, *scorching ray*; 3rd – *chain missile* ^{SC}, *greater mage armor*, *wind wall*; 4th – *force missiles* ^{SC}, *greater invisibility*; 5th – *Bigby's interposing hand*. ^{FB} *Frostburn*, ^{SC} *Spell Compendium*.

Possessions: +1 mithral buckler, brooch of shielding, cloak of charisma +4, memento magica (1st level) ^{RDR}, memento magica (2nd level) ^{RDR}, memento magica (3rd level) ^{RDR}, noble's outfit,

vest of resistance +2 ^{CA}. ^{CA} Complete Arcane, ^{RDR}
Races of the Dragon.

Description: When manifesting, Ysberyl appears as a translucent, rotting corpse of a female grey elf of middle age wearing tattered and worn noble clothing.

APPENDIX 4 – APL 12

ENCOUNTER 1

Phaerhaerly Brothers (4), Male Human Rog7: Medium Humanoid; CR 7; HD 7d6+14; hp 42; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 18 (+2 Dex, +5 armor, +1 shield); Base Atk/Grp: +5/+6; Atk +6 melee (1d6+2/18-20 plus poison, +1 rapier); Full Atk +6 melee (1d6+2/18-20 plus poison, +1 rapier); SA poison, sneak attack +4d6; SQ evasion, trap sense +2, trapfinding, uncanny dodge; AL CN; SV Fort +4, Ref +7, Will +1; Str 12, Dex 15, Con 14, Int 14, Wis 8, Cha 14.

Skills and Feats: Balance +3, Bluff +12, Diplomacy +4, Disguise +4, Hide +11, Intimidate +4, Jump +2, Listen +9, Move Silently +11, Search +12, Spot +9, Tumble +11, Other Skills (see Description); Close-Quarters Fighting^{CW}, Combat Expertise, Improved Feint, Improved Initiative, Light Armor Proficiency, Simple Weapon Proficiency. ^{CW} Complete Warrior.

Poison (Ex): Deathblade: Injury DC 20 Fortitude save resists, 1d6 Con/2d6 Con.

Possessions: +1 mithral chain shirt, +1 rapier, one dose of deathblade, mithral buckler, traveler's outfit, tanglefoot bag, thunderstone, other possessions (see Description).

Description: The Brothers Phaerhaerly are the sons of Phineas Phaerhaerly, a con man and thief infamous from Sterich to the Free City of Greyhawk. Believing that his sons should not trade on his reputation, Phineas kicked them out of his secret estate and told them to find their own way in the world. However, while they are quite intelligent and talented, they possess little common sense. Thus, they ended up in Hochoch just as the Knights took over.

Each brother has the same training in stealth and basic search techniques, but they are all specialists in particular areas. Thus, 40 of their skill ranks and some of their possessions differ as follows:

Beltin "The Boss" – Appraise +12, Diplomacy +14, Forgery +12, Intimidate +12; forgery kit ^{CV}, magnifying glass. ^{CV} Complete Adventurer.

Felix "The Fixer" – Craft (alchemy) +12, Craft (trapmaking) +12, Disable Device +14, Open Lock +14; masterwork trapmaking kit, masterwork thieves' tools.

Morga "The Muscle" – Balance +13, Climb +11, Jump +11, Use Rope +12; climber's kit.

Luici "The Lure" – Diplomacy +14, Disguise +14, Gather Information +12, Slight of Hand +12; disguise kit, noble's outfit.

All of the Phaerhaerly clan are mixed Suel and Oeridean descent, having dark brown hair, pale skin, and angular facial features. Beltin, being the eldest at age 28, has premature gray streaks in his long hair and beard. Felix, age 26, is a bit of a glutton and has a wide girth. Morga, age 22, is the runt of the litter, short and scrawny. Luici, the youngest at age 16, is a lanky teenager. It is quite obvious, however, that they are all brothers.

ENCOUNTER 5

Raede Lianodel, Male Gray Elf Wiz15: Medium Humanoid; CR 15; HD 15d4+30; hp 75; Init +8; Spd 30 ft.; AC 20, touch 14, flat-footed 16 (+4 Dex, +5 armor, +1 shield); Base Atk/Grp: +7/+6; Atk +5 melee (1d8-1/19-20, +1 adamantine longsword) or +10 ranged (1d8-1/x3, +1 darkwood longbow); Full Atk +5/+0 melee (1d8-1/19-20, +1 adamantine longsword) or +10/+5 ranged (1d8-1/x3, +1 darkwood longbow); SQ elf traits, summon familiar; AL CG; SV Fort +11, Ref +13, Will +14; Str 8, Dex 18, Con 14, Int 25, Wis 12, Cha 12.

Skills and Feats: Concentration +20, Craft (alchemy) +8, Decipher Script +8, Knowledge (arcana) +25, Knowledge (architecture and engineering) +12, Knowledge (dungeoneering) +21, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (religion) +9, Knowledge (local - Sheldomar Valley Metaregion) +9, Knowledge (the planes) +25, Listen +3, Search +12, Sense Motive +2, Speak Language +4, Spellcraft +27, Spot +4, Use Magic Device +2; Craft Staff, Craft Wondrous Item, Empower Spell, Greater Spell Focus (evocation), Improved Initiative, Nonlethal Substitution (fire) ^{CA}, Quicken Spell, Scribe Scroll, Spell Focus (evocation), Spell Penetration.

Wizard Spells Prepared: (4/6/6/6/5/5/4/3/1; Base DC = 17 + Spell Level (if evocation spell, Base DC = 19 + Spell Level)): 0 - *daze*, *detect magic*, *light*, *mage hand*; 1st - *endure elements*, *magic missile* (3), *protection from evil*, *shield*; 2nd - *bear's endurance*, *false life*, *glitterdust*, *scorching ray* (3); 3rd - *dispel magic* (2), *fly*, *scorching ray* [nonlethal substitution ^{CA} spell]; 4th - *Evard's black tentacles*, *fireball* [nonlethal substitution ^{CA} spell], *greater invisibility*, *mass resist energy*, *wall of ice*; 5th - *cloudkill*, *magic missile* [quicken spell],

scorching ray [nonlethal substitution ^{CA}, empower spell], *teleport*, *wall of force*; 6th - *greater dispel magic*, *eye of stone*, *flesh to stone*, ~~*guards and wards*~~; 7th - *forcecage*, *scorching ray* [nonlethal substitution ^{CA}, *quicken spell*], *waves of exhaustion*; 8th - *horrid wilting*. ^{CA} *Complete Arcane*.

Spellbook: 0 - *acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *repair minor damage*, *resistance*, *touch of fatigue*; 1st - *burning hands*, *enlarge person*, *expeditious retreat*, *feather fall*, *mage armor*, *magic missile*, *magic weapon*, *Nystul's magic aura*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of fire*, *lesser orb of sound*, *protection from evil*, *protection from law*, *ray of enfeeblement*, *shield*, *shocking grasp*, *summon monster I*; 2nd - *bear's endurance*, *fox's cunning*, *see invisibility*, *summon monster II*, *summon swarm*, *touch of idiocy*; 3rd - *dispel magic*, *fireball*, *fly*; 4th - *dimension door*, *enervation*, *Evard's black tentacles*, *lesser globe of invulnerability*, *greater invisibility*, *Otiluke's resilient sphere*, *shout*, *wall of fire*, *wall of ice*; 5th - *greater blink* ^{SC}, *break enchantment*, *cloudkill*, *cone of cold*, *dominate person*, *magic jar*, *prismatic ray*, *shadow evocation*, *summon monster V*, *teleport*; 6th - *acid fog*, *antimagic field*, *mass bear's endurance*, *chain lightning*, *contingency*, *disintegrate*, *eye of stone*, *flesh to stone*, *guards and wards*, *greater heroism*, *summon monster VI*, *Tenser's transformation*, *true seeing*; 7th - *Bigby's grasping hand*, *delayed blast fireball*, *finger of death*, *forcecage*, *mass invisibility*, *limited wish*, *plane shift*, *prismatic spray*, *summon monster VII*, *waves of exhaustion*; 8th - *horrid wilting*, *polar ray*, *summon monster VIII*. ^{SC} *Spell Compendium*.

