



FORGOTTEN ECHOES

A One-Round D&D Core LIVING GREYHAWK™ Adventure

Version 1

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With Special Thanks to Rick LaRue

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A murdered scholar, an ancient map, and a sinister foe cloaked in death. A forgotten voice from the deepest recesses of the mind has returned. The vile whisper cackles "I am free" and with each passing moment, it grows louder and louder. Sequel to COR1-06 The Forbidden Choice. An adventure for characters level 1-10.

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

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This is an RPGA® Network scenario for the DUNGEONS & DRAGONS® game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It's also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for both the players and the DM to keep track of who is playing what character.

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

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Text in sidebars contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are pro-

vided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.
- 4) If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as

challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Domain of Greyhawk. All characters pay two Time Units to participate in the adventure. Adventure's Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp.

ADVENTURE SUMMARY AND BACKGROUND

In 591 CY, Bwirse, business agent of the Brendingund estate, contacted a group of heroes regarding an interesting ancient chest that had come into his possession. Apparently, a group of orcs in the service of Iuz had possessed it, and made off with its only contents, a map. The writings on the chest seemed somewhat cryptic, but the heroes were able to determine that answers to their questions would be forthcoming at Delvenbrass, a ruined keep of evil, deep in the Vesve Forest. Through Bwirse's encouragement, the heroes headed west to solve the mystery.

After finding directions to Delvenbrass, which lay inside Iuz's annexed portion of the great forest, the heroes opened the door to an underground complex. From without and within, a strange, sinister voice reverberated in each of the heroes' heads, calling to them with promises of power or horrible death. Inside, they found the remains of others who had been there recently; apparently, they were servants of the Old One (Iuz) as well. The entire complex was a maze of riddles and traps, designed to keep others from entering further. In the final chamber, they found a mad cleric of Iuz, and the remains of a creature interred in the earth for centuries, no doubt to prevent it from awakening again to terrorize Oerth. Defeating the priest, they left the creature interred, sealed the underground complex which served as its prison, and returned to Greyhawk City. The heroes recounted their tale to Bwirse and the librarians of the Great Library of Greyhawk. While some heroes still heard the voice of the thing below Delvenbrass, all was forgotten ... for a time.

Now, almost one year later, the evil thing interred within the earth is being tampered with yet again. In Fireseek of 592 CY, Bwirse set in motion another expedition to retrieve what the heroes had left behind the last summer - the stone sarcophagus of the evil creature. Worried that his position with the Brendingund household might be ending soon, Bwirse figured that whatever was in that prison must be worth a fortune to certain people. He hired a group of mercenaries to head back into Delvenbrass, excavate the creature's remains, and return them to him in Greyhawk City. The mercenaries set about their task; a long process that has taken quite a few months. Now, the mercenaries are nearing completion of their task, and are scheduled to return to

Greyhawk with the stone slab that apparently contains the remains of an evil long since left behind.

Meanwhile, the forces of Iuz, having failed in their first attempt to bring the creature forth, have caught wind, through various sources, of the mercenary company's mission. This time, it was decided that a more capable group of "negotiators" be sent to retrieve the stone en route back to Greyhawk City, and return it by way of ship to Admundfort, on Walworth Island. A more skilled agent and his retinue found the information they needed about the evil beneath Delvenbrass and the route of the mercenary company heading back to Greyhawk. Of course, this information did not come easily; the agent of Iuz had to obtain it by more forceful methods, torture, and of course, murder. A mercenary was murdered over at the Mercenaries' Guildhall, and a librarian met a similar fate in one of the private study rooms at the Great Library of Greyhawk. As the adventure begins, the murderer is on his way to rendezvous with the mercenaries at the town of Maraven, and the heroes are approached by one of the librarians for assistance.

The heroes are in the Black Dragon Inn, once again, enjoying a restful break from the dangers of adventuring. A messenger from the Great Library enters, and requests the presence of the heroes at the library, during daylight hours, no less.

Upon reaching the library, the heroes are led to a private study room, where the body of the murdered librarian rests. Others on the staff inform the characters that the librarian had been spending the last several months working on piecing together the information that heroes brought to the library regarding a mysterious underground complex below Delvenbrass. The library staff knows that some of the heroes visited this place last summer, and thought they might be concerned about this situation. A member of the City Watch arrives, and remarks that the murder is very similar to one found earlier in the day at the Mercenaries' Guildhall. The watchman is happy to take them to the Foreign Quarter.

At the Mercenaries' Guildhall, the heroes find out from an associate of the victim that he had last arranged for transportation for a group of mercenaries heading back from the Vesve Forest, apparently with some sort of unknown, heavy cargo. Their ship is due to arrive a little over a day from now in the small port village of Maraven.

Most likely, the characters have put together some of the puzzle, and are on their way to Maraven, by means of the Western Road. Along the way, the

heroes come to a strangely deserted farmhouse, and have a shocking run-in with strange insect-like creatures that “fade” in and out of reality.

Upon reaching Maraven, the characters head to the docks, only to discover that it's too late. The mercenaries are found aboard their ship, murdered. The ship's manifest is missing, and the dockhands inform the characters that another ship left not long ago; the crew was paid a very large sum of money to head to Admundfort, a place occupied by the forces of Iuz. More than likely, the heroes attempt to commandeer their own vessel, and head out onto the seas after the killer.

As the adventurers head across the Nyr Dyv, a pirating vessel in the service of the Old One accosts them. Luckily for the characters, the pirates only anticipated raiding a merchant vessel, and with their defeat, the heroes can switch ships along with a few stalwart crewmembers to continue on to Admundfort.

Reaching Admundfort in the captured pirate vessel, the heroes can gain a docking space at the port, and begin to search for the killer. A small contingent of soldiers question them, possibly leading to a conflict in which the heroes have no choice but to leave no survivors.

Eventually, the heroes find the ship, which still has its cargo on board. The cursed, evil voice, which plagued many heroes in *COR1-06 The Forbidden Choice*, calls to them, as they battle the murderous agent of Iuz in an attempt to capture the stone sarcophagus that holds an unspeakable evil.

After the battle, the heroes must decide what to do with the stone slab, and can head back to Greyhawk, confident that they have laid the creature to rest ... hopefully, for the last time.

Since this adventure is the sequel to *COR1-06 The Forbidden Choice*, the DM should recommend to players that they play characters that participated in that event. While it is not necessary to play *COR1-06 The Forbidden Choice* before playing this event, it is highly recommended.

Also, the DM should look through certificates that the players' characters possess, and take special note of any characters that have the *Curse of the Voice*. This curse comes into play during specific portions of this scenario.

FOR TELEPORTING CHARACTERS

During this event, the characters must ride on to the village of Maraven to catch the killer, knowing that they most likely arrive sometime after the murderer. At higher APLs, it is conceivable that some characters

might have access to the *teleport* spell, either through an arcane or divine spellcaster, or via scrolls. Since characters that have participated in *COR1-06 The Forbidden Choice* have been through Maraven, and have seen the village, they could easily *teleport* there, with little risk of failure.

The DM should check to see if characters are able to cast the *teleport* spell in some manner before the beginning of the event. If this is the case, then the two murders in Greyhawk City are several days old, and there is no way to catch the killer, as he has already left a few days ago. Teleporting to Maraven results in the same scene as presented in Encounter 4, below. The DM can then resume the scenario without further modifications. Encounter 3 can then be placed on the way back to Greyhawk, if time permits.

INTRODUCTION

It is Flocktime in Greyhawk City, and you find yourselves enjoying a wonderful lunch at the Black Dragon Inn, a comfortable establishment located in the scholar's district of Clerkgburg. For some of you, the Black Dragon has become a home away from home when your travels have led you to the Domain of Greyhawk; for others, it seems like strange coincidence that you often find yourself here in the company of others that share your profession of adventurer.

The smiling face of the large and rather hairy Miklos Dare, the proprietor of the well-kept inn, greeted you shortly upon finding a table. He told you that one of his other innkeeper friends, a man by the name of Rainy, was having trouble over at his place, the Brass Dragon Inn. Apparently, the patrons there have been hearing strange, unexplained noises, and seeing apparitions floating through the halls and rooms. Upon hearing these tales from Miklos, you gathered together what adventurers you could find from within the inn, and have decided to investigate as soon as lunch is finished.

The characters are all together, eating and talking about the possibility of a new mystery. Have the players introduce their characters to one another, giving them a chance to interact with each other while enjoying their meal. Let them take some time to discuss recent events, rekindle old friendships, and get acquainted with the new faces around the table.

Unfortunately, Miklos Dare is quite busy today, and has little time to share in the heroes' company. Normally a font of information (mostly rumors), Miklos had a few choice bits of information to share with those whom he's been acquainted with in the past.

☛ **Miklos Dare:** Male human Ftr4.

- I hear that some adventuring types were making their way east, talking about the Isles of Woe. Nothing but stories and myths, those are. Anyone that claims to have been there no doubt needs to see a cleric for some healing.
- A tracker by the name of Weddigrin told me that those Greysmere dwarves lost a few years ago in the Mistmarsh were found, and in none too good shape. He heard that they were feral; like wild animals. Well, I guess they had to be put down like the things they had become.
- Haven't seen that Bwirse fellow around here for the last few months. Heard that he got into some tax trouble, and that some members of the Directing Oligarchy would like to speak with him.

After a bit of chatting, eating, and planning for the upcoming investigation, an older boy enters the inn, specifically looking for the adventurers, especially those who were present for the events in COR1-06 *The Forbidden Choice*. Read the following after the players have had a chance to roleplay a little with their characters:

From out of the sun-drenched summer streets walks in a lad, barely in his teens. He is dressed in the robes of a scholar, and is darting this way and that, around tables, serving girls, and patrons, looking for something. He stops, his face flush, beads of sweat forming on his brow ... and looks right at your group.

The lad, a scholar-in-study named Darmon is a messenger from the Great Library of Greyhawk, and he has been sent to the Black Dragon Inn to look for adventurers that may have dealt with the library before. Specifically, he is looking for anyone that possesses Membership in the Great Library of Greyhawk, or failing that, other adventurers that seem capable. He has the following information to share, with panting breath and an ever-growing sense of urgency.

☛ **Darmon:** Male human Exp1.

- My name's Darmon. I was sent here to find adventurer-friends of the library. Master Equonel sent me here; he said that some of the better-bred adventurers often stay here.
- *In hushed tones he says:* There's been a murder! Master Billiford is dead! He's been killed down in one of the private study rooms. Please come with me! The library needs your help!

- *If asked why the library needs their help:* Some of you are well known to be reliable, good folk. The scholars know they can trust you more than the City Watch. At the least, they're sure you'll give the matter a thorough investigation.

With that, the lad leaves, hopefully with some heroes in tow. Any heroes that do not decide to go with him may arrange a meeting at a later time and place, to discuss matters. Unfortunately, the heroes won't, yet again, get to tackle the mysteries at the Brass Dragon Inn.

THE VOICE

Throughout this adventure, those characters that have been plagued by the *Curse of the Voice*, a certificate from COR1-06 *The Forbidden Choice*, hear its venomous words guiding them ever onward to it. As the characters begin in Greyhawk City, the voice is faint, and only calls to those specifically cursed. Take the players of the cursed heroes aside, and read them the following:

You've been trying to shake it all day, but this morning, the disturbing evil emanations of the wicked voice you've heard for some time once again reverberate in your head. This time, however, it has something different to say to you, something far more disturbing. In a low whisper, you heard it say, "I am free! Free from the earth that bound me!" After cackling in a most dreadful way, the voice faded once again from your mind.

ENCOUNTER 1: THE GREAT LIBRARY

The boy leads you out into the early afternoon warmth, a scant few blocks north and east to the Great Library of Greyhawk. The massive building seems a bit less impressive in the daylight, without the yellow glow of magic lanterns to light the entrance. Darmon leads you up the stairs toward the entryway, looking back to make certain that those in heavy armor don't fall too far behind.

As you enter the cavernous public area, you realize that two exceptions have been made for your group: you are entering during daylight hours, and you have not been asked to check your weapons at the entryway.

Few people are up and about at this time of day; most of the staff is probably sleeping. An older, white-haired gentleman, with a bushy mustache and scholar's robes approaches you. He manages a strained smile and says, "Well, good day. It is good to see you here. My name is Equonel. Please, follow me." He then pats Darmon's shoulder, and mentions some-

thing about chores to him; the boy nods and heads off.

Along the way back into the private study room where Billiford was working, and subsequently, murdered, Equonel tells the heroes what he knows about what happened, focusing his attention on those heroes that have been here before (from COR1-06 *The Forbidden Choice*):

♣ **Equonel:** Male human Exp5; hp 24; see Appendix I.