Possessions: +1 adamantine longsword, +1 darkwood longbow, +3 mithral buckler, amulet of health +4, 20 arrows, gloves of dexterity +4, goggles of night, headband of intellect +4, courtier's outfit, white robe of the archmagi, rod of metamagic - lesser empower, spellsight spectacles, staff of fire [25 charges].

Description: Lianodel is a middle-aged male gray elf with silver hair and amber eyes. He is tall for an elf and lean almost to the point of emaciation.

ENCOUNTER 8

Living Word of Chaos: Huge Ooze; CR 13; HD 13d10+39; hp 120; Init +2; Spd 20 ft.; AC 17,

touch 17, flat-footed 15 (-2 size, +2 Dex, +7 deflection); Base Atk/Grp: +9/+20; Atk +10 melee (1d8+4 plus spell effect, slam); Full Atk +10 melee (1d8+4 plus spell effect, slam); SA engulf, overcome damage reduction as if its natural weapons and any weapons it wields were chaos-aligned, *word of chaos*; AL CN; SV Fort +7, Ref +6, Will +6; Str 17, Dex 14, Con 17, Int *, Wis 14, Cha 17. *Monster Monster III*, page 93.

Engulf (Ex): A living word of chaos can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The living word of chaos merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 17) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effects of the spell(s) each round on the living word of chaos' turn, and are considered to be grappled.

Word of Chaos (Su): A creature hit by a living word of chaos' slam attack or engulfed by it is dealt 11d6 acid damage. Any nonchaotic creature within the area who hears the word of chaos suffers the following ill effects. The effects are cumulative and concurrent. No saving throw is allowed against these effects.

Deafened: The creature is deafened for 1d4 rounds.

Stunned: The creature is stunned for 1 round.

Confused: The creature is confused, as by the confusion spell, for 1d10 minutes. This is a mind-affecting enchantment effect.

Killed: Living creatures die. Undead creatures are destroyed.

HD	Effect
11HD	Deafened
6 to 10 HD	Stunned, deafened
1 to 5 HD	Confused, stunned, deafened
Below 1 HD	Killed, confused, stunned, deafened

Furthermore, if you are on your home plane when you cast this spell, nonchaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the word of chaos. The banishment effect allows a Will save (at a -4 penalty) to negate. Creatures whose HD exceed your caster level are unaffected by word of chaos.

Description: A roughly cylindrical pillar of gelatin about the height of a giant wobbles before you. Mostly transparent, letters from various alphabets appear at random in its body and glide away into nothingness.

ENCOUNTER 9

Ysberyl, Female Evolved x2 Gray Elf Ghost Sor10/Argent Savant2: Medium Undead (Incorporeal); CR 16; HD 10d12+2d12; hp 108; Init +3; Spd 30 ft., Fly 30 ft.; AC 34 (36 ethereal only), touch 24, flat-footed 31 (33 ethereal only) (+3 Dex, +8 armor, +2 shield (ethereal only), +13 deflection); Base Atk/Grp: +6/+5; Atk +9 melee (1d4 ability drain, draining touch); Full Atk +9 melee (1d4 ability drain, draining touch); SA corrupting gaze, draining touch, force specialization, horrific appearance, spell-like abilities; SQ elf traits, fast healing 6, force armor, incorporeal traits, manifestation, rejuvenation, summon familiar, turn resistance +4, undead traits; AL CE; SV Fort +5, Ref +8, Will +14; Str 8, Dex 16, Con –, Int 16, Wis 14, Cha 33. *Complete Arcane*, page 24; *Libris Mortis*, page 99.

Skills and Feats: Bluff +24, Concentration +14, Diplomacy +14, Disguise +13, Hide +10, Intimidate +14, Knowledge (arcana) +17, Knowledge (history) +5, Knowledge (religion) +4, Listen +10, Search +11, Speak Language +3, Spellcraft +19, Spot +10; Arcane Defense (evocation)^{CA}, Arcane Preparation^{CA}, Empower Spell, Greater Spell Focus (evocation), Simple Weapon Proficiency, Spell Focus (evocation).^{CA} *Complete Arcane*.

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save DC 26 or take 2d10 points of damage and 1d4 points of Charisma damage.

Draining Touch (Su): A 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 nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Force Specialization: An argent savant gains a +2competence bonus on attack rolls made with her force spells. She also adds a +1 bonus to each die of damage dealt by spells she casts with the force descriptor. If the force spell doesn't deal damage expressed in dice, she adds only a +1 bonus to the total damage dealt.

For example, a *magic missile* cast by a 9th-level wizard/1st-level argent savant lit deals 1d4+2 points of damage per missile. A 9th-level wizard/4th-level argent savant deals 1d6+7 points of force damage with her *Mordenkainen's sword* spell.

Force Armor (Ex): At 2nd-level and higher, an argent savant gains more benefit from defensive force spells than other characters. If she casts a force spell that provides an armor bonus or a shield bonus to Armor Class, she increases the spell's normal armor bonus by 2. For example, *mage armor* normally adds an armor bonus of +4 to the caster's AC, but an argent savant with this ability who casts *mage armor* adds an armor bonus of +6 to her AC.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save DC 26 or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance 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 nonethereal 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.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Spell-like Abilities (Sp): 1/day – *cloudkill* (Fortitude save DC 26), *haste*. Caster level 12th.

Sorcerer Spells Known: (6/9/9/6/6/5; save DC = 21 + spell level; if evocation spell, save DC = 23 + spell level): 0 - *acid splash*, *detect magic*, *disrupt undead*, *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read magic*, *touch of fatigue*; 1st - *expeditious retreat*, *magic missile*, *ray of enfeeblement*, *shield*, *Tenser's floating disk*; 2nd - *fireburst*^{SC}, *glitterdust*, *numbing sphere*^{FB}, *scorching ray*; 3rd – *chain missile*^{SC}, *greater mage armor*^{SC}, *wind wall*; 4th - *force missiles*^{SC}, *greater invisibility*; 5th - *Bigby's interposing hand*.
^{FB} *Frostburn*, ^{SC} *Spell Compendium*.

Arcane Spells Prepared: (0/0/0/2/2/1; save DC = 20 + spell level; if evocation spell, save DC = 22 + spell level): 3rd – *magic missile* [empowered spell] x2; 4th – *scorching ray* [empowered spell] x2; 5th – *chain missile*^{SC} [empowered spell].

Possessions: +1 *mithral buckler*, *brooch of shielding*, *cloak of charisma* +6, *memento magica* (1st level)^{RDR}, *memento magica* (2nd level)^{RDR}, *memento magica* (3rd level)^{RDR}, *memento magica* (4th level)^{RDR}, *noble's outfit*, *vest of resistance* +2.
^{CA} *Complete Arcane*, ^{RDR} *Races of the Dragon*.

Description: When manifesting, Ysberyl appears as a translucent, rotting corpse of a female grey elf of middle age wearing tattered and worn noble clothing.

APPENDIX 5 – APL 14

ENCOUNTER 1

Phaerhaerly Brothers (4), Male Human Rog9: Medium Humanoid; CR 9; HD 9d6+18; hp 54; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 19 (+3 Dex, +5 armor, +1 shield); Base Atk/Grp: +6/+7; Atk +7 melee (1d6+2/15-20 plus poison, +1 *keen mithral rapier*); Full Atk +7/+2 melee (1d6+2/15-20 plus poison, +1 *keen mithral rapier*); SA poison, sneak attack +5d6; SQ evasion, improved uncanny dodge, trap sense +3, trapfinding, uncanny dodge; AL CN; SV Fort +5, Ref +9, Will +2; Str 12, Dex 16, Con 14, Int 14, Wis 8, Cha 14.

Skills and Feats: Balance +4, Bluff +14, Diplomacy +4, Disguise +4, Hide +14, Intimidate +4, Jump +2, Listen +11, Move Silently +14, Search +14, Spot +11, Tumble +14, Other Skills (see Description); Close-Quarters Fighting ^{CW}, Combat Expertise, Deft Strike ^{DR}, Improved Feint, Improved Initiative, Light Armor Proficiency, Simple Weapon Proficiency. ^{CW} *Complete Warrior*, ^{DR} *Dragononmicon*.

Poison (Ex): Deathblade: Injury DC 20 Fortitude save resists, 1d6 Con/2d6 Con.

Possessions: +1 *keen mithral rapier*, +1 *mithral chain shirt*, one dose of deathblade, mithral buckler, traveler's outfit, tanglefoot bag, thunderstone.

Description: The Brothers Phaerhaerly are the sons of Phineas Phaerhaerly, a con man and thief infamous from Sterich to the Free City of Greyhawk. Believing that his sons should not trade on his reputation, Phineas kicked them out of his secret estate and told them to find their own way in the world. However, while they are quite intelligent and talented, they possess little common sense. Thus, they ended up in Hochoch just as the Knights took over.

Each brother has the same training in stealth and basic search techniques, but they are all specialists in particular areas. Thus, 40 of their skill ranks and some of their possessions differ as follows:

Beltin "The Boss" – Appraise +14, Diplomacy +16, Forgery +14, Intimidate +14; forgery kit ^{CV}, magnifying glass. ^{CV} *Complete Adventurer*.

Felix "The Fixer" – Craft (alchemy) +14, Craft (trapmaking) +14, Disable Device +16, Open Lock +16; masterwork trapmaking kit, masterwork thieves' tools.

Morga "The Muscle" – Balance +15, Climb +13, Jump +13, Use Rope +14; climber's kit.

Luici "The Lure" – Diplomacy +16, Disguise +16, Gather Information +14, Slight of Hand +14; disguise kit, noble's outfit.

All of the Phaerhaerly clan are mixed Suel and Oeridean descent, having dark brown hair, pale skin, and angular facial features. Beltin, being the eldest at age 28, has premature gray streaks in his long hair and beard. Felix, age 26, is a bit of a glutton and has a wide girth. Morga, age 22, is the runt of the litter, short and scrawny. Luici, the youngest at age 16, is a lanky teenager. It is quite obvious, however, that they are all brothers.

ENCOUNTER 5

Raede Lianodel, Male Gray Elf Wiz15: Medium Humanoid; CR 15; HD 15d4+30; hp 75; Init +8; Spd 30 ft.; AC 20, touch 14, flat-footed 16 (+4 Dex, +5 armor, +1 shield); Base Atk/Grp: +7/+6; Atk +5 melee (1d8-1/19-20, +1 *adamantine longsword*) or +10 ranged (1d8-1/x3, +1 *darkwood longbow*); Full Atk +5/+0 melee (1d8-1/19-20, +1 *adamantine longsword*) or +10/+5 ranged (1d8-1/x3, +1 *darkwood longbow*); SQ elf traits, summon familiar; AL CG; SV Fort +11, Ref +13, Will +14; Str 8, Dex 18, Con 14, Int 25, Wis 12, Cha 12.

Skills and Feats: Concentration +20, Craft (alchemy) +8, Decipher Script +8, Knowledge (arcana) +25, Knowledge (architecture and engineering) +12, Knowledge (dungeoneering) +21, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (religion) +9, Knowledge (local - Sheldomar Valley Metaregion) +9, Knowledge (the planes) +25, Listen +3, Search +12, Sense Motive +2, Speak Language +4, Spellcraft +27, Spot +4, Use Magic Device +2; Craft Staff, Craft Wondrous Item, Empower Spell, Greater Spell Focus (evocation), Improved Initiative, Nonlethal Substitution (fire) ^{CA}, Quicken Spell, Scribe Scroll, Spell Focus (evocation), Spell Penetration.

Wizard Spells Prepared: (4/6/6/6/5/5/4/3/1; Base DC = 17 + Spell Level (if evocation spell, Base DC = 19 + Spell Level)): 0 - *daze*, *detect magic*, *light*, *mage hand*; 1st - *endure elements*, *magic missile* (3), *protection from evil*, *shield*; 2nd - *bear's endurance*, *false life*, *glitterdust*, *scorching ray* (3); 3rd - *dispel magic* (2), *fly*, *scorching ray* [nonlethal substitution ^{CA} spell]; 4th - *Evard's black tentacles*, *fireball* [nonlethal substitution ^{CA} spell],

greater invisibility, mass resist energy, wall of ice; 5th - cloudkill, magic missile [quicken spell], scorching ray [nonlethal substitution ^{CA}, empower spell], teleport, wall of force; 6th - greater dispel magic, eye of stone, flesh to stone, ~~guards and wards~~; 7th - forcecage, scorching ray [nonlethal substitution ^{CA}, quicken spell], waves of exhaustion; 8th - horrid wilting. ^{CA} Complete Arcane.

Spellbook: 0 - acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, repair minor damage, resistance, touch of fatigue; 1st - burning hands, enlarge person, expeditious retreat, feather fall, mage armor, magic missile, magic weapon, Nystul's magic aura, lesser orb of acid, lesser orb of cold, lesser orb of electricity, lesser orb of fire, lesser orb of sound, protection from evil, protection from law, ray of enfeeblement, shield, shocking grasp, summon monster I; 2nd - bear's endurance, fox's cunning, see invisibility, summon monster II, summon swarm, touch of idiocy; 3rd - dispel magic, fireball, fly; 4th - dimension door, enervation, Evard's black tentacles, lesser globe of invulnerability, greater invisibility, Otiluke's resilient sphere, shout, wall of fire, wall of ice; 5th - greater blink ^{SC}, break enchantment, cloudkill, cone of cold, dominate person, magic jar, prismatic ray, shadow evocation, summon monster V, teleport; 6th - acid fog, antimagic field, mass bear's endurance, chain lightning, contingency, disintegrate, eye of stone, flesh to stone, guards and wards, greater heroism, summon monster VI, Tenser's transformation, true seeing; 7th - Bigby's grasping hand, delayed blast fireball, finger of death, forcecage, mass invisibility, limited wish, plane shift, prismatic spray, summon monster VII, waves of exhaustion; 8th - horrid wilting, polar ray, summon monster VIII. ^{SC} Spell Pandium.

Possessions: +1 adamantite longsword, +1 darkwood longbow, +3 mithral buckler, amulet of health +4, 20 arrows, gloves of dexterity +4, goggles of night, headband of intellect +4, courtier's outfit, white robe of the archmagi, rod of metamagic - lesser empower, spellsight spectacles, staff of fire [25 charges].

Description: Lianodel is a middle-aged male gray elf with silver hair and amber eyes. He is tall for an elf and lean almost to the point of emaciation.

ENCOUNTER 8

Living Acidic Cloud of Killing Tentacles: Large Ooze; CR 15; HD 11d10+33; hp 107; Init +1; Spd 40 ft.; AC 16, touch 16, flat-footed 15 (-1 size, +1 Dex, +6 deflection); Base Atk/Grp: +8/+15; Atk +10 melee (1d6+4, slam); Full Atk +10 melee (1d6+4, slam); SA acid storm, cloudkill, engulf, Evard's black tentacles; SQ DR 10/magic, ooze traits, SR 21; AL N; SV Fort +12, Ref +10, Will +10; Str 16, Dex 13, Con 16, Int *, Wis 13, Cha 16. . *Monster Monster III*, page 91.

Acid Storm ^{SC} (Su): A creature hit by a living acidic cloud of killing tentacles' slam attack or engulfed by it is dealt 11d6 acid damage (Reflex save for half at DC 19). As per the spell, this damage is not subject to spell resistance.

Cloudkill (Su): A creature hit by a living acidic cloud of killing tentacles' slam attack or engulfed by it is exposed to the gases of a *cloudkill* spell. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (DC 19) in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud.

A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while exposed to the vapors (a successful Fortitude save DC 19 halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the vapors.

Evard's Black Tentacles (Su): A creature hit by a living acidic cloud of killing tentacles' slam attack is grabbed by a mass of rubbery black tentacles, each 10 feet long. These waving members seem to spring forth from the ooze. They grasp and entwine around creatures that receive the slam attack, holding them fast and crushing them with great strength.

A slammed creature must make a grapple check, opposed by the grapple check of the tentacles. Treat the tentacles attacking a particular target as a Large creature with a base attack bonus equal to the living acidic cloud of killing tentacles' caster level and a Strength score of 19. Thus, its grapple check modifier is +19. The tentacles are immune to all types of damage.

Once the tentacles grapple an opponent, they may make a grapple check each round on your turn to deal 1d6+4 points of bludgeoning damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes.

Engulf (Ex): A living acidic cloud of killing tentacles can flow around creatures that fit within its space as a standard action. It cannot make a

slam attack during a round in which it engulfs. The living acidic cloud of killing tentacles merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 17) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the full normal effects of the spell(s) each round on the living acidic cloud of killing tentacles' turn, and are considered to be grappled.