- I was heading to Billiford's study room to bring him some lunch. He's been working very hard for many, many weeks now, studying the map that was brought here late last year.
- The map is of a small underground complex. Apparently, it is a prison of some sort, made to hold a powerful, evil menace. Some minions of the Old One once possessed it; it was brought here by a group of adventurers. (It is likely that some of the characters were the ones to bring the map to the library; if this is so, alter his remarks slightly.)
- Billiford was one of our leading experts on Baklunish culture, and since the prison was beneath the ancient Baklunish ruin known as Delvenbrass, he thought that he might be able to reveal more of the mystery.
- Unfortunately, he was making very little progress. He was having a hard time sleeping through the whole ordeal; I think he was under a great deal of stress about his inability to bridge the gaps in time left by the strange site. From what he mentioned, there was no record of a great evil being imprisoned there by either the Baklunish people or the Vesve elves.
- Anyway, when I entered the study room, I found him there; dead, face down in a pool of his own blood. I knew that the City Watch would need to be notified quickly, and I also wanted to get word to a group of capable investigators; that's where you come in. At least, by having you here to look into the matter, I know that a measure of competence and resourcefulness will be used in finding the cowardly being that murdered a defenseless scholar!
- If asked whether Iquander has been informed as of yet: Ah, he's still sleeping. I think it's best at the moment to let him continue to sleep; you wouldn't want to wake him under these circumstances. I think it's best if I tell him when he's good and ready; I do certainly hope we'll have some answers for him by then.

Entering the small, musty room, you look past the stacks of books and age-worn scrolls to the desk, where a body sits, slumped over. He wears a dark collar of blood, which has found a path to the tabletop, collecting in a pool where his curly brown-haired head rests, motionless. Equonel lets out a small shudder, and then makes way for you to enter.

Of course, the heroes are going to want to investigate the area. Here is the information that they can glean from this grisly scene:

- The body is of a male human, roughly in his early forties. He is wearing scholar's robes, and his fingers are stained with ink. Out before him, and now mostly covered in blood, is the map of the underground complex from COR1-06 *The Forbidden Choice*. Some characters may actually possess a copy of the map as well.
- A successful Heal check (DC 15) reveals that the man was murdered about a day ago; the blood is mostly dry, but some of it is still sticky. He was murdered with a dagger, having been stabbed in the throat and the back of the neck.
- A closer inspection of the body uncovers the horrifying fact that the man's tongue has been cut out, and he has numerous small incisions along his chest and back. These are obviously signs of torture.
- Around the body of Billiford are numerous books and parchments. Most of them discuss the migrations of the Baklunish peoples, history of the Vesve Forest, and legendry that connects the two in ancient times. None of it is particularly revealing. Billiford did not get very far in his studies.
- A small, strange sigil is carved in the man's throat. If the heroes notice it, give them *Player's Handout 1*. It is not of arcane origin, but a bardic knowledge check reveals the following, as this is the only logical way the heroes could have access to this information:
 - (DC 20) It is the sign of an assassin's guild not native to Greyhawk City.
 - (DC 25) The organization is known as the Eaters of the Voice. The cabal is known to be in league with Iuz.
 - (DC 30) The Eaters of the Voice count several powerful spies and agents of Iuz among their ranks. It is rumored that a gray elf named Keak, reportedly one of Iuz's Boneshadow, founded the group several years ago. Apparently, each assassin's mark is relieved of his or her tongue, which is

consumed later in a ritual by the killer, and the symbol of the foul order is carved into the throat of the victim.

What really happened here is as follows. An assassin, from the cabal known as the Eaters of the Voice, found out about the map's location from other sources in the area. He paid a visit to the library, and after some time, found out that Billiford was working on a project involving the map.

After subjecting Billiford to some torture, and keeping it all silent using *stones of silence*, described later in this adventure, he learned that the scholar knew little, but was contacted several months ago by a group of mercenaries who requested his help in an excavation mission to Delvenbrass. He declined the invitation, citing that it sounded too dangerous for a scholar, but the discussion piqued his interest, and he began to work on unraveling the mystery of the enigmatic site from the safe confines of the library.

Of course, this means the assassin's next stop was the Mercenaries' Guildhouse, where he hoped to find out more about this expedition.

SPEAKING WITH THE DEAD

It is also very conceivable that heroes of the appropriate level have access to the spell *speak with dead*. Here is a list of possible questions; if a question comes up that is not on this list, use only information that Billiford, or a scholar at the Great Library, would reasonably possess. Under no circumstances does Billiford know anything about the assassin's origin.

- *Who killed you?* A human male, of mixed decent. He had a strange-looking scar on his throat, black hair, and pale blue eyes. He was wearing a blue cloak, and had several weapons, including a very terrible knife. I don't know his name. He never spoke, and made the area silent with a magic stone.
- *What did he want?* He wanted to know what I had found out about the underground area near Delvenbrass. He also wanted to know who else knew about the location of the place on the map. He wrote his requests down for me, and stabbed me many times in between requests.
- *What did you tell him?* Well, I wrote it down for him, since I couldn't vocalize, but I told him that I was researching the mysterious area, but was encountering much difficulty. I also informed him that a group of adventurers brought us the map after visiting there last fall,

and that another band contacted me earlier this year about an excavation of the site, which I declined.

- *Who was this "other band"?* They were from the Mercenaries' Guildhouse, and went by the name of the Flagstone Riches Company. They offered me quite a few orbs to go along with them, but it wasn't enough to compensate me for the possible dangers I might face along the road or at Delvenbrass.
- *How much money did they offer you?* 500 golden orbs.
- *What been bothering you of late/why are you having trouble sleeping?* A terrible, awful whispering presence has been bothering me from time to time. I don't know if it is my imagination or some far worse. It keeps calling to me, telling me to come free it - promising me power and riches if I help it, and horrible suffering if I do not. I think it is the voice of the thing that lies beneath the earth in Delvenbrass.

ENTER THE CITY WATCH

After the heroes have had some time to search the remains of Billiford, a guard from the City Watch arrives. After being appraised of the situation by Equonel, Sergeant Ranek talks to the heroes about what they've found, and offers the following insight:

After checking over the body, Sergeant Ranek remarks, "That's very strange. We found a victim murdered in a similar way last night in the Foreign Quarter, at the Mercenaries' Guildhall ... a man by the name of Olgen, I believe."

♦ **Sergeant Ranek:** Male human War2.

If asked, Ranek knows nothing more about the incident, as his duty area is Clerkgburg, not the Foreign Quarter. He tells the librarians and the heroes that the City Watch will look into the matter, and thanks the heroes for their insights.

At this point, it should be fairly obvious that going over to the Mercenaries' Guildhall may solve another piece of the puzzle.

ENCOUNTER 2: THE MERCENARIES' GUILDHALL

Passing by the Black Dragon Inn, you head north a few blocks over the Millstream Bridge and into the Foreign

Quarter. Here, people from all over the Flanaess reside in a pleasant, colorful community. As you walk beyond the Silver Dragon Inn, you smell the distinct sharp odor of Baklunish spices wafting out onto the street. Just a short distance further reveals a squat, two-story structure that is known as the Mercenaries' Guildhall. Some of you have had passing thoughts about paying the annual fee to see what work might come your way, but it seems as though adventure finds you often enough that there's no need to waste money and time lounging around here.

A sign is posted out by the entrance stating, "NO FIGHTING INSIDE". Entering, you find a large, common area, complete with tables and a bar. It seems like this is akin more to an inn, than other guildhalls you may have visited. Two very large male half-orcs stand in chain armor just inside the entryway; they are bristling with weapons. Behind the half-orcs are dozens of sheets of parchment tacked to the wall; most of them appear to have been hanging there for quite a while; probably job offers no one wants for one reason or another. To the immediate right, a small desk sits; behind it is an older, balding human male, who taps at the wooden sign affixed to the front of the desk, and flashes a cracked, yellow grin at your group. The sign says, "MEMBERS ONLY". The half-orcs stare menacingly at the lot of you.

The man behind the desk is a retired adventurer by the name of Genwick the Empty-Handed. He is responsible for checking people at the door to ensure that only members are allowed access to the guildhall. Normally, joining the Mercenaries' Guild costs only 10 golden orbs (gp) per year, but Genwick likes to play games with outsiders that wander in. He was a good acquaintance of Olgen, and can share some information with the characters, but he's got to do things his way, with liberal use of the Bluff and Innuendo skills. He can be convinced to give the information without "playing his game", but to do so is costly. What he knows is given below; the real meaning of his statements is listed in parentheses after the Innuendo version. The DC for Bluff and Innuendo checks is listed where appropriate. As a reminder, Innuendo is a trained-only skill; only characters that possess ranks in Innuendo may understand Genwick's double-talk. Once Genwick realizes that a character is picking up on his speech, he'll focus his attentions on that character, or characters, if more than one seems to understand him.

♣ **Genwick:** Male human Rog4; hp 24; see Appendix I.

Q: Do you know a man named Olgen?

A: **You've stumbled into a krenshar's lair, my friend.** (No, I don't, and get the hell out). He is using Innuendo (DC 10) and Bluff. In order to know this, a hero must first succeed in the Innuendo check (rolled by the DM) and they are then allowed to make an opposed Sense Motive check against Genwick's Bluff check.

Q: What happened to him?

A: **When your mouth is as wide as the Selintan, and you're floating valuable cargo upon it, expect to run into pirates, especially when the moon is high.** (He was telling whomever would listen about a very lucrative deal he helped set up, and apparently, was murdered for it, around midnight last night). Innuendo check (DC 15)

Q: What kind of deal?

A: **Set up the Flagstone Riches for some mole work out in the Big West Woods. They found their pretty stone, and mush-for-a-mind was going to leave today to shake hands with Zilchus.** (Olgen set up the Flagstone Riches Company for a job that involved excavation in the Vesve Forest. The team found what lucrative cargo they came for, and Olgen was to leave the city to meet with them to ensure his cut of the deal). Innuendo check (DC 20)

Q: Where was Olgen headed?

A: **Flagstone Riches landed past the Gates, at the end of Ol' Westy. Probably pinching bar wenches there now.** (He was headed to meet the mercenary company at the town of Maraven. The company was on a ship, which must have landed by now, and is no doubt waiting for him to arrive). Innuendo check (DC 20)

The "Gates" refers to the islands in the Velverdyva known as East Gate and West Gate, which are at the mouth of the river as it flows into the Nyr Dyv. "Ol' Westy" refers to the Western Road. Maraven is just past the islands if you're headed east, at the end of the Western Road. A character with Profession (sailor) that makes a (DC 15) skill check knows what the "Gates" are, but doesn't understand the context of the message.

Q: Where is Olgen's body?

A: **Some clinks ate it.** (The City Watch took the body away as quickly as possible). Innuendo check (DC 15)

The characters are not able to recover this body in the scope of this adventure.

Q: Who hired the mercenaries for the job?

A: **One of Clerkborg's finest, I believe. He's been invisible for a while, though.** (Someone associated with the

Brendingund estate. He's not been seen for a long time). Innuendo check (DC 15)

Characters might put two and two together and come to the realization that he's talking about Bwirse.

Q: What do the mercenaries look like?

A: **My memories are a little fuzzy these days; it always helps me focus my thoughts if I have something to hold on to while I'm thinking.** (Give me some gold, and I'll tell you what they look like). Innuendo check (DC 10)

He would like an amount of gold equal to five times the APL of the adventure, but he is willing to negotiate. Once paid, he gives them a good description of the members of the company. Two brown-haired male wood elves named Ithane and Mystinel, a female dwarven wizard named Hannibain, and a human male cleric of Boccob called Kelledren.

If the heroes don't want to participate in Genwick's "game" or if none of them possess the Innuendo skill, they may buy the information off of him. Each question costs the heroes an amount in gold equal to five times the APL of this event. Genwick deals with the heroes on a price, if necessary, although he won't offer. He'll then give "straight" answers to the characters, but does so only in hushed tones. He is well aware of what happens when the wrong people hear the right information.

At this point, the heroes should know that a mercenary company has been hired to excavate the site at Delvenbrass, and unearth something from it. An assassin of some sort was looking for information on this same subject, most likely found what he was looking for, and is probably on his way to Maraven to intercept the company. Hopefully, this spurs the heroes into action as soon as possible since the killer already has about a day's head start on them.

Horses should be used to travel the distance to Maraven. If the heroes have very little money, poor-quality riding horses can be purchased in Greyhawk City for 20 gp each. Feel free to describe their various quirks and ornery nature as the heroes ride on to Maraven. Of course, heroes with their own mounts may utilize them instead. The journey to Maraven takes about 2 1/2 days on horseback; the heroes first leave the city by the River Road, heading south along the Selintan River. After crossing the river, they head west along the Western Road, across farmland and fields. On the way there, present Encounter 3 to them, below.

WHAT ABOUT BWIRSE?

Bwirse hasn't been seen or heard from in months, and some characters know why. It should be pretty obvious to the heroes that attempting to find Bwirse, if he indeed still lives and is around, would take far more time than it is worth. He set up this job before the events presented in *Brendingund's Brood*, and does not play a role in this adventure.