Description: A glistening black ooze moves towards you. Occasionally, black rubbery tentacles extend from its mass. It has a noxious alchemical smell and green secretions come out of it.

^{SC} *Spell Compendium*.

ENCOUNTER 9

Ysberyl, Female Evolved Banshee: Medium Undead (Incorporeal); CR 18; HD 26d12; hp 234; Init +7; Spd Fly 80 ft.; AC 18, touch 17, flat-footed 15 (+3 Dex, +1 natural, +4 deflection); Base Atk/Grp: +13/—; Atk +16 melee (1d8/19-20 plus 1d4 Charisma drain, incorporeal touch); Full Atk +16 melee (1d8/19-20 plus 1d4 Charisma drain, incorporeal touch); SA charisma drain, horrific appearance, spell-like abilities, wail; SQ *detect living*, incorporeal traits, stunt plants, undead traits; AL NE; SV Fort +11, Ref +14, Will +22; Str —, Dex 17, Con —, Int 16, Wis 15, Cha 19. *Monster II*, page 30; *Libris Mortis*, page 99.

Skills and Feats: Balance +5, Concentration +4, Hide +32, Jump +2, Knowledge (nature) +32, Knowledge (religion) +32, Listen +33, Search +32, Spot +33, Tumble +34; Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Critical (incorporeal touch), Improved Initiative, Iron Will, Mobility, Spring Attack.

Charisma Drain (Sp): An individual struck by a banshee must make a Fortitude save (DC 27) or permanently lose 1d4 points of Charisma (or 2d4 points on a critical hit). The banshee heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points.

Detect Living (Sp): This ability functions like the *commune with nature* spell, except that it detects only living creatures and the range is one-half mile. The banshee can use *detect living* up to three times a day.

Horrific Appearance (Su): Any living creature within 60 feet that views a banshee must make a

Fortitude save (DC 27) or permanently lose 1d4 points of Strength, 1d4 points of Dexterity, and 1d4 points of Constitution. A creature that successfully saves against this effect cannot be affected by the same banshee's horrific appearance for 24 hours.

Wail (Su): During the night, a banshee can loose a deadly wail. This attack can slay up to eighteen living creatures within a 30-foot spread centered on the banshee, or within a 60-foot cone extending from the banshee, at the creature's option. A successful Fortitude save (DC 27) negates the effect. Once a banshee wails, it must wait 1d4 rounds before it can do so again, and it can wail no more than three times per day.

Spell-like Abilities (Sp): 1/day — *cloudkill* (Fortitude save DC 27). Caster level 26th.

Stunt Plants (Su): Once per day, a banshee can stunt all normal plants within a one-half mile radius. This ability otherwise functions like the stunt version of a *diminish plants* spell (caster level 18th).

Possessions: +1 mithral buckler, bracers of armor +5, brooch of shielding, cloak of charisma +6, *memento magica* (1st level)^{RDR}, *memento magica* (2nd level)^{RDR}, *memento magica* (3rd level)^{RDR}, *memento magica* (4th level)^{RDR}, noble's outfit, vest of resistance +2^{CA}. ^{CA} *Complete Arcane*,^{RDR} *Races of the Dragon*.

Note: Unlike a ghost, none of Ysberyl's possessions are transferred to the Ethereal Plane and so she cannot use them.

Description: The banshee Ysberyl appears as a translucent, rotting corpse of a female grey elf of middle age wearing tattered and worn noble clothing.

APPENDIX 6 – ALL APLS

INTRODUCTION

Watcher Branwen, Expeditious Vigil, Female Human Pal10/KotW2: Medium Humanoid; CR 12; HD 12d10+24; hp 108; Init +1; Spd 30 ft.; AC 24, touch 12, flat-footed 23 (+1 Dex, +9 armor, +3 shield, +1 deflection); Base Atk/Grp: +12/+15; Atk: +16 melee (1d8+4/x3, +1 *adamantine battleaxe*) or +16 melee (1d8+4/19-20, +1 *adamantine longsword*) or +16 melee (1d8+5/x3, +1 *lance*) or +15 melee (1d6+3, light mace); Full Atk: +16/+11/+6 melee (1d8+4/x3, +1 *adamantine battleaxe*) or +16/+11/+6 melee (1d8+4/19-20, +1 *adamantine longsword*) or +16/+11/+6 melee (1d8+5/x3, +1 *lance*) or +15/+10/+5 melee (1d6+3, light mace); SA smite evil 3/day (+10 damage), unleash inner strength; SQ free multiclassing, lay on hands, remove disease 2/week, secrets of the order, turn undead 6/day; AL LG; SV Fort +15, Ref +7, Will +12; Str 15 (17), Dex 12, Con 14, Int 10, Wis 16, Cha 14 (16).

Skills and Feats: Craft (armorsmithing) +2, Craft (weaponsmithing) +2, Diplomacy +13, Handle Animal +5, Heal +5, Jump +5, Knowledge (arcana) +2, Knowledge (nobility and royalty) +1, Knowledge (religion) +1, Knowledge (local - Sheldomar Valley Metaregion) +1, Ride +16, Sense Motive +11, Speak Language (Flan), Spot +8; Cleave, Divine Might, Heavy Armor Proficiency, Light Armor Proficiency, Martial Weapon Proficiency, Medium Armor Proficiency, Mounted Combat, Power Attack, Ride-By Attack, Shield Proficiency, Simple Weapon Proficiency, Spirited Charge.

Secrets of the Order (Ex): At first level, it becomes very difficult for others to pry the secrets of the Knights from a member. Any time someone or something attempts to gain such a secret by magical means, the Knight receives a saving throw (typically Will) at the normal DC. This applies even if the magic in question normally allows no saving throw. The Knight adds his or her Watcher level as a special bonus to the save. This does not help the Knight in any way except to protect the secrets of the order or as a consequence thereof.

For example, an enchantress may *charm* a 5th level Knight, and the Knight would gain no bonus to the save. Should the enchantress request of her new friend that he reveal the secrets of the order, the Knight immediately gets a new save,

with a +5 bonus. Each attempt to make the Knight reveal a fact about his order allows a new save. Similarly, *detect thoughts* works just fine on a Knight, but each time the user attempts to pick up a secret regarding the order, the Knight receives a new save with the special bonus.

This additional save functions as a normal saving throw against the spell (as specified in the spell description). If the spell or ability description does not normally allow a saving throw, the save negates the spell if successful.

Unleash Inner Strength (Sp): Once per day, the Knight may concentrate (requiring a full-round action that can provoke an attack of opportunity) to bring out his inner strength. While using this ability, the Knight receives a +4 bonus to Strength for up to 3 rounds plus (or minus) his Wisdom modifier. The Knight may voluntarily cease using the ability at any time prior to the normal expiration. Once the ability duration ends, the Knight suffers a –2 penalty to Strength and Constitution for a period equal to the time the ability was in use. This penalty has no particular type, and stacks with all other penalties. Note that a change in hit point adjustment must be made to reflect the temporary loss in Constitution and this can result in the Knight falling into negative hit points or even death. Under no circumstances does this ability stack with a barbarian's rage ability (or any similar rage ability). No character may enter a rage while under the effects of Unleash Inner Strength, and no character may Unleash Inner Strength while in a rage. This ability is equivalent to a 2nd level spell.

Paladin Spells Prepared: (2/2; Base DC = 13 + Spell Level): 1st - *bless weapon*, *divine sacrifice*; 2nd - *zeal*, *zone of truth*.

Possessions: +1 *adamantine battleaxe*, +1 *adamantine longsword*, +1 *full plate*, +1 *lance*, +1 *mithral heavy shield*, *boots of striding and springing*, *cloak of charisma* +2, *eyes of the eagle*, *gauntlets of ogre power*, light mace, courtier's outfit, paladin's mount, *peripart of wisdom* +2, *ring of protection* +1, *ring of sustenance*, *wand of cure light wounds*, *wand of cure moderate wounds*.

Physical Description: Watcher Branwen is a human female of mixed Flan/Suel heritage. She is 5'7" tall and weighs 142 pounds. Her blond hair is tied in a single braid running down her spine to her belt.

ENCOUNTER 1

Parwyn Amastacia, Male Elf Brd15: Medium Humanoid; CR 15; HD 15d6; hp 67; Init +2; Spd 30 ft.; AC 21, touch 13, flat-footed 19 (+2 Dex, +5 armor, +2 shield, +1 natural, +1 deflection); Base Atk/Grp: +11/+10; Atk: +11 melee (1d6+1/18-20, +1 *merciful defending rapier*); Full Atk: +11/+6/+1 melee (1d6+1/18-20, +1 *merciful defending rapier*); SQ +2 racial saving throw bonus against enchantment spells or effects., an elf who merely passes within 5 feet of a secret or concealed door is entitled to a search check to notice it as if she were actively looking for it., bardic knowledge (+17), bardic music 15/day, countersong, fascinate, immunity to magic sleep effects., inspire competence, inspire courage +3, inspire greatness, inspire heroics, suggestion; AL N; SV Fort +8, Ref +14, Will +12; Str 10, Dex 14, Con 10, Int 14, Wis 10, Cha 21.

Skills and Feats: Appraise +20, Balance +4, Bluff +28, Diplomacy +34, Disguise +10, Gather Information +26, Intimidate +12, Jump +2, Knowledge (arcana) +4, Knowledge (local [Core]) +4, Knowledge (geography) +4, Knowledge (history) +5, Knowledge (nobility and royalty) +12, Knowledge (local - Sheldomar Valley Metaregion) +13, Listen +2, Perform (oratory) +19, Search +4, Sense Motive +20, Speak Language +5, Spellcraft +4, Spot +2, Tumble +7, Use Magic Device +9; Combat Expertise, Improved Combat Expertise^{CW}, Improved Feint, Leadership, Light Armor Proficiency, Negotiator, Persuasive, Shield Proficiency, Simple Weapon Proficiency.

Languages: Common, Elven, Gnome, Orc, Dwarven, CorporateSpeak, Flan, and Keoish.

Bard Spells Known: (4/5/4/4/4/3; base DC = 15 + spell level): 0 - *detect magic*, *ghost sound*, *mage hand*, *open/close*, *prestidigitation*, *read magic*; 1st - *alarm*, *charm person*, *comprehend languages*, *expeditious retreat*; 2nd - *blur*, *calm emotions*, *detect thoughts*, *glitterdust*; 3rd - *charm monster*, *daylight*, *gaseous form*, *see invisibility*; 4th - *dominate person*, *freedom of movement*, *hold monster*, *greater invisibility*; 5th - *greater blink*, *greater heroism*, *shadow evocation*.

Possessions: +1 *merciful defending rapier*, *circlet of persuasion*, +1 *mithral buckler*, +1 *mithral chain shirt*, *amulet of natural armor* +1, *cloak of charisma* +2, *helm of comprehending languages and reading magic*, noble's outfit, *ring of protection* +1, *ring of sustenance*, *vest of resistance* +3^{CA}.

^{CA} Complete Arcane

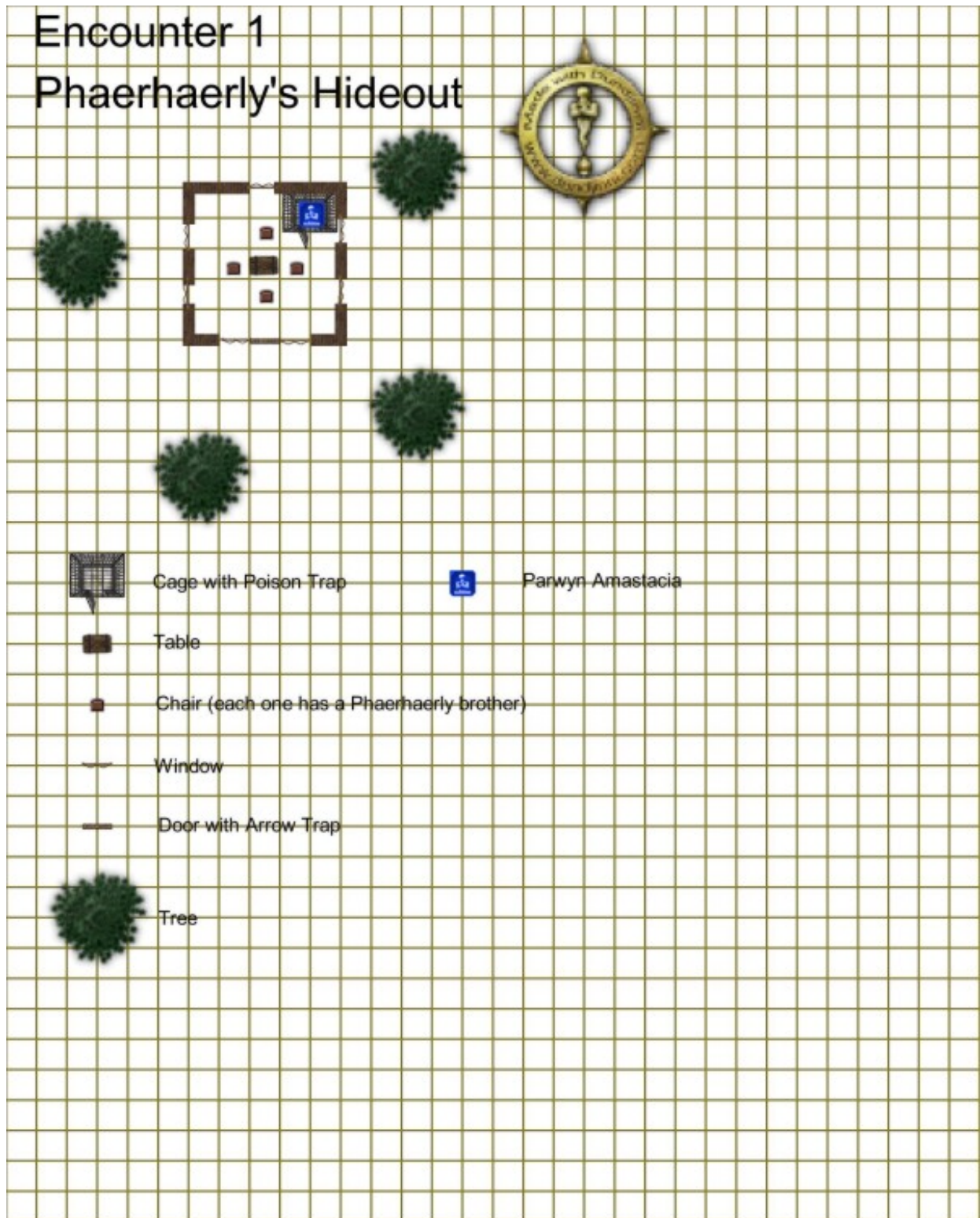
^{CW} Complete Warrior

Physical Description: Amastacia is a male high elf approaching middle-age. He stands 5' 5"

tall and weighs 165 pounds. He has brown hair and brown eyes. His demeanor is both cheerful and confident. Amastacia carries himself as one accustomed to getting what he wants. He does not concern himself with religious issues; he treats all of his customers equally. Amastacia has a slightly lawful tendency as would be expected of one who deals in contracts and has been known to attend temples of Zilchus to further his business connections in the human world. He is not a coward, but sees violence as bad for business. Amastacia had ties with the Gran March organization known as The Corporation, but left after he heard that they were robbing military targets. He will defend himself with his rapier, but will try not to kill anyone as murder is also bad for business.