WE DON'T WANT TO GO TO MARAVEN

If the heroes don't want to head to Maraven, and have picked up all the clues they possibly can, lay the situation out for them, and let them reconsider. If they still wish to remain in Greyhawk City, the adventure is over for them.

ENCOUNTER 3: WHAT'S EATING HIM?

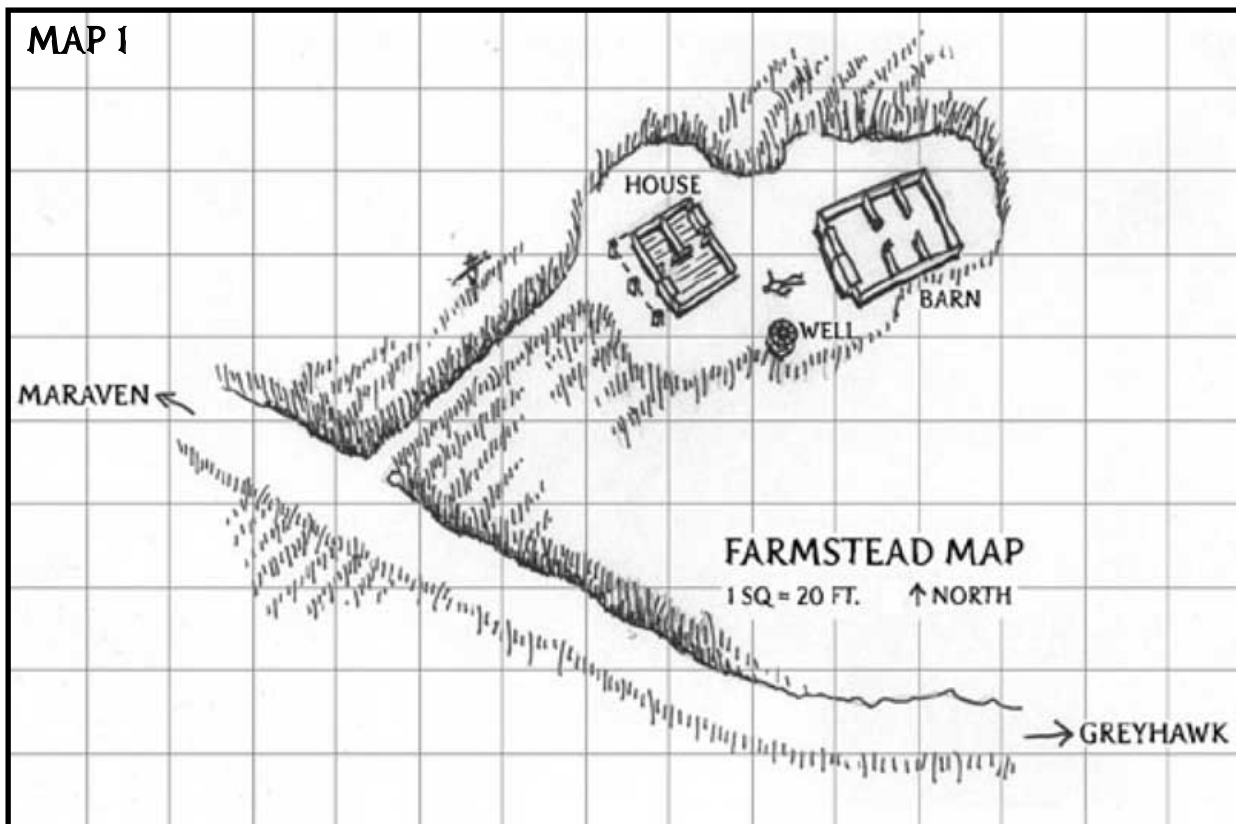
Leaving the bustling metropolis of Greyhawk, you soon find yourself riding through the broad pleasant farmlands surrounding the vast city. Many of the farmers ambling by on business hail your passing but continue with their long toils in the hot afternoon sun without further interruption.

Just before sunset you spot an odd sight in the distance. A number of buzzards are circling a small farmhouse not far from the road. You see one of the scavengers swoop down to the earth, and then immediately take back to the skies. The bird appears wounded as it soon plummets back to the ground like a falling stone, and takes to flight no more.

A field of wheat separates the characters from the small farmstead, preventing them from seeing what the buzzards are circling as well as what caused the injury to the bird.

A few hours ago, a group of etherspitters materialized at this small farmstead. The wicked beasts from the Ethereal Plane promptly began destroying everything in sight using their spit ability. This unfortunately included the farmer who owns the small home and plot of land. Soon after, the buzzards began circling the area, looking for a morsel to eat, unknowing of their peril. The bird spotted by the characters got too close to one of the etherspitters and was attacked.

By the time the heroes make it through the wheat to investigate, the creatures are gone, having faded back into the Ethereal Plane. Read or paraphrase the following to them when they approach.



Making your way through the tall grain, you come upon a clearing surrounding a small farmhouse and modest barn. Splayed out on the ground is a man, or at least it was a man. More than half of him is missing ... not eaten, just gone. It is as if someone cleanly ripped the flesh away. There is a good amount of blood on the ground, but not nearly as much as there should be.

This is the body of the farmer. He has been nearly entirely dissolved using the etherspitters spit ability. A successful Heal skill check (DC 15) reveals that the man died only a few hours ago, while a Heal skill check (DC 20) reveals that the man's wounds almost appear to be similar to those caused by acid, but no sign of a caustic agent is present. A Wilderness Lore skill check (DC 10) reveals that there was not much of a struggle. He has no weapons and little of value on his person.

After giving the characters a few moments to investigate the death of the farmer, allow the heroes a Listen check (DC 10) to reveal the sound of a panicked horse inside the barn. If they make the Listen check by 10 or more, reveal to them that they hear a strange clicking noise as well. The door to the barn is not locked and is laid out as shown on Map 1. In the stall nearest the entrance is a dead mule, in a condition similar to that of the farmer (half missing). In the stall

on the far side of the barn is a young horse being terrified by a group of etherspitters that have materialized in the barn. They are currently approaching the horse by crawling down the walls and on the ceiling.

Creatures: The etherspitters are only interested in shifting every living thing in sight to the Ethereal Plane. If the heroes do not intervene, the horse is dead within two rounds. Assuming the characters move to stop the "bugs", they quickly become the target of their hostility. The etherspitters attempt to retreat to the Ethereal Plane only if severely wounded. If they accomplish this, they heal and return as soon as they are back to full health to finish the job. This cycle repeats until they are all dead or the adventurers have been slain. The creatures cannot be reasoned with.

APL 2 (EL 3)

➤ **Etherspitters (2):** hp 15, 15; see Appendix I.

APL 4 (EL 5)

➤ **Etherspitters (3):** hp 16, 15, 15; see Appendix I.

APL 6 (EL 7)

➤ **Etherspitters (6):** hp 18, 16, 15, 15, 15, 15; see Appendix I.

APL 8 (EL 9)

➤ **Etherspitters, Advanced (6):** hp 36, 35, 33, 33, 32, 32; see Appendix I.

➤ APL 10 (EL 11)

Etherspitters, Advanced (12): hp 44, 36, 36, 35, 35, 33, 33, 33, 32, 32, 32; see Appendix I.

After dealing with the etherspitters, the heroes are free to continue on to Maraven without further delay. The farmer's house is empty, aside from some wooden furniture and a few old books on farming, and there is no sign of his identity, let alone any treasure. The most the heroes might get out of this encounter is a young draft horse of no value, aside for perhaps bartering a free meal from an interested farmer.

THE VOICE

As the heroes are on the road to Maraven, the voice calls to those cursed once again. Pull the selected players aside and read the following:

As you continue on toward Maraven, the terrible voice returns to you. As it speaks, it sounds closer, as if only a wall separates the both of you. "Come to me, my chosen. Soon, you shall receive your gift for helping to grant me my freedom. Do not despair, for in darkness, all will be forgiven." Once again, it is gone as quickly as it has come.

ENCOUNTER 4: MARAVEN

After riding for a few days, you reach the village of Maraven in the late morning on the 22nd of Flocktime. It is a small community, lying in the shadow of Eastguard, a walled castle just to the northeast, subsisting on crops grown from verdant farmland and waterborne trade from docks far larger than you'd expect from a village of only a thousand inhabitants.

Heading to the docks, you find a few ships in port; mostly keelships and a few barges, used to haul smaller cargo along the Velderdyva River and the coasts of the Nyr Dyv. There are two cogs docked as well; on one, you can see numerous sailors standing about on deck, taking a short break from the day's work. The other ship appears to have no one on deck.

A small building with an anchor painted over its door, sits on one of the docks. This must be the office of the dockmaster. The smell of fish is strong in the air, as several nets full of the morning's catch are being hauled in at the far south end of the docks.

The names of the ships that are docked in Maraven are *Siren's Delight* (the "abandoned" ship) and *The Reclamation* (the ship with crew aboard). Heroes most likely ask around about the Flagstone Riches Company; they are greeted with responses of shrugging shoulders and talk of "ask the dockmaster".

Each area the heroes can explore is listed individually below.

THE DOCKMASTER

When you head towards the small structure, a tanned human male, his white hair and beard blowing in the cool shore air, walks out of the building. He is dressed in well-made, durable clothes, and has a silken tie in his long hair. He slowly approaches you, pulling a pipe and some weed out of a pouch. Taking a tindertwig from the same pouch, he lights the newly packed pipe. While you stand there waiting, he takes a few long puffs on his pipe, and finally speaks. "Haven't seen you 'round here. Name's Narthallstin; I'm the dockmaster. You need a ship? Or do you have other business?"

➤ **Narthallstin** (male human Exp6; Knowledge [geography] +10, Profession [sailor] +13; hp 38) is a generally good fellow, although he does let his desire for coin get the better of him from time to time. He does like to talk to strangers, and is more than willing to share the following information with the heroes:

Q: What is the nature of the *Siren's Delight*?

A: *Oh, that vessel's under the command of Captain Yergeld, a Perrenlander. They picked up some miners back near Highfolk, and got into port a couple of days ago. I guess they're waitin' to offload their cargo; I hear they got a pretty big load beneath decks. Must be gems or gold or somethin' like that; 'cause they were all talking about how wealthy they'd be once this was over.*

Q: What about *The Reclamation*?

A: *That one's just waiting for another load of grain to take to Critwall, in the Shield Lands. The captain, Jadana, she's a Shield Lander, as well as her brother, the navigator. They both take very little pay, considering the danger of their voyages and all. I guess they do what they do because they lost a lot 'o family in the Greyhawk Wars, and are findin' their own way to make up for it. They've been in for a few days now; the captain should be back on board soon.*

Q: Have any other, larger vessels been here recently?

A: *Well, The Lady's Vice left port last night. She's a Rhennee cog, captained by a man named Boytar. I believe*

they're headed to Willip. (He's lying. Characters, if, and only if, they call him on this bluff, may make a Sense Motive check (DC 13) to catch it).

Q: Have you seen anyone suspicious around here lately?

A: **No, not that I can say. Most people at the docks mind their own business, though, so people come and go here all the time.**

Q: Have you seen [insert description of the members of the Flagstone Riches Company]?

A: **Well, I think they were on the Siren's Delight. Probably went ashore for something or another, but I didn't personally see them leave the docks.**

He was paid well (100 gp) to keep the destination of the Rhennee ship called *The Lady's Vice* a secret. After talking with him for a couple of minutes, though, the DM should secretly roll Sense Motive checks for each character. Anyone that makes a successful check (DC 20) knows that there's something not quite right about the conversation with the old sea hand. If they force the truth out of him, either through a successful Intimidate check (DC 15), a successful Diplomacy check (DC 15), or with 100 gp bribe, he says the following:

Narthalstin face wrinkles in worry. He takes a couple of glances around, and then speaks in a hushed tone to you. "I got paid well for this, but you drylanders seem like good people. Boytar, the captain of *The Lady's Vice*, he gave me 100 gold orbs not to tell anyone his destination. I took it, because I figured no one would ask, anyways. He's headed to Admundfort, goin' straight across the Nyr Dyv, too. He's got rot grubs in his head, that's for certain."

Any Shield Lands regional character, or other characters that make a successful Knowledge (geography) check (DC 10), bardic knowledge check (DC 15), or who have specific Shield Lands knowledge skills knows that Admundfort is an island in the northern Nyr Dyv that used to be the capital of the Shield Lands. Admundfort was overrun by the Horned Society in the early 580s and then recaptured by Earl Holmer, former Knight Commander of the Shield Lands, and then taken over by Iuz's forces during the Greyhawk Wars. It has been a regional capital for the Empire of Iuz ever since 587 CY. Only those in league with the Old One, or the very foolish would journey there.