DM AID: MAP #1 – CABIN IN THE DIM

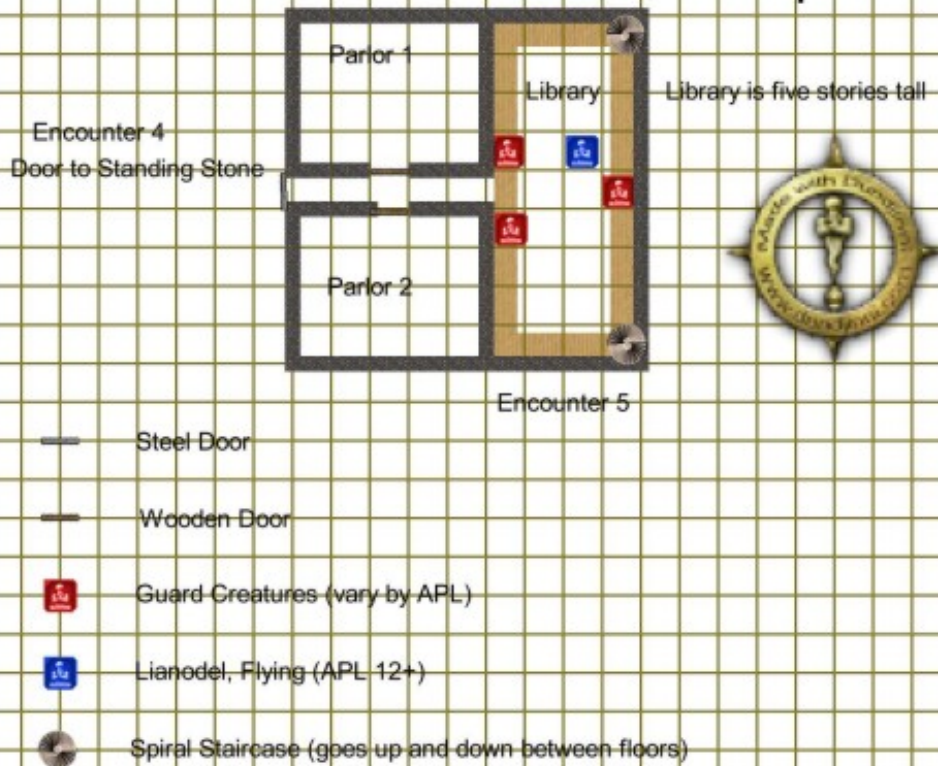
Encounter 1 Phaerhaerly's Hideout



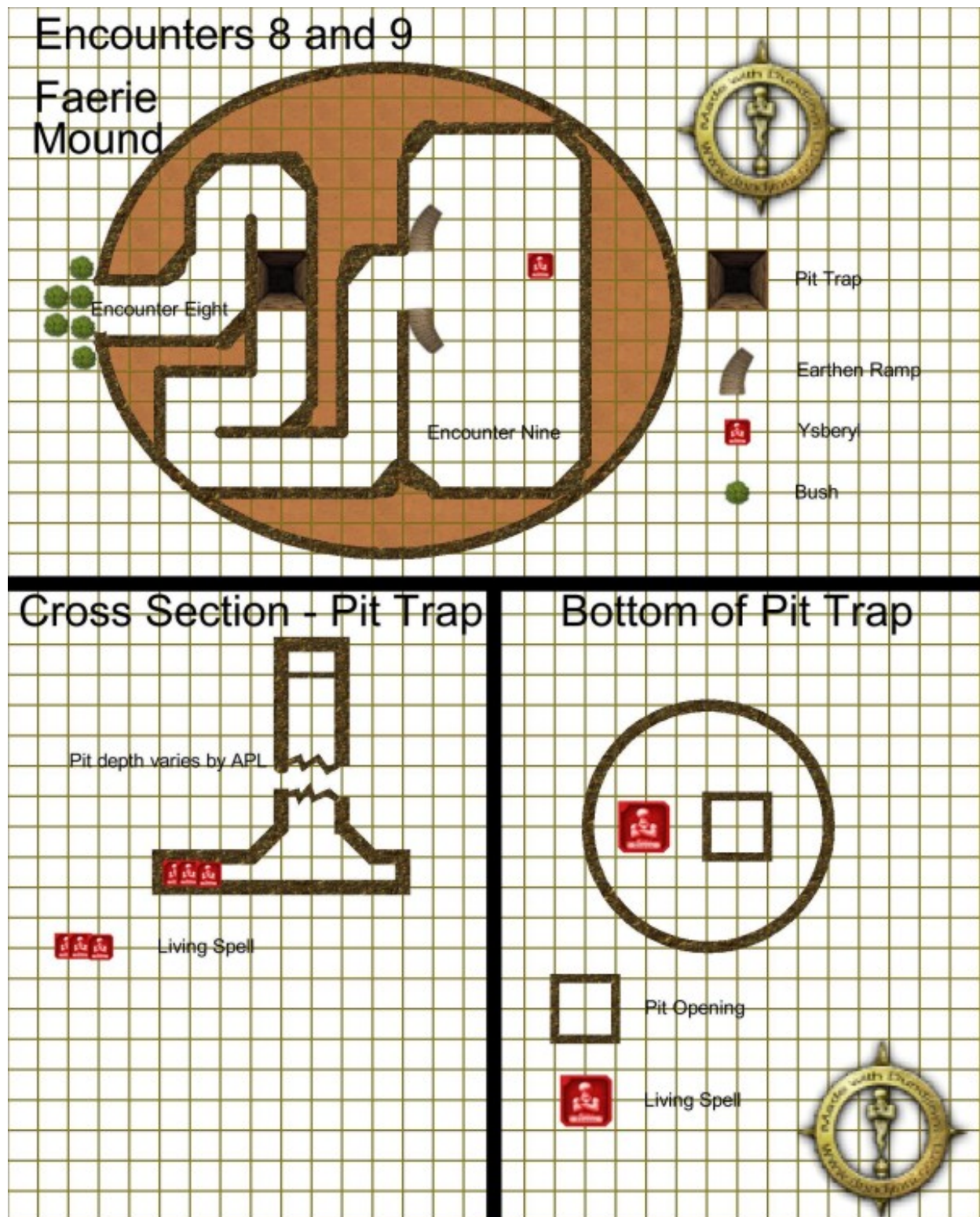
DM AID: MAP #2 – LIANODEL'S DEMIPLANE

Encounters 4 and 5

Third Floor of Lianodel's Demiplane Tower



DM AID: MAP #3 – THE FAERIE MOUND



DM AID: WILD MAGIC

(reprinted from *Dungeon Masters Guide*, page 149 - 150)

Wild Magic: On a plane with the wild magic trait spells and spell-like abilities function in radically different and sometimes dangerous ways. Any spell or spell-like ability used on a wild magic plane has a chance to go awry. The caster must make a level check (DC 15 + the level of the spell or effect) for the magic to function normally. For spell-like abilities, use the level or HD of the creature employing the ability for the caster level check and the level of the spell-like ability to set the DC for the caster level check. Failure on this check means that something strange happens; roll d% and consult the following table.

d%	Effect
01–19	Spell rebounds on caster with normal effect. If the spell cannot affect the caster, it simply fails.
20–23	A circular pit 15 feet wide opens under the caster's feet; it is 10 feet deep per level of the caster.
24–27	The spell fails, but the target or targets of the spell are pelted with a rain of small objects (anything from flowers to rotten fruit), which disappear upon striking. The barrage continues for 1 round. During this time the targets are blinded and must make Concentration checks (DC 15 + spell level) to cast spells.
28–31	The spell affects a random target or area. Randomly choose a different target from among those in range of the spell or center the spell at a random place within range of the spell. To generate direction randomly, roll 1d8 and count clockwise around the compass, starting with south. To generate range randomly, roll 3d6. Multiply the result by 5 feet for close range spells, 20 feet for medium range spells, or 80 feet for long range spells.
32–35	The spell functions normally, but any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
36–39	The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effect of a <i>heal</i> spell.
40–43	The spell does not function. Instead, a <i>deeper darkness</i> and a <i>silence</i> effect cover a 30-foot radius around the caster for 2d4 rounds.
44–47	The spell does not function. Instead, a <i>reverse gravity</i> effect covers a 30-foot radius around the caster for 1 round.
48–51	The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Treat this as a <i>glitterdust</i> effect with a save DC of 10 + the level of the spell that generated this result.
52–59	Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is used up, and charges or uses from an item are used up.
60–71	Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
72–98	The spell functions normally.
99–100	The spell functions strongly. Saving throws against the spell incur a –2 penalty. The spell has the maximum possible effect, as if it were cast with the Maximize Spell feat. If the spell is already maximized with the feat, there is no further effect.

DM AID: NEW RULES

NEW FEATS

Arcane Defense (*Complete Arcane*)

Choose a school of magic, such as illusion. You can resist spells from that school better than normal.

Prerequisite: Spell Focus in the chosen school.

Benefit: You get a +3 bonus on your saving throws against spells from the chosen school.

Special: You can gain this feat multiple times, but its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Arcane Preparation (*Complete Arcane*)

You can prepare an arcane spell ahead of time, just as a wizard does.

Prerequisite: Ability to cast arcane spells without preparation.

Benefit: Each day, you can use one or more of your spell slots to prepare spells you know, usually for the purpose of applying a metamagic feat to the spell – but without an increase in its casting time. Preparing a spell uses a spell slot of the appropriate level, and once prepared, that slot can't be used for anything else until the prepared spell is cast.

Normal: Spellcasters who cast arcane spells without preparation (such as sorcerers and bards) who apply a metamagic feat to a spell must cast it as a full-round action instead of a standard action.

Close-Quarters Fighting (*Complete Warrior*)

You are skilled at fighting close range and resisting grapple attempts.

Prerequisites: BAB +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Energy Substitution (*Complete Arcane*)

You can modify an energy-based spell to use another type of energy instead.

Prerequisites: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a *fireball* composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Nonlethal Substitution (*Complete Arcane*)

You can modify an energy spell to deal nonlethal damage.

Prerequisites: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity or fire). You can then modify any spell with the chosen descriptor to deal nonlethal damage instead of normal energy damage. The nonlethal spell works normally in all respects except the type of damage dealt– for example, a nonlethal *fireball* has the

same range and area, but since it deals nonlethal damage instead of energy damage, it will not damage objects or set fire to combustibles in the area. A nonlethal spell uses a spell slot one level higher than the spell's normal level.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

NEW ITEMS

Memento Magica (Races of the Dragon)

Sorcerers, bards, and all spontaneous spellcasters of all sorts can benefit from a *memento magica*.

Description: A *memento magica* appears to be an amethyst cunningly cut into some draconic shape, often that of a dragon's scale.

Effect: A *memento magica* is a great aid to spontaneous spellcasters such as sorcerers, bards, and favored souls (see *Complete Divine* page 6), much as a pearl of power is to casters who prepare spells. Once per day on command, a *memento magica* enables its possessor to regain any one spell slot that she had previously used that day. The spell slot is available just as if a spell had not been cast. A *memento magica* can only recall a spell slot of the level it was created to hold. Different *mementos magica* exist for recalling one spell slot per day of each level from 1st through 9th.

Aura/Caster Level: Strong transmutation; CL 17th.

Construction: Craft Wondrous Item, creator must be able to spontaneously cast spells of the spell level to be recalled; 750 gp, 60 XP, 2 days (1st); 3,000 gp, 240 XP, 6 days (2nd); 6,750 gp, 540 XP, 14 days (3rd); 12,000 gp, 960 XP, 24 days (4th); 18,750 gp, 1,500 XP, 38 days (5th); 27,000 gp, 2,160 XP, 54 days (6th); 36,750 gp, 2,940 XP, 74 days (7th); 48,000 gp, 3,840 XP, 96 days (8th); 60,750 gp, 4,860 XP, 122 days (9th).

Weight: —

Price: 1,500 gp (1st); 6,000 gp (2nd); 13,500 gp (3rd); 24,000 gp (4th); 37,500 gp (5th), 54,000 gp (6th); 73,500 gp (7th); 96,000 gp (8th); 121,500 gp (9th).

Vest of Resistance (Complete Arcane)

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster's level must be at least three times the vest's bonus; **Price:** 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); **Weight:** 1 lb.

NEW SPELLS

Blink, Greater (Spell Compendium)

Transmutation

Level: Brd 5, Celerity 8, Sor/Wiz 5

An immaterial fog descends over your eyes as you complete the spell. You perceive the closeness of a parallel, ethereal reality, and you know that you can pass freely between that world and the one upon which you stand.

This spell functions like *blink* (Player's Handbook, page 206), except that you have control over the timing of your "blinking" back and forth between the Ethereal Plane and the Material Plane. You can also ready an action to blink away from any physical or magical attack. The attack misses automatically unless it also affects ethereal targets (as a force effect does). While blinking, you have no chance of interfering with your own attacks or your own spells. When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet traveled in this manner.

Chain Missile (Spell Compendium)

Evocation [Force]

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Target: One creature, plus one more creature/2 levels (each of which must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Bolts of pale blue energy spring forth from your finger and slam into the desired target. An instant later, the bolts bounce away toward other creatures, slamming into each one.

Missiles of magical energy dart from your fingertip to unerringly strike a creature. The missiles strike one creature initially, then spring to other targets. Each missile deals 1d4+1 points of force damage. One missile strikes the primary target per two caster levels, to a maximum of ten missiles (dealing 10d4+10 points of damage). After the missiles strike, they ricochet to a number of targets up to the number of missiles created by the spell. Each secondary target takes 1d4+1 points of damage as if struck by a single *magic missile*. You choose secondary targets as you like, but they must all be within 30 feet of the primary target and no secondary target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example). Missiles without a secondary target do not ricochet off the primary target.

Spells, magic items, and abilities that protect against *magic missile* (such as the *shield* spell or a *brooch of shielding*) also protect against this spell if the primary target has that sort of protection. The spell has no effect against it, but still springs to all secondary targets. (A *brooch of shielding* loses a number of charges equal to the number of missiles hitting the creature up to ten missiles.) If spell resistance causes the spell to fail to harm the primary target, the spell fails and missiles do not ricochet to additional targets.

The missiles strike unerringly, even if the targets are in melee or have anything less than total cover or concealment. You cannot single out specific parts of a creature to strike. This spell cannot target or damage inanimate objects.

Fireburst (Spell Compendium)

Evocation [Fire]

Level: Sor/Wiz 2, Warmage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: Burst of fire extending 10 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Force Missiles (Spell Compendium)

Evocation [Force]

Level: Sorcerer/wizard 4

Components: V S

Casting Time: 1 standard action

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

Targets: Up to four creatures, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Sparkling bolts of blue magic, like giant magic missiles, streak from your outstretched hand to strike your foes and explode in sparkling bursts.

You create powerful missiles of magical force, each of which darts from your fingertips and unerringly strikes its target, dealing 2d6 points of damage. The missile then explodes in a burst of force that deals half this amount of damage to any creatures adjacent to the primary target.

The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. A caster cannot single out specific parts of a creature. The spell can target and damage unattended objects.

You gain one missile for every four caster levels. You can make more than one missile strike a single target, if desired. However, you must designate targets before rolling for spell resistance or damage.

Numbing Sphere (Frostburn)

Evocation [Cold]

Level: Druid 2, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

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

Effect: 5-ft.-diameter sphere

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

A sphere of intense cold energy rolls in whichever direction you point and damages those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 1d6 points of cold damage as well as 1d4 points of Dexterity damage to that creature, though a successful Reflex save negates both the cold damage and Dexterity damage. A numbing sphere rolls over barriers less than 4 feet tall, such as furniture and low walls. It instantly freezes water it encounters in 5-foot-cube sections, creating chunks of ice in large bodies of water.

The sphere moves as long you actively direct it (a move action for you); otherwise, it merely remains at rest. The sphere can be destroyed by attacks directed against it. It has 10 hit points and damage reduction 5/-.

The surface of the sphere has a spongy yielding consistency and so does not cause damage except by extreme cold. It cannot push aside unwilling creatures or batter down large obstacles. A numbing sphere winks out if it exceeds the spell's range.

Arcane Material Component: A bit of sponge and a drop of water.

PLAYER HANDOUT #1 – LETTER FROM WATCHER BRANWEN

This should be handed out to players of PCs who played *SHE6-01 Flesh Torn Asunder* and who are not Outlaws of Hochoch.



Greetings,

Earlier in the year, you assisted me in recovering a missing urn containing the ashes of one of our fallen Knights. Along the way, you discovered a plot by a secret group known as the Triumvirate to use some minor relics, obviously for nefarious ends. We are making progress towards stopping these fiends, but have run across an obstacle suitable for your talents. As it involves your elven friend Parwyn Amastacia, I am sure you will want to me with me at Waterwatch Castle as soon as you are settled in Hochoch. Time is of the essence so please hurry.

For Hochoch and For the Valley,

Watcher Branwen, Expeditious Vigil

PLAYER HANDOUT #2 – LETTER FROM WATCHER BRANWEN

This should be handed out to players of PCs who played *SHE6-01 Flesh Torn Asunder* and who are Outlaws of Hochoch.



Greetings,

We in the Knights have long memories and we remember what you did the last time you were in our fair city. We also are able to show mercy on occasion. If you want to avoid a prison sentence, be at Waterwatch Castle in Hochoch as soon as possible. This letter will allow you to return to Hochoch without imprisonment to answer my summons. You would do well to come.