In addition to this awful revelation, the quickest

route to Admundfort is straight across the Nyr Dyv, which is never a good prospect. Storms, sea creatures, and pirates make certain that few vessels attempt and survive the trip. An excellent captain and navigator are required to make the journey safely; and the only ones in Maraven that fit that description are those aboard *The Reclamation*.

THE SIREN'S DELIGHT

Heading aboard this cog is a little tricky for the characters. The dockmaster won't just let characters get on board; they must sneak aboard either by mundane or magical means. Of course, some of the heroes could distract the dockmaster with conversation while others went aboard, or they could simply pay the dockmaster 100 golden orbs (gp) to look the other way for an hour or so, only after he reveals the secret about *The Lady's Vice*, though.

Once aboard, the heroes find it very quiet. There is nothing interesting to be found in the hold (completely empty), on deck, or in the sterncastle; no signs of battle, no personal effects, no bodies to be found. When the heroes attempt to open the forecastle door, they find it is locked. The door has the following characteristics:

☛ **Good Wooden Door:** 1 1/2 in. thick; Hardness 5; 15 hp; Break DC 16 (stuck), 18 (locked); Simple Lock: Hardness 15; hp 30; Open Lock (DC 20).

The characters can smell the stench of death, and hear flies buzzing about from just outside the door. There is a small window, but it is blocked by wood. Once the heroes manage to get inside, read the following:

Inside the forecastle you find a horrible scene of carnage. Seven bodies lie stacked in two piles. The floor is covered in sticky, sap-like blood, and the incessant buzzing of flies is almost enough to make you scream.

An investigation of the bodies reveals the following information:

- There are four humans (all male) here, one of which wears a holy symbol of Boccob around his neck. (Three of them are the captain, first mate, and navigator of the *Siren's Delight*. The man with the holy symbol, of course, is a member of the Flagstone Riches Company).
- There is one female dwarf here. In her pouches are spell components. (This is another

member of the Flagstone Riches.)

- There are two wood elves here. (*These are the other two in the mercenary company.*)
- None of them have any valuable gear with them.
 - They all appear to have died from stabbing wounds. A successful Heal check (DC 15) indicates that they died about a day ago. All of them bear the strange symbol (see Player's Handout 1) carved into their throats. It is the same symbol as on the murdered librarian.
- All of their tongues are missing.
 - A good look around the room, and a successful Search check (DC 25) reveals a loose board that, when pried free, has a hidden compartment behind it. Inside the compartment is the ship's log, penned by Captain Yergeld (one of the bodies in the room). Give the players Player's Handout 2 if the heroes manage to find the log.

It is likely that the heroes notify Narthalstin of what has happened. He immediately calls for one of the dockhands, and sends him to get the constable. He advises that the heroes should leave soon; otherwise, they'll be detained for questioning for quite a long while. If they ask the dockmaster for a ship, he tells them to check with *The Reclamation*, and see if they're willing to make a quick departure. Of course, the heroes may come up with this plan without anyone's say-so.

SPEAKING WITH THE DEAD

It is possible that heroes might have access to the spell *speak with dead*. If that is the case, here are some likely questions and answers. If a question presents itself that is not listed here, feel free to have the victim answer in the most appropriate way possible.

- *Who are you?* Depending on the victim, the answer is different, of course. The dead are listed in the description of the contents of the forecandle, above. The name of the first mate is Gullod, and the navigator's name is Osil.
- *How were you killed/who killed you?* All of them remember seeing a fleeting, dark form, and then all went black. They know nothing else on this matter.
- *What were you doing digging at Delvenbrass* (only for Flagstone Riches members)? We were digging out a stone slab that served as a sort of sarcophagus for some kind of creature. I think the creature was one of great evil. It spoke to all of us,

nearly driving us mad. Luckily, Kelledren, our cleric, made some magical charms that protected us from the effects of the corrupting voice. We were paid very well for our efforts, though. The digging took about four and a half months to finish.

- *Who hired you* (for Flagstone Riches members)? We worked through one of our agents at the Mercenaries' Guildhouse, a man named Olgen. He linked us up with a man named Bwirse, who provided us with extensive information and maps on the site.
- *Why are you in Maraven?* Flagstone Riches: We're waiting for Oglen to arrive and arrange transport of the stone. He is also supposed to secure our final payment. *Siren's Delight* crew: We took on these diggers back in Highfolk. They were looking for a ship to take them here. They gave me 100 golden orbs for transport. I don't ask questions when given that sort of coin.
- *Did you hear the voice?* Flagstone Riches: At first we heard it all the time; it kept asking us to free it, and promised a horrible death to us all if we did not. Then, Kelledren gave us magic charms that made the voices go away (if Kelledren is questioned, he tells the heroes he created a continuous *protection from evil* effect, centered on one main amulet, and linked to receptacle amulets within 200 yards of each other). *Siren's Delight*: Yes, we heard terrible voices, dripping with evil thoughts and passions. The voice begged to be free; it begged us to smash the stone that held it and release it into the water. I'm glad the journey was not long; had it been much longer, we would've surely gone mad.

THE RECLAMATION

As the heroes are exploring the docks, either talking to the dockmaster, or investigating the *Siren's Delight*, the captain of *The Reclamation* has returned to her ship, unsuccessful in negotiating a shipping deal for today. She and her crew are ready to set sail again, but Jadana would like to head towards home (Bright Sentry or Critwall); it's been a few weeks since she last visited.

When the characters approach the vessel, they are hailed by the crew aboard, and asked what business they have. Any reasonable answer is accepted, and once the heroes yell something like, "Permission to come aboard!" read the following:

A female voice calls out from the ship, "Permission granted." The woman who issued the statement, a tanned Oeridian lass with a red scarf tied around the top of her black-haired head, steps up to the boarding plank. As you walk up to the deck of the cog, she greets each one of you with a smile. "My name's Jadana. I'm captain of The Reclamation. What can I do for you adventurers?" The crew in good spirits, starts to laugh and hoot. Jadana puts a finger to her lips and quiets them down, awaiting your reply.

☛ **Jadana:** Female human Ftr1/Rog2; hp 19; see Appendix I.

☛ **Quellio:** Male human Exp1/Wiz1; hp 13; see Appendix I.

☛ **Crewmen of The Reclamation (6):** Male human Exp2; hp 12; see Appendix I.

Jadana is a flirtatious woman who enjoys sailing the Nyr Dyv with her all-male crew. She has an adventurous spirit and a good heart. Her brother, a wiry scholar-type named Quellio, is the ship's navigator, a position that Jadana found for him after he failed out of the University of Magical Arts in Greyhawk City. He is quite talkative, and enjoys telling others about his talents; he is a skilled navigator, cartographer, and oh did he mention magician? Both are native Shield Landers, displaced since the Greyhawk Wars. Neither was much of a soldier, so they help out the war effort there by shipping vital supplies to the Shield Lands at about half the cost of other merchants.

If the heroes do not bring up the reason why they're here directly, Jadana asks them after a short bit of chatting, especially with native Shield Landers, with whom she likes to swap stories and news. If the characters tell her enough of the true story; such as they are trying to stop an assassin from delivering an unspeakable evil directly into the hands of the Old One, or a suitable variation of that summary; use your best judgment, she ushers them into the forecabin and talks alone with the adventurers and her brother. No Diplomacy check is necessary to convince the captain, although her crew requires a substantial payment to travel through the Nyr Dyv, without knowing their destination. Jadana knows that even her good-hearted crew would most likely mutiny if they knew they were headed to Admundfort. She doesn't know how they'll actually dock in the port, but she figures that her and the adventurers can come up with something. Quellio and Jadana are determined to help the heroes at any cost to them personally, but they don't want to

sacrifice their crew.

The payment for the crew is 50 times the APL of the adventure. She needs to get a guarantee of payment in order to set sail; she asks the heroes to sign an agreement for the funds. The Reclamation can set sail at any point after the agreement has been struck. Her offer unfortunately is not negotiable, although she will take equivalent magic items as part of the payment. Jadana can set sail in 20 minutes, if necessary. The journey across the Nyr Dyv to Admundfort should take about three days, if all goes well. A diagram of the ship is Map 2.

HOW ABOUT STEALING THE SIREN'S DELIGHT?

It may occur to some characters that they could take the Siren's Delight, and go after the assassin themselves. While this is possible if at least 2 characters possess appropriate seafaring skills such as Profession (sailor) which at least one character must possess, Profession (navigator), or Profession (cartographer), it is a bad idea. Stealing a ship can be considered piracy, and in this instance, that is the charge that is leveled against characters doing so. You as a DM are under no obligation to remind them of this, unless they possess appropriate Knowledge or Profession skills that would give them this information (DM's discretion). They are not required to make any skill checks throughout the rest of the adventure, but you may throw some rolls at them to keep them on their toes.

If the heroes opt to do this, then each one of them receives a special certificate, *Wanted for Piracy*, described at the end of this scenario in the *Treasure Summary*.

THE VOICE

While the adventurers are at the docks, pull the selected players aside again, and read the following:

The voice creeps up again, as if it is a wave lapping at the shores of your mind. Slowly and softly it speaks to you, chilling your very being with its words. "They have taken me from this place. Hurry, for they seek the glory that can only be yours. You would not wish others to know my secrets, would you?"

ENCOUNTER 5: ATTACKED ON THE NYR DYV!

It has been two days since you left port, having set sail for the Iuz held city of Admundfort. Although troubled looks have crossed the faces of the crew as you sail out onto the open waters of the Nyr Dvy, no one has yet questioned the directions of Jadana.

The first day was a bright and clear one, with the spray of the great lake cresting in small waves against the sides of the Reclamation. This morning was a gray one. It appears that the closer you get to your destination the worse the weather has become. Something foreboding is up ahead, be it the destination or the weather, no one seems to hazard a guess.

In the late afternoon a drizzle begins to fall, soon followed by light rain. As the waters of the great lake become an undulating serpent, one of the hands calls down from the forecandle. "Ship sighted off the port bow! It bears the flag of the Old One!"

The approaching boat belongs to Graxel the Brute, a great pirate of the Nyr Dvy under the service of the Old One. Graxel plans to board *The Reclamation* and claim everything of value on board, including slaves. He has no idea powerful adventurers are on board.

When this encounter begins, Graxel is less than two miles from *The Reclamation*, but he is closing fast. Despite Jadana's best maneuvers, the characters have only 15 minutes to prepare for the oncoming assault. Listed below is the information that the characters can learn before Graxel attacks.

- A successful Spot check (DC 15) or any manner of remote sensing (such as *clairvoyance*) confirms that the boat bears the markings of the Old One. If the check is made by 10 or more the characters learn the name of the vessel, *The Wretched*. This fact becomes evident five rounds before combat begins.
- A successful Spot check (DC 15) reveals the number of crew onboard. For this purpose, only reveal the appearance of Graxel and his undead crew. Any other creatures on board are hidden below deck until the combat begins. Note that at APL 10, all the creatures on board are hidden under the cover of an invisibility sphere. If this is the case, only those who can see invisible creatures can make the check.
- Once the name of the ship is known, a successful Knowledge (local - Greyhawk) or

Knowledge (local - Shield Lands) (DC 15) reveals that the captain of *The Wretched* is Graxel, a pirate of renown in this area. A bardic knowledge check (DC 20) reveals this information as well. If either check is made by 10 or more also reveal that Graxel is reported to be a powerful wizard, and often commands a multitude of undead.

After 15 minutes have passed in game, *The Wretched* pulls within 100 feet of *The Reclamation* and combat begins. Use Map 2 for the map of *The Wretched* and *The Reclamation*. Graxel offers no warning or chance at parlay, as he knows that it never succeeds.

Creatures: Just before combat begins, Graxel casts *haste* on himself from his spells (or from scroll if necessary). At APL 10 this is a *mass haste* affecting his entire crew. For the next two rounds, Graxel spends his move equivalent action guiding *The Wretched* toward *The Reclamation*, which covers 50 ft. each round. Graxel also casts two spells per round, starting with his defensive spells (*shield* and *mirror image*). Half of his undead must man the ship during this time, but the other half fire light crossbows that have been provided to them. All spells crossed off Graxel's spell list are precast before combat begins and last throughout the fight. Any ability bonuses from those spells are already taken into account in his statistics.

After two rounds, *The Wretched* and *The Reclamation* are side by side and the undead crew swarms on board to begin melee. As both of the boats are cogs, feel free to use the maps provided for both vessels. Any flying monsters (if present) begin their attacks the round before the boats come in contact.

APL 2 (EL 5)

➤ **Graxel the Brute:** Male human Tra3; hp 13; see Appendix I.

➤ **Medium-size Skeletons (6):** hp 7, 7, 7, 7, 7, 7; see *Monster Manual*.

Each has a light crossbow and 10 bolts, firing at a +1 ranged bonus.

➤ **Large Skeleton:** hp 18; see *Monster Manual*.

APL 4 (EL 7)

➤ **Graxel the Brute:** Male human Tra5; hp 21; see Appendix I.

➤ **Medium-size Skeletons (6):** hp 7, 7, 7, 7, 7, 7; see *Monster Manual*.

Each has a light crossbow and 10 bolts, firing at a

+1 ranged bonus.

➤ **Large Skeleton:** hp 18; see *Monster Manual*.

➤ **Water Mephit:** hp 20; see *Monster Manual*.

APL 6 (EL 9)

➤ **Graxel the Brute:** Male human Tra7; hp 29(50); see Appendix I.

➤ **Ghouls (4):** hp 14 each; see *Monster Manual*.

Each has a light crossbow and 10 bolts, firing at a +4 ranged bonus.

➤ **Manticore:** hp 57; see *Monster Manual*.

APL 8 (EL 11)

➤ **Graxel the Brute:** Male human Tra9; hp 37(64); see Appendix I.

➤ **Wights (4):** hp 26 each; see *Monster Manual*.

Each has a light crossbow and 10 bolts, firing at a +3 ranged bonus.

➤ **Chimera:** hp 76; see *Monster Manual*.

The chimera's dragon head is black.

APL 10 (EL 13)

➤ **Graxel the Brute:** Male human Tra11; hp 45(78); see Appendix I.

➤ **Wights (8):** hp 26 each; see *Monster Manual*.

Each has a light crossbow and 10 bolts, firing at a +3 ranged bonus.

➤ **Chimera (2):** hp 76; see *Monster Manual*.

The chimeras' dragon heads are black and red respectively.

When running this combat there are a number of things to keep in mind.

- First, any character thrown into the water must succeed at a Swim check (DC 15) or begin to sink. Each round that a character sinks requires a round of successful swimming to reach the surface. If at the surface and a successful check is made, the character may get to the side of either boat. Once there, the character may attempt a Climb check (DC 15) to get on board. If a rope is tossed down, the difficulty of this check lowers (DC 5).
- Climbing into the rigging of either boat requires a Climb check (DC 10).
 - Clever characters may have the means and attempt to sink *The Wretched*. Although significant damage can indeed be done, it should be very difficult to sink the boat. At best, the charac-

ters should be able to get *The Wretched* to take on water and listing to one side. Sinking the boat takes a few hours even in this choppy water. This is key, as Jardana suggests that the heroes commandeer the boat for the rest of their journey as noted below.

- Although he also has the means, Graxel does not wish to sink *The Reclamation*, as it would prove far too valuable to the Old One's efforts. As a note, the *flaming sphere* in his spell selection does not stop long enough to cause any serious damage.
- The crew of *The Reclamation* is present to help in the combat. Their statistics are noted in the Appendix I: NPCs. While at lower APLs they may get involved in combat directly, at higher tiers, they mainly play a support roll, helping the heroes where they can. If the fight goes poorly, the crew retreats to the aft castle of *The Reclamation* to make a final stand there.
- *The Wretched* is under the effect of an *unhallow* spell cast by a 10th level priest of Iuz. This covers the entire ship in a *protection from good* spell effect as well as giving a -4 profane penalty to any attempt to turn the undead while on board *The Wretched*. There is also a *bane* spell effect tied to the *unhallow* spell that affects all creatures that do not venerate the Old One. These effects cover *The Reclamation* once *The Wretched* is within 100 feet.
- Both boats have the following statistics to be used as needed.

➤ **Superior Wooden Walls:** 6 in. thick; Hardness 6; hp 80; Break (DC 25).

➤ **Wooden Doors:** 1 in. thick; Hardness 5; hp 10; Break (DC 18).

➤ **Wooden Masts:** 12 in. thick; Hardness 5; hp 120; Break (DC 30).

➤ **Cloth Sails:** 1/2 in. thick; Hardness 0; hp 30; Break (DC 10).

Please review all of the spells and abilities of the opponents for this encounter. Graxel is sure to use his powers to the best of his ability.

AFTER THE BATTLE

After the battle, allow the characters some time to explore *The Wretched* fully before Jardana calls them back on board and into her cabin to discuss a few things. Aside from the gear noted on the opponents, there is little in the way of treasure aboard *The*

Wretched as the boat just left Admundfort a few days ago and had as of yet not run into any other vessels to assault.

Once the heroes are satisfied that the boat is secure, Jadana calls them into her quarters to discuss matters. Listed below are the following points she has to bring up.

- Jadana is very concerned about taking her crew any closer to Admundfort. Although they are good people and stout of heart, they did not sign up for this duty specifically and might mutiny if they found out.
- Jadana believes that an opportunity has arisen that could solve their problem and give them a good disguise. Jadana suggests that they take *The Wretched* and sail it back to Admundfort, allowing her crew to take *The Reclamation* back to Critwall out of harms way.
- Even if the characters are competent sailors, both Jadana and Quellio demand to come along, if for no other reason than to spy on the city up close. If pressed, Jadana says that the information would be of great use to the forces of the Shield Lands and that is a chance that she is not willing to pass up. "Besides" she says, "it might just give the chance to crack of few orc skulls!"

If the characters agree to this plan, Jadana, Quellio, and the heroes all board *The Wretched* and continue on their way to Admundfort after Jadana spends a few moments briefing her crew. The sailors of *The Reclamation* look horrified at the plan but accept it and promise to meet their captain back in Critwall once the mission is over. Proceed to Encounter 6.

If the characters refuse this plan, Jadana tells them that she must soon inform the crew of the plan, as it has become almost too obvious to hide. Upon doing this, the crew firmly decides not to continue onward. They would rather board *The Wretched* themselves and sail to safer waters, which would be suicidal, as the navies of the good lands would sink the ship, than continue on to that hive of evil. The heroes may take *The Wretched* with them. If this does indeed happen, make sure to modify the following encounters to take this fact into account.

REPAIRING THE BOATS

It is quite possible that either one or both of the boats were damaged during the battle. They may even require repair before continuing onward. If this is the

case, both vessels have adequate supplies onboard to complete the job (extra sails, wood, rope, nails, tar, and so on). At worse, these repairs should set the heroes back a day while minimal repairs can be completed in a few hours. Even if one of the boats is listing to one side, diligent work by all hands involved is able to save the vessel before it goes under, which would take a few hours.

No matter the condition of the vessels, getting to Admundfort still requires over a day worth of sailing. This allows the heroes to rest and recuperate from battle before reaching the vile hole of the Old One that is Admundfort.

THE VOICE

Pull aside the same group as before. Read the following to them:

As you continue on toward Admundfort, the voice, much nearer now, speaks to you, its words like sharp knives in your heart. "You must hurry! It will be soon! Only you can know the truth! If you do not come for me, know that my vengeance upon you will be everlasting! I cannot be bound to another!"

ENCOUNTER 6: ADMUNDFORT

On their third day at sea on the Nyr Dyv, the heroes finally reach Admundfort. As their captured vessel *The Wretched*, reaches the port, read the following:

In the distance, you catch your first glimpse of Admundfort. While not Greyhawk City, the stories of Admundfort's quaint beauty and picturesque location upon the shores of Walworth Isle were well known... before the coming of the Old One.

As you approach, you see twin keeps jutting from the shore at opposite ends of the city, apparently acting as anchors for walls that form a rough horseshoe around the city. Before the Greyhawk Wars they would have proudly borne the flags of the Shield Lands, but now they endure the hideous mark of Iuz the Evil. The keep seems crudely, but fully repaired, no doubt by the hands and blood of slaves taken during the city's fall.

Near the eastern keep appears to be crude barracks. Apparently, they are home to scores of orcs, whose tribal standards whip in the wind coming off the lake. Even from this distance you can see them scuttle like vermin amidst the corpse of what was a once splendid city.

Opposite the barracks you can see filthy shacks, which must be slave pens. Few guards can be seen here, obviously not bothering to watch the slaves, as their spirits have long since been broken by tortures too horrible to speak of.

Near the waterfront, colorful banners and sails mark the section of the city now occupied by Rhennee in league with Iuz. Numerous barges and even a few sailing ships flying the Rhennees' colors are lashed to the dock. Jadana directs the ship toward the docks, near the Rhennee vessels.

Almost directly between the keeps, a ruined temple sits. You surmise that it must have been devoted to a deity of good, because now it is little more than a burnt out shell. From the temple, a path of ruin and destruction continues on to the northeast. A strange sight greets your eyes as you follow your vision toward the clouds. Far from the waterfront, three massive stone towers pierce the sky near the north wall; but unlike most other buildings rising above the walls, they bear no markings of the Old One.

Closer now to the city, you catch the rank smell of Admundfort and see the filth that mars its streets. Besides the ever-present stink of decaying fish there is the unmistakable stench of unwashed bodies and rotting dead. Though parts of the city remain recognizable as a place where civilized beings once lived, it is heartbreaking to think that this horrible place used to be the shining star of the proud nation known as the Shield Lands.

Characters originally hailing from Admundfort know the bulleted information listed below, without any skill checks. Heroes that possess Knowledge (local - Shield Lands), Knowledge (geography - Shield Lands), Knowledge (history - Shield Lands), or bardic knowledge may make a skill check to learn the following bits of information (DC is listed in the text; add 5 to the DC for bardic knowledge checks:

- The temple visible from shore was devoted to Procan, an Oeridian god of the seas and navigation. (DC 15)
- The Citadel of Holy Shielding, the main castle and largest temple to Heironeous for hundreds of miles, apparently was destroyed, since it was once viewable from the shore, and now is no longer there. (DC 10)
- Vayne, a Lesser Boneheart wizard, used to command his troops from Admundfort. (DC 15)
- Waquonis, another Lesser Boneheart, has recently usurped Vayne's post in Admundfort, and driven him north. (DC 20)
- The three towers that bear no symbols of Iuz can only be the Towers of the Shield Mages. Earlier reports told that the Towers of the Shield

Mages had fallen, but obviously that isn't true. Perhaps Iuz had them rebuilt for some reason, but unlike the Sea Keeps (the keeps near the shore), the towers are of consistent and superior construction - indistinguishable from each other, but vastly different from their surroundings. The Shield Lands' Council of Lords would be very interested in learning that the Shield Mages' towers still stand. (DC 15)

It does not take Jadana long to find the ship that bears the name *The Lady's Vice*. As she brings the ship into port, she advises the heroes to hide any holy symbols, and to cover non-humans with cloaks, or tie their hands to disguise them as prisoners, if they are too distinguishable, such as the small races. She advises that one of the characters do the talking, if necessary; she has no fondness for Iuz and his minions, and it may show if she is allowed to parlay with them.

You bring the ship into the harbor, positioning it next to The Lady's Vice. Fortunately, your stolen vessel blends in well to the dismal environment at Admundfort's docks. Jadana and Quellio go to tie off the ship, while the rest of you watch from the deck of The Wretched. After a few minutes, Jadana and Quellio walk back up the plank to the deck. Just then, a small contingent of armed orcs begins walking in the direction of your vessel. It is obvious that they see you on board, but have not yet drawn weapons.

It takes the orcs three rounds to get to the edge of the dock where *The Wretched* floats. It is daylight, and there are literally dozens of other people that could be watching the situation. It is probably not a good time to try and initiate combat, unless the heroes can convince the orcs to come aboard ship, and out of the view of others. Something like, "Can you help us with the treasure in the hold?" would work. Otherwise, talking their way out might be a more acceptable solution.

The orcs walk toward the ship, and one of them calls out to you, in the Common tongue. "You on board, come down here! Waquonis wants a report, and he wants it now!"

The orc is telling the truth, in a manner of speaking. Waquonis, a lesser Boneheart that now resides in Admundfort, does look at naval activity reports on a semi-regular basis. Rather, it is the orc's direct human superiors, most likely a junior officer of some sort that wants the report. He is attempting to intimidate the captain or crew into getting what he wants, so they

can go back to lounging around and drinking again. The DM should feel free to interact with the heroes, accepting any good answer or report. The orcs are only suspicious if the heroes state something obviously earmarking them as outsiders or do-gooders. Also, wearing holy symbols of any deities other than Iuz is a bad idea. Finally, if the heroes include races other than humans or half-orcs, they have some explaining to do, if their natures are revealed.

Once the report is given, the orc responds that his superiors will return “shortly” to help with the cargo and document the arrival. The characters are to remain with their ship, and not to leave the immediate area. Then, the orcs turn and leave.

Several heroes may recognize the name Waquonis; if they are Shield Lands regional characters, or have the appropriate Knowledge skills (see the description of Admundfort for details), you may give them the information presented in the fourth bullet point, above.

The heroes no doubt are anxious to get over to *The Lady's Vice*. Jadana and Quellio are happy to accompany them, if they wish. They need to be careful, though, as other orc troops are still milling about the dock area, and might catch them doing something suspicious. However, they are preoccupied, and not very alert. Any Spot or Listen checks that would be made are at -5 to the die roll. Uses the same orc statistics as presented for the orcs that initially interact with the characters. Orcs who notice something suspicious immediately go to inform a human officer, who brings a large contingent of orc troops to deal with the problem. See “It's Time to Leave”, below.

ALL APLS (EL 3)

➤ **Orc Sergeant:** Male orc Ftr1; hp 12; see Appendix I.

➤ **Orcs (3):** hp 4, 5, 6; see *Monster Manual*.

IT'S TIME TO LEAVE!

If the heroes manage to tip off the orcs that something's wrong, they attempt to leave the dock area as quickly as possible, heading into the city's interior to seek out their commanding officers. If they manage to get into the city and inform their officers, a large contingent of troops (use the same statistics as above, but quadruple the number) arrives at the docks in five minutes, lead by a higher-ranking human officer.

➤ **Human Officer:** Male human Ftr6; hp 52; see Appendix I.

If that fails to suppress the problem, another contingent arrives, this time lead by a cleric of Iuz.

➤ **Cleric of Iuz:** Male human Clr8 (Iuz); hp 59; see Appendix I.

If the heroes defeat the cleric, continue to double the amount of foes faced, adding more officers and clerics as necessary. The heroes should be keenly aware that they need to leave the area as soon as the orcs get away; if they leave immediately, they are able to escape back to civilized lands without incident. If they stay and fight... well, at least they'll die a hero's death. Most likely, in either case, they'll have failed in their mission.

THE VOICE

At this point, once in Admundfort, select characters at random (those not cursed) to hear the voice. It is very near, and speaks of horrible things to those without the curse. Use the guidelines and phrases presented below as examples of the voice's interaction with the other heroes. Please note that this interaction should not detract from game play too much but should instead be used to provide some sense of foreboding to the climax of the scenario.

Guidelines

- The voice is bold, arrogant, and thoroughly evil. The only characters that it even approaches being nice, are those with the curse. Everyone else is useless in the mind of the thing.
- Communication with the voice is one way only. It does not have conversations with the characters. The characters hear the voice but cannot communicate with it.
- The voice speaks to the character with telepathy using the racial language of the character. Only the character being spoken to can hear the voice.
- The simplest way to block the voice is to cast *protection from evil* or *magic circle against evil*. This protection only lasts for the duration of the spell. Other effects that block telepathy are also effective.
- Be aware of the sensitivity of the players at your table. It is okay to offend the characters so long as you do not offend the players.

Examples

- Failure is your only choice. Accept that and

you may yet live.

- Do you actually believe that you have the cunning to solve this? Soon, I will bring your corpse before me and ask the same question.
- I can smell your blood. Tell me, is it sweet?
- Nothing can save you now. I suggest that you pray to your meaningless gods worm.
- I see nothing but death for you and the death of all your pathetic friends.
- The future lies within me. Pray to me and I may spare you for a short while.
- I will swallow your soul.
- When you die would you please scream loudly, I find that much more entertaining.
- Run coward; run now before your meager life comes to an abrupt and violent end.

For those with the curse, the voice comes to them again, calling to them, promising power and glory to those that ally with it. At the most inappropriate moment for the cursed heroes, probably while in combat with the Eaters of the Voice, the voice says, "Receive my blessing." At that time, you should roll 1d6 on the following chart to see what form the "blessing" takes. In all cases, the spells are cast at 10th level and require a successful saving throw DC 18 + the spell level to resist.

- 1 – doom
- 2 – aid
- 3 – cause fear
- 4 – divine favor
- 5 – hold person
- 6 – bull's strength

ENCOUNTER 7: DEATH ABOARD THE LADY'S VICE

Eventually, the heroes should attempt to get aboard *The Lady's Vice*. The boarding plank is down; it is relatively easy to sneak aboard. See *Map 2* for a layout of the ship, the same cog style as the other vessels. The stone slab is in a large crate in the hold; it weighs about 700 pounds, and is seven feet long by three feet wide by two feet tall. The crew has gone ashore for merry-making and the next assignment; only the assassin and a couple of his agents are still aboard. They are waiting, guarding the stone slab that holds the undying evil, until orders

arrive from Waquonis or a higher authority.

Of course, unless the heroes have found a very good way to be undetectable; that includes masking the ship, which docked right next to *The Lady's Vice*, the assassin and his men know the heroes are here, and position themselves accordingly. Their goal is nothing less than the elimination of any intruders, those that do not request permission to come aboard, and have officers in tow; but they most definitely spend some time observing the parties' actions before attacking. See the Tactics section below.

APL 2 (EL 5)

➤ **Eater of the Voice Head Initiate:** Male human Rog4; hp 22; see Appendix I.

➤ **Eater of the Voice Initiates (2):** Male human Rog1; hp 7; see Appendix I.

APL 4 (EL 7)

➤ **Eater of the Voice Assassin:** Male human Rog5/Asn1; hp 32; see Appendix I.

➤ **Eater of the Voice Initiates (2):** Male human Rog3; hp 17; see Appendix I.

APL 6 (EL 9)

➤ **Eater of the Voice Assassin:** Male human Rog5/Asn3; hp 42; see Appendix I.

➤ **Eater of the Voice Initiates (2):** Male human Rog4; hp 22; see Appendix I.

APL 8 (EL 11)

➤ **Eater of the Voice Head Assassin:** Male human Rog5/Asn5; hp 52; see Appendix I.

➤ **Eater of the Voice Assassins (2):** Male human Rog5/Asn1; hp 32; see Appendix I.

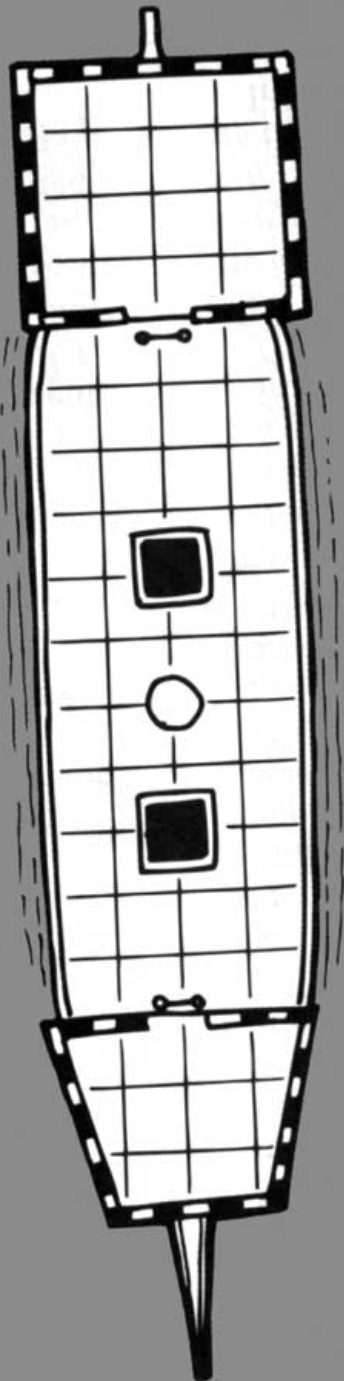
APL 10 (EL 13)

➤ **Eater of the Voice Head Assassin:** Male human Rog5/Asn7; hp 62; see Appendix I.

➤ **Eater of the Voice Assassins (2):** Male human Rog5/Asn3; hp 42; see Appendix I.

Tactics: The assassins and initiates, at all APLs, use stealth and magic to their best advantage. If possible, make sure to have *invisibility* (or at higher APLs, *improved invisibility*) in effect when the heroes arrive on

MAP 2



The Lady's Vice. At some APLs, the highest-level assassin has a magic item known as a *stone of silence*, which, when activated, acts as a *silence* spell cast at 3rd level. There are empty cargo boxes in the hold, as well as hiding spots in the forecandle and sterncastle. Also, the crow's nest makes a good ambush point, especially for ranged weapons; it is about 30 feet above the deck of the ship, making it just in range for sneak attacks. It is a good idea to separate the attackers, especially at higher APLs where all three are assassins. Targeting weaker-looking characters, particularly those that look like arcane spellcasters, for death attacks is another solid tactic. Have them move around when possible, keeping them hidden as they attempt to separate the heroes and take them out one by one.

You are encouraged to use the assassins (and rogues) as you wish, keeping in mind that they are vile, evil people, who are outraged at the audacity of the characters' barging onto their ship and attempting to steal their cargo. The assassins are willing to leave their ship to hunt down heroes that have intruded, but at least one of them remains behind with *The Lady's Vice*.

help unload any cargo. The heroes need to come up with a way to get the cargo from the hold out onto their ship, or they could just do things in a far easier way, by stealing *The Lady's Vice*, an idea, which Jadana suggests, if still alive. Of course, if everyone is still alive, the heroes might want to take both ships; each cog requires a crew of four, with at least one person per ship possessing the Profession (sailor) skill. It does not take long to get the ship (or ships) ready to sail, and if the heroes do so with some alacrity, they are able to escape the port of Admundfort without further incident. Go to Conclusion, below.

The assassin and his agents do not talk if captured. Their cabal has taken a vow of silence; they may only speak to other members of their organization, or to cast spells. No other speech is allowed, by penalty of death. Thus, they do not communicate verbally with the heroes under any circumstances. Their mission may not be communicated with others, under penalty of death. If a hero attempts to use very strong charm magic, such as *dominate person*, the only information that the Eaters of the Voice possess is the details of their mission: find the location of the stone slab, steal it, and take it to Admundfort. That's really all they know.

All the Eaters of the Voice possess the strange symbol of their order as a scar on their throats (see Player's Handout 1). Through a mysterious ritual, their corpses cannot be spoken to via a *speak with dead* spell.

THE CRATE IN THE HOLD

Several smaller empty crates and boxes are present in the hold of *The Lady's Vice*, along with one larger one, a crate about four feet high, five feet wide, and ten feet long. The crate has a wooden door on one end, along with a metal latch that can be locked. However, no lock is in place on the crate door latch. The door's statistics are as follows:

◆ **Wooden door:** 1 in. thick; Hardness 5; hp 10; Break DC 18.

If the latch is flipped to allow the door to open, it triggers a poison needle trap, which fires straight out from the latch. It is very conceivable that the heroes may not set off this trap until they are back in a safe harbor, getting ready to unload the stone slab that is within the crate. If that is the case, don't forget to spring a possibly nasty surprise on them when they least expect it.

APL 2 (NO EL)

◆ **Needle Trap:** CR 0; mechanical; touch trigger; repair

AFTER THE FIGHT

After the battle is over, it should occur to characters that they may not have much more time before a larger contingent is sent to their ship to ask more questions, and

reset; Atk +17 ranged (1, needle); Search (DC 22); Disable Device (DC 17). Note that the poison on this trap is now inert. The trap is relatively harmless, although it might give the heroes a good scare.

APL 4 (EL 5)

☞**Poisoned Needle Trap:** CR 5; mechanical; touch trigger; repair reset; Atk +17 ranged (1 plus poison, needle); poison (nitharit, Fortitude save [DC 13] resists, 0/3d6 Con); Search (DC 22); Disable Device (DC 17).

APL 6 (EL 7)

☞**Poisoned Needle Trap:** CR 7; mechanical; touch trigger; repair reset; Atk +17 ranged (1 plus poison, needle); poison (deathblade, Fortitude save [DC 20] resists, 1d6/2d6 Con); Search (DC 25); Disable Device (DC 20).

APL 8 (EL 9)

☞**Poisoned Needle Trap:** CR 9; mechanical; touch trigger; repair reset; Atk +20 ranged (1 plus poison, needle); poison (deathblade, Fortitude save [DC 20] resists, 1d6/2d6 Con); Search (DC 28); Disable Device (DC 22).

APL 10 (EL 11)

☞**Poisoned Needle Trap:** CR 11; mechanical; touch trigger; repair reset; Atk +17 ranged (1 plus poison, needle); poison (black lotus extract, Fortitude save [DC 20] resists, 3d6/3d6 Con); Search (DC 29); Disable Device (DC 24).

THE VOICE

Once the heroes find the voice in the hold, read the following to those cursed:

It calls to you again, this time the voice is a shout, so painful that you reflexively cover your ears and fall to your knees as it speaks. "Take me from here! Back to your lands of good! Free me there, and I will give you all of your desires, even those that beat within the dark places of your heart! We will be together soon, my devoted! You shall be the vessel by which the world will know my forgotten name; once uttered, it shall echo throughout the ages for all to fear!" The voice leaves your mind, and you are stunned by the sound of silence that replaces it.

CONCLUSION

You pull the vessel away from the port of Admundfort, hoping that no one important will notice its disappearance for some time. While on the Lake of Unknown Depths, you ponder your next debacle, what to do with your mysterious and terrible cargo.

The heroes now have a choice to make. The choice is entirely up to them, and in no way should be influenced by the DM. Simply ask the heroes what they want to do with the crate containing the stone slab. A few options are listed below, but the characters are free to do whatever they like. Do not suggest one of the following courses of actions to the heroes; this list only exists for your reference if the players ask questions.

- The heroes could pull the stone slab from the hold and dump it into the Nyr Dyv.
- The characters could scuttle (put holes in the keel of the ship to intentionally sink it) one ship with the cargo still in the hold; of course, they would need to have a second ship to continue the journey.
- The heroes could head to Bright Sentry in the Shield Lands to dispose of the cargo there. This takes one day of sailing. If the characters are aboard *The Lady's Vice*, they are able to dock in harbor without any major incidents. However, if the heroes are on *The Wretched*, they need to send communication to Bright Sentry, or one of the warships near the coast, letting others know of their situation (they are on a captured Iuz pirate ship, they have urgent business, etc.). If they do not warn Bright Sentry of their approach, Jadana, if alive, mentions this to the heroes, their ship is sunk, and the stone slab is lost to the depths. The characters are recovered, and brought to Bright Sentry, where they can talk with the Knights of the Holy Shielding or the Church of the Holy Shielding.
- If the heroes make it to Bright Sentry, they can dispose of the stone slab at one of the temples there, or in Critwall, which is just north of Scragholme Island, on the mainland proper. Possible temples include those devoted to Heironeous, St. Cuthbert, Mayaheine, Pholtus, and Trithereon.
- The heroes can head back to the domain of Greyhawk. This takes three days of sailing. A very similar situation takes place there if the heroes sail in on *The Wretched*. Once there, the characters can dispose of the stone slab however they wish, with the government, the Great Library, or with one of the temples.

Possible temples include those devoted to St. Cuthbert, Zilchus, Heironeous, Fharlanghn, Pholtus, Rao, Trithereon, Olidammara, Xerbo, Osprem, Norebo, Ralishaz, and Ulaa.

- The heroes could bury it anywhere they so desire.
- The character may take many other courses of action; the DM should not discourage them in any way.
- Regardless of their choice, there is only one that cannot be made. The heroes cannot keep the stone slab. They must give it over to some other authority, or dispose of it in some way.

HOW DO YOU STEER THIS THING?

If the heroes have lost both Jadana and Quellio, and have no one that possesses the Profession (sailor), Profession (navigator), or Intuit Direction skill, they have a really hard time piloting the ship. The only place that they can take the vessel, since they can use the coast as a guide, and it's a relatively short distance away, is Bright Sentry on Scragholme Island, which is under the control of the Restored Shield Lands. It takes the heroes an extra day to get there, which may cost them even more of their sanity, as the voice continues to mentally assault them as long as they are in possession of the stone slab.

THE VOICE

While the heroes possess the stone slab, it talks to each of them frequently, massaging the ego of those that are cursed, while uttering messages of doom and despair to those that do not possess the curse. This has a maddening effect on all of those who are not protected from it. Each full day that the heroes are in possession of the stone slab, all characters (and NPCs) must succeed at a Will saving throw (DC 15), or take 1d4 points of temporary Wisdom damage, as the voice slowly unravels their mind. Any hero rolling a natural 1 on the saving throw suffers one point of Wisdom drain (permanent ability score loss) in addition to the temporary damage. Of course, the Wisdom damage can be repaired by spells such as *lesser restoration*, but the drain requires at least a *restoration* spell to be effective. A *restoration* spell can be obtained in Greyhawk City for the cost of 380 gp.

AIDING THE SHIELD LANDS

Several heroes, especially those native to the Shield Lands, or sympathetic to its cause, may wish to report information to the Council of Lords (the acting gov-

ernment in the Shield Lands), the Knights of the Holy Shielding in the Shield Lands, or to the Sanctum of Heironeous in Greyhawk City (owned by Lord Henway, a prominent Knight of the Holy Shielding). Do not suggest this course of action to the heroes, but answer their questions if they wish to make a report to someone.

The DM should inform players of heroes that make a report to contact the Shield Lands Triad Point-of-Contact, Rick LaRue, by e-mail at . The subject of the e-mail should be titled "Admundfort Info" and should contain a text description of no more than 200 words. In addition to the text, the player should include their name, their character's name, the character's race/class/level/alignment, the region the character is from, and membership in any Shield Lands meta-organizations.

WHAT TO DO WITH THE SHIPS?

Regardless of where the heroes go, the authorities confiscate any vessels that do not belong to the heroes. Several governments (especially the Shield Lands and Furryondy) are interested in using the ships as weapons of deception against the forces of the Old One. However, if a hero wishes, one of the vessels may be purchased for the sum of 12,000 gold pieces. The cog must be purchased by the conclusion of this adventure. The ship is listed on the Adventure Certificate, and is present in the *Treasure Summary*, below.

THE END?

After all other issues have been resolved, read the following, modifying the text where appropriate:

Your dangerous mission now complete, you finally find some time to rest, until yet another voice, in distress, calls for your assistance. Word reaches you that the librarians at the Great Library of Greyhawk are very thankful for your help in the investigations. After some time spent relaxing along with you, Jadana, Quellio, and the rest of the crew of The Reclamation part ways with you, wishing you luck in your travels.

Once again, you think about how close you were to a great being of evil, and it makes you shudder. You can only hope that this time, you made the right decision, and the thing that once was imprisoned deep in the Vesve Forest, under the ruins of Delvenbrass, will be forgotten yet again.

Read the following to those with the curse:

In the days and weeks to come, the voice is silent. To your relief, it seems as though it no longer plagues your thoughts and dreams. However, you wonder if this respite is permanent, or if, perhaps, it merely lies in quiet, thinking of ways to enact its unholy vengeance upon you and the whole of Oerth.

The Curse of the Voice certificate stays with the character (and is still active) until an announcement is made on the results of the disposal of the stone slab.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 3: What's Eating Him?

Defeat the etherspitters.

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

Encounter 5: Attacked on the Nyr Dyv!

Defeat Graxel and his crew.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

Encounter 7: Death Aboard *The Lady's Vice*

Defeat the Eaters of the Voice.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP

The Crate in the Hold

Locate and defeat the trap on the crate.

APL 2	0 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

Discretionary Award

Give out this award however you see fit: roleplaying, accomplishing goals, performing heroic actions, etc.

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

Total Possible Experience

APL 2	450 XP
APL 4	810 XP
APL 6	1040 XP
APL 8	1440 XP
APL 10	1740 XP

TREASURE SUMMARY

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

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

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

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

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

ture certificate.

TREASURE KEY:

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

Encounter 5: Attacked on the Nyr Dyv!

Defeat Graxel and his crew

APL 2: L: 57 gp; C: 0 gp; M: 2 *potions of cure light wounds* (7 gp per character); *scroll of burning hands* (3rd level) (13 gp per character); *scroll of haste* (56 gp per character).

APL 4: L: 57 gp; C: 0 gp; M: *pearl of power* (1st level) (150 gp per character); 2 *potions of cure light wounds* (7 gp per character); *scroll of fireball* (56 gp per character); 2 *scrolls of magic missile* (5th level) (19 gp per scroll per character); *scroll of slow* (56 gp per character).

APL 6: L: 50 gp; C: 0 gp; M: *cloak of resistance* (+1) (150 gp per character); *pearl of power* (1st level) (150 gp per character); *potion of cure moderate wounds* (45 gp per character); *potion of cure serious wounds* (113 gp per character); *scroll of fireball* (56 gp per character); 2 *scrolls of magic missile* (7th level) (26 gp per scroll per character); *scroll of fly* (56 gp per character).

APL 8: L: 50 gp; C: 0 gp; M: *cloak of resistance* (+1) (150 gp per character); *pearl of power* (1st level) (150 gp per character); 2 *potions of cure serious wounds* (113 gp per character); *scroll of cone of cold* (169 gp per character); 2 *scrolls of magic missile* (9th level) (34 gp per scroll per character); *scroll of fly* (56 gp per character).

APL 10: L: 64 gp; C: 0 gp; M: *cloak of resistance* (+1) (150 gp per character); *pearl of power* (1st level) (150 gp per character); 2 *potions of cure serious wounds* (113 gp per character); *potion of gaseous form* (113 gp per character); *scroll of disintegrate* (249 gp per character); 2 *scrolls of magic missile* (9th level) (34 gp per scroll per character); *scroll of fly* (56 gp per character).

Encounter 7: Death Aboard The Lady's Vice

Defeat the Eaters of the Voice.

APL 2: L: 202 gp; C: 0 gp; M: *potion of invisibility* (45 gp per character); 2 *potions of cure light wounds* (7 gp per character); 2 *potions of hiding* (22 gp per character).

APL 4: L: 223 gp; C: 0 gp; M: 4 *potions of invisibility* (45 gp per character); 2 *potions of cure moderate wounds* (45 gp per character); 4 *potions of cure light wounds* (7 gp per character).

APL 6: L: 223 gp; C: 0 gp; M: 2 *potions of cure serious wounds* (113 gp per character); 2 *potions of cure*

moderate wounds (45 gp per character); 2 *potions of invisibility* (45 gp per character); *scroll of improved invisibility* (105 gp per character).

APL 8: L: 203 gp; C: 0 gp; M: +1 *mithral shirt* (315 gp per character); *stone of silence* (300 gp per character); 2 *potions of cure serious wounds* (113 gp per character); 4 *potions of cure moderate wounds* (45 gp per character); 4 *potions of invisibility* (45 gp per character); *scroll of improved invisibility* (105 gp per character).

APL 10: L: 168 gp; C: 0 gp; M: +1 *mithral shirt* (315 gp per character); *stone of silence* (300 gp per character); 2 suits of +1 *studded leather armor* (176 gp per suit per character); *cloak of resistance* (+1) (150 gp per character); *bead of force* (300 gp per character); 2 pinches of *dust of illusion* (75 gp per pinch per character); 6 *potions of cure serious wounds* (113 gp per character); *scroll of dimension door* (105 gp per character); 3 *scrolls of improved invisibility* (105 gp per scroll per character).

Total Possible Treasure

APL 2:	447 gp
APL 4:	892 gp
APL 6:	1406 gp
APL 8:	2265 gp
APL 10:	3910 gp

ITEMS ON THE ADVENTURE CERTIFICATE

Eater of the Voice Death Knife

This weapon is a blade of the Eaters of the Voice, a vile cabal of assassins. It is clearly a weapon built for assassinations; it has a black steel blade with poison grooves, and a bone handle wrapped in leather. It is a work of great craftsmanship, and as such, confers a nonmagical +1 bonus to attack. The vicious knife is treated as a masterwork dagger in all respects.

The blade also has other features that a malicious scoundrel might find interesting. The grooves on the surface of the blade are a perfect well for poisons. As such, any poison applied to the blade that normally would wipe off with a successful blow remains for a second successful attack. In addition, the bone handle of the weapon is longer than normal, and the end can be removed. The inside of the handle is hollow, and may store a draught of a potion, a dose of poison, several small spell components, or anything else that can fit into a tube 8 inches long by 1 1/2 inches wide.

This blade can only be associated with those that practice the dark arts. Anytime the weapon is bran-

dished or brought into view, many will recognize the weapon for what it is: the knife of a killer. Good-aligned NPCs are horrified to realize the character is carrying such a weapon, and certain evil NPCs may covet it. Also, the various assassins' guilds throughout the Flanaess are very touchy about non-assassins carrying around a murderer's blade, and such groups might take steps to recover such an item if it is known missing.

Caster Level: N/A; *Prerequisites:* N/A; *Market Price:* 450 gp; *Weight:* 1 lb. (Frequency: Adventure; Requirements: as prerequisites.)

Stone of Silence

APL 8+ Only

This small, gray stone is marked with various arcane symbols, revealing its nature. When held in the hand, as a standard action, the possessor of the stone can cast a *silence* spell as a 3rd-level cleric once per day. The spell is always centered on the stone.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *silence*; *Market Price:* 2,000 gp; *Weight:* 1 lb. (Frequency: Region [purchase only after Core scenarios]; Requirements: as prerequisites.)

Sailing Ship (Cog) _____

You now own a sailing vessel, once employed by Iuz's forces in the Nyr Dyv. After making the necessary repairs and cleaning the ship out, your cog is quite seaworthy. The vessel has a single mast supporting a square sail, and is 80 feet from bow to stern, and has a beam of 20 feet (it's width). The ship requires at least 4 people to operate the vessel, one of which must possess the Profession (sailor) skill. Up to 20 people can crew the ship at a given time; if you possess the Leadership feat, the crew can be made up of followers. The cargo hold below decks can haul up to 150 tons of goods, and can comfortably fit up to 5 passengers in addition to the maximum crew compliment. The ship also has a reasonably sized forecastle and sterncastle. Upon finishing repairs, you have renamed your vessel (see above).

Caster Level: N/A; *Prerequisites:* N/A; *Market Price:* 12,000 gp; *Weight:* Far too much. (Frequency: Adventure; Requirements: as prerequisites.)

Wanted for Piracy

The character named above has stolen a legitimate businessman's ship, *Siren's Delight*. Authorities in the Domain of Greyhawk have caught wind of the misdeed, and have an accurate description of you. You are

now wanted for piracy, a crime that carries a considerable sentence. From this point forward, whenever your character participates in an adventure set in the Domain of Greyhawk, or passing through it, there is a chance that you are apprehended for your crime.

At the beginning of such an event, the DM rolls 1d20 secretly to determine whether or not you are caught. This roll can only be modified by use of the Luck domain or a similar luck-based reroll power. On a roll of a 1 or 2, you are taken in at some point during the scenario, and face the consequences of your brash actions. If you make a Disguise check (DC 20) at the beginning of the event, you are only caught on a roll of a 1.

Your sentence is 30,000 gp (the cost of a new vessel, plus restitution) or exile from the Domain of Greyhawk (if unable to pay). If you are exiled, this character may never again participate in a scenario that is set or passing through the Domain of Greyhawk, under penalty of death.

You may attempt to participate in adventures set in Greyhawk while under exile; it is utilized in the same way as before (DM rolls 1d20 before the event, etc.), except the chances of you getting caught are doubled (1-4 or 1-2 with Disguise check). If captured, you are executed, and your character is rendered unplayable.

APPENDIX I: NPCS

ENCOUNTER 1: THE GREAT LIBRARY

☛ **Equonel:** Male human Exp5; CR 4; Medium-size humanoid (human); HD 4d6; hp 24; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +3 melee (1d3, unarmed attack); AL NG; SV Fort +1, Ref +1, Will +5; Str 10, Dex 11, Con 10, Int 16, Wis 15, Cha 12.

Skills and Feats: Diplomacy +9, Knowledge (history - Near Domain of Greyhawk) +13, Knowledge (history - Greyhawk City) +13, Knowledge (geography - Domain of Greyhawk) +13, Knowledge (architecture and engineering) +11, Profession (librarian) +10, Profession (scribe) +10, Ride +8, Sense Motive +10, Swim +8; Skill Focus (Knowledge: history - Near Domain of Greyhawk), Skill Focus (Knowledge: history - Greyhawk City), Skill Focus (Knowledge: geography - Domain of Greyhawk).

ENCOUNTER 2: THE MERCENARIES' HALL

☛ **Genwick:** Male human Rog4; CR 4; Medium-size humanoid (human); HD 4d6; hp 24; Init +3; Spd 30 ft.; AC 15 (touch 13, flat-footed 12); Atk +8 melee (1d6+1/19-20, short sword); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +3, Ref +7, Will +3; Str 12, Dex 17, Con 14, Int 12, Wis 15, Cha 15.

Skills and Feats: Bluff +7, Diplomacy +9, Disable Device +8, Hide +10, Innuendo +11, Intimidate +7, Move Silently +10, Open Locks +10, Search +8, Sense Motive +7, Swim +7; Skill Focus (Innuendo), Weapon Finesse (short sword), Weapon Focus (short sword).

Possessions: masterwork studded leather armor, masterwork short sword.

ENCOUNTER 3: WHAT'S EATING HIM?

APL 2 (EL 3)

☛ **Etherspitters* (2):** CR 2; Small Aberration; HD 3d8; hp 15; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15); Atk +4 melee (1d6+2, bite); SA Ethereal spit, steal dead; SQ Stick, minor fading, fast healing 1, chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

*See Appendix II: New Rules for additional information.

APL 4 (EL 5)

☛ **Etherspitters* (4):** CR 2; Small Aberration; HD 3d8; hp 15; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15); Atk +4 melee (1d6+2, bite); SA Ethereal spit, steal dead; SQ Stick, minor fading, fast healing 1, chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

*See Appendix II: New Rules for additional information.

APL 6 (EL 7)

☛ **Etherspitters* (6):** CR 2; Small Aberration; HD 3d8; hp 15; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15); Atk +4 melee (1d6+2, bite); SA Ethereal spit, steal dead; SQ Stick, minor fading, fast healing 1, chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

*See Appendix II: New Rules for additional information.

APL 8 (EL 9)

☛ **Etherspitters, Advanced (6):** CR 4; Medium-size Aberration; HD 6d8+6; hp 33; Init +7; Spd 40 ft.; AC 17 (touch 13, flat-footed 14); Atk +8 melee (1d8+4, bite); SA Ethereal spit, Steal dead; SQ Stick, minor fading, fast healing 1, chitter; AL N; SV Fort +3, Ref +5, Will +5; Str 18, Dex 16, Con 13, Int 1, Wis 10, Cha 10.

Skills and Feats: Listen +9, Spot +9; Alertness, Improved Initiative.

APL 10 (EL 11)

☛ **Etherspitters, Advanced (12):** CR 4; Medium-size Aberration; HD 6d8+6; hp 33; Init +7; Spd 40 ft.; AC 17 (touch 13, flat-footed 14); Atk +8 melee (1d8+4, bite); SA Ethereal spit, Steal dead; SQ Stick, minor fading, fast healing 1, chitter; AL N; SV Fort +3, Ref +5, Will +5; Str 18, Dex 16, Con 13, Int 1, Wis 10, Cha 10.

Skills and Feats: Listen +9, Spot +9; Alertness, Improved Initiative.

ENCOUNTER 4: MARAVEN

☛ **Crewmen of The Reclamation (6):** Male human Exp2; CR 1; Medium-size humanoid (human); HD 2d6+2; hp 12; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk +2 melee (1d6+1/18-20, scimitar) or +3

ranged (1d8/19-20, light crossbow); AL Varies, mostly NG or CG; SV Fort +1, Ref +1, Will +3.

Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +6, Climb +6, Intuit Direction +5, Profession (sailor) +7, Spot +5, Swim +3, Use Rope +6; Martial Weapon Proficiency (scimitar), Skill Focus (Profession - sailor).

Possessions: scimitar, dagger, light crossbow, 10 masterwork bolts.

Personality Traits: Rowdy, well-meaning, friendly.

➤ **Jadana:** Female human Ftr1/Rog2; CR 3; Medium-size humanoid (human); HD 1d10+2d6+3; hp 19; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +5 melee (1d6+1/18-20, scimitar) or +5 ranged (1d8/19-20, light crossbow); SA Sneak attack; SQ Evasion; AL NG; SV Fort +3, Ref +5, Will +1; Str 12, Dex 14, Con 12, Int 12, Wis 12, Cha 14.

Skills and Feats: Balance +7, Bluff +7, Climb +7, Diplomacy +7, Move Silently +7, Intuit Direction +6, Profession (sailor) +7, Swim +3, Tumble +7, Use Rope +7; Combat Reflexes, Dodge, Mobility, Weapon Focus (scimitar).

Possessions: masterwork scimitar, dagger, light crossbow, 10 masterwork bolts, 2 *potions of cure light wounds*, *potion of cure moderate wounds*, *potion of swimming*, Quaal's feather token (anchor).

Personality Traits: Flirtatious, caring, brave.

➤ **Quellio:** Male human Exp1/Wiz1; CR 2; Medium-size humanoid (human); HD 1d4+1d6+5; hp 13; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +0 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); SA Spells; AL NG; SV Fort +1, Ref +2, Will +5; Str 8, Dex 14, Con 12, Int 16, Wis 12, Cha 12.

Skills and Feats: Balance +3, Concentration +5, Forgery +5, Intuit Direction +2, Knowledge (history - Shield Lands) +7, Knowledge (geography) +7, Profession (cartographer) +6, Profession (navigator) +6, Profession (sailor) +3, Spellcraft +7, Swim -1, Use Rope +3; Dodge, Scribe Scroll, Toughness.

Possessions: masterwork dagger, light crossbow, 10 masterwork bolts, *potion of cure light wounds*, 2 *scrolls of color spray*, 2 *scrolls of mage armor*, 2 *scrolls of shield*.

Spells Prepared (3/2; base DC = 13 + spell level): 0—*daze*, *detect magic*, *ray of frost*; 1st—*color spray*, *sleep*.

Personality Traits: Talkative, inquisitive, courteous.

ENCOUNTER 5: ATTACKED ON THE NYR DYVI

APL 2

➤ **Graxel the Brute:** Male human Tra3; CR 3; Medium-size humanoid (human); HD 3d4+3; hp 13; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +3(+5) melee (1d6+1(+3), quarterstaff) or +3 ranged (1d10/19-20, heavy crossbow); SA Spells; AL CE; SV Fort +2, Ref +5, Will +3; Str 12 (16), Dex 15, Con 12, Int 17, Wis 10, Cha 9.

Skills and Feats: Climb +4(+6), Concentration +7, Intuit Direction +3, Profession (sailor) +6, Spellcraft +9, Swim +4(+6); Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (Transmutation).

Possessions: heavy crossbow, 10 bolts, masterwork quarterstaff, 2 *potions of cure light wounds*, *scroll of burning hands* (3rd level), *scroll of haste*.

Spells Prepared (5/4/3; base DC = 13 + spell level; 15 + spell level for Transmutation spells): 0—*daze* (2), *detect magic*, *mage hand* (2); 1st—*burning hands*, *magic missile*, *reduce*, *shield*; 2nd—~~bull's strength~~, *flaming sphere*, *mirror image*.

APL 4

➤ **Graxel the Brute:** Male human Tra5; CR 5; Medium-size humanoid (human); HD 5d4+5; hp 21; Init +6(+8); Spd 30 ft.; AC 12 (14) (touch 12(14), flat-footed 10); Atk +4(+6) melee (1d6+1(+3), quarterstaff) or +3(+5) ranged (1d10/19-20, heavy crossbow); SA Spells; AL CE; SV Fort +2, Ref +5(+7), Will +4; Str 12 (16), Dex 15 (18), Con 12, Int 18, Wis 10, Cha 9.

Skills and Feats: Climb +5(+7), Concentration +9, Intuit Direction +4, Profession (sailor) +8, Spellcraft +12, Spot +1, Swim +5(+7); Enlarge Spell, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (Transmutation).

Possessions: heavy crossbow, 10 bolts, masterwork quarterstaff, *pearl of power* (1st), 2 *potions of cure light wounds*, *scroll of fireball*, 2 *scrolls of magic missile* (5th level), *scroll of slow*.

Spells Prepared (5/5/4/3; base DC = 14 + spell level; 16 + spell level for Transmutation spells): 0—*daze* (2), *detect magic*, *mage hand* (2); 1st—*burning hands*, *magic missile*, *reduce*, *shield*, *true strike*; 2nd—~~bull's strength~~, ~~cat's grace~~, *flaming sphere*, *mirror image*; 3rd—*fireball*, *haste*, *slow*.

APL 6

➤ **Graxel the Brute:** Male human Tra7; CR 7; Medium-size humanoid (human); HD 7d4+7(+28); hp 29(50); Init +6(+8); Spd 30 ft.; AC 12 (14) (touch

12(14), flat-footed 10); Atk +5(+7) melee (1d6+1(+3), quarterstaff) or +4(+6) ranged (1d10/19-20, heavy crossbow); SA Spells; AL CE; SV Fort +4(+7), Ref +7(+9), Will +6; Str 12 (16), Dex 15 (18), Con 12 (18), Int 18, Wis 10, Cha 9.

Skills and Feats: Climb +6(+8), Concentration +11(+14), Intuit Direction +5, Profession (sailor) +10, Spellcraft +14, Spot +2, Swim +6(+8); Empower Spell, Enlarge Spell, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (Transmutation).

Possessions: heavy crossbow, 10 bolts, masterwork quarterstaff, cloak of resistance +1, pearl of power (1st), potion of cure moderate wounds, potion of cure serious wounds, scroll of fireball, 2 scrolls of magic missile (7th level), scroll of fly.

Spells Prepared (5/6/5/4/3; base DC = 14 + spell level; 16 + spell level for Transmutation spells): 0—daze (2), detect magic, mage hand (2); 1st—burning hands, magic missile (2), reduce, shield, true strike; 2nd—~~bull's strength~~, ~~cat's grace~~, darkness, flaming sphere, mirror image; 3rd—dispel magic, fireball, haste, slow; 4th—bestow curse, ~~endurance (empowered)~~, ice storm.

APL 8

➤ **Graxel the Brute:** Male human Tra9; CR 9; Medium-size humanoid (human); HD 9d4+9(+36); hp 37(64); Init +7(+8); Spd 30 ft.; AC 13 (14) (touch 13(14), flat-footed 10); Atk +6(+8) melee (1d6+1(+3), quarterstaff) or +5(+7) ranged (1d10/19-20, heavy crossbow); SA Spells; AL CE; SV Fort +5(+8), Ref +8(+10), Will +7; Str 12 (16), Dex 16 (19), Con 12 (18), Int 18, Wis 10, Cha 9.

Skills and Feats: Climb +7(+9), Concentration +13(+16), Intuit Direction +6, Profession (sailor) +12, Spellcraft +16, Spot +3, Swim +7(+9); Combat Casting, Empower Spell, Enlarge