For Hochoch and For the Valley,

Watcher Branwen, Expeditious Vigil

PLAYER HANDOUT #3 – LETTER FROM WATCHER BRANWEN

This should be handed out to players of PCs who played *SHE5-04 A Cup O'turned* but not *SHE6-01 Flesh Torn Asunder*.



Greetings,

You and I have not met, but our mutual acquaintance Parwyn Amastacia has spoken highly of you. He often spoke of your prowess, particularly in the affair of the Cup. Yes, he does have a way of finding out things. Based on his recommendation, I want to offer you a job that has great importance to Hochoch, to the Knights, and to the entire Sheldomar. Please meet with me at Waterwatch Castle in Hochoch as soon as possible.

For Hochoch and For the Valley,

Watcher Branwen, Expeditious Vigil

PLAYER HANDOUT #4 – LETTER FROM WATCHER BRANWEN

This should be handed out to players of PCs who played neither *SHE5-04 A Cup O'erturned* nor *SHE6-01 Flesh Torn Asunder*.



Greetings,

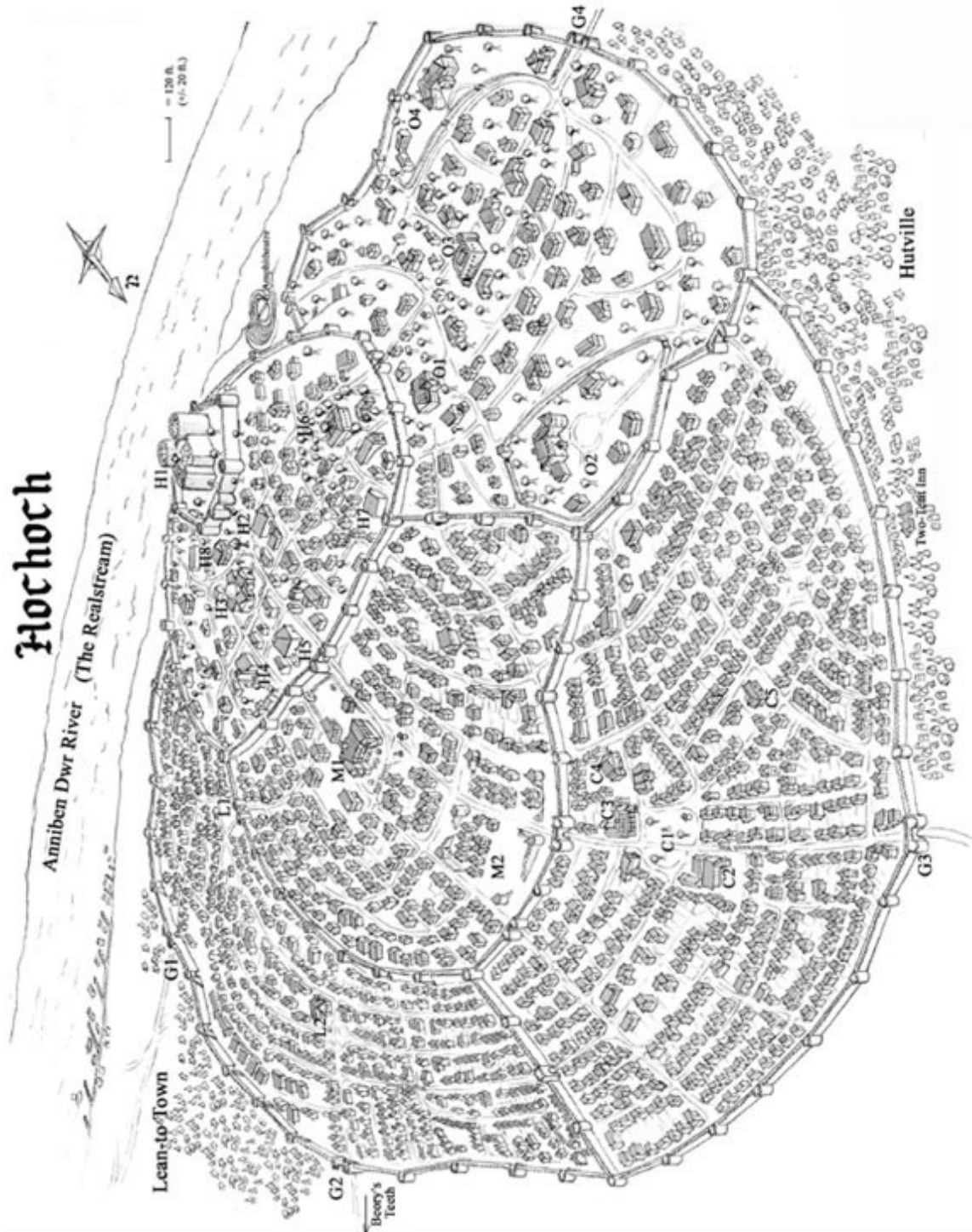
You and I have not met, but you come highly recommended. I have a mission of some importance to the Knights of the Watch, to Hochoch, and to the entire Sheldomar valley. Please meet with me at Waterwatch Castle in Hochoch as soon as possible.

For Hochoch and For the valley,

Watcher Branwen, Expeditious Vigil

PLAYER HANDOUT #5 – MAP OF HOCHSCH

(from the Geoff website, created by Jose Ortiz)



PLAYER HANDOUT #6 – KEY TO THE MAP OF HOCHOCH

(from the Geoff YahooGroup)

Gates:

- G1 – River Gate
- G2 – Shalm's Gate
- G3 – North Gate
- G4 – Oyt Gate

Low Quarter:

- L1 – The Broken Drum Inn
- L2 – The Cracked Cup

The Commons:

- C1 – lowerth Square
- C2 – The Boar's Knuckle (condemned)
- C3 – The Boar's Other Knuckle
- C4 – Company of Giant Slayers Hall
- C5 – The White Stag Inn

Market Ward:

- M1 – The Giant's Hearth Inn
- M2 – Market Square ("Broken Wall")

Old City:

- O1 – Old Oak Tavern
- O2 – Bedwyn the Fat's Estate
- O3 – Knights of the Watch Chapterhouse
- O4 – Sierra Blackblade's Estate

Hilltop:

- H1 – Caer Dwr Gwyldy (Waterwatch Castle)
- H2 – Treval Lllys (Town Hall)
- H3 – Temple of Pelor
- H4 – Temple of St. Cuthbert
- H5 – Temple of Allitur
- H6 – Temple of Ehlonna
- H7 – Wayfarer's Union House
- H8 – The Brenin's Signet Inn

PLAYER HANDOUT #7 – NOTES

You are looking for the kidnappers of the elven merchant Amastacia. Not wanting the wrath of the Knights upon us all, I will tell you who has him and where. The Phaerhaerly brothers from Sterich have kidnapped him and hold him at an old hunting cabin just inside the Dim Forest. You can find it by riding north towards Fort Resolve and, after half a day's ride past Newbridge, turn east into the Dim. They are an impatient lot so you would do well to hurry.

Please spare Hochoch from your search! Amastacia is with those newcomers, the Phaerhaerly brothers from Sterich. They want a ransom that no one is going to pay. You can find them in a cabin in the Dim Forest near Fort Resolve and Newbridge. It is not far inside the forest. I would go there myself, but I am not a Knight.

PLAYER HANDOUT #8 – RHYME OF THE OCCLUDED TIME

(Given to the party by the Knights in Hochoch)

**Occluded time's thunder;
A Cup o'erturned;
Flesh torn asunder;
A book unburned;
Three to One's wonder;
Dark whisperer returned.**

CRITICAL EVENT SUMMARY: SHE6-05 A BOOK UNBURNED

For use only before 11/01/2006.

1. Did the PCs destroy Ysberyl and subsequently get the book from Rhade Lianodel?

Yes No

2. If they did not try to destroy Ysberyl, did they try to steal the book from Rhade Lianodel?

Yes No

3. If the answer to question 2 is Yes, were they successful?

Yes No

List all PCs who are now criminals or fugitives from the Duchy of Ulek?

4. Did the PCs tell any organization of their exploits in the Duchy of Ulek?

Yes No

If so, list the organizations contacted here:

5. Did the PCs tell any organization about the arrival of Allinel Nightshade?

Yes No

If so, list the organizations contacted here:

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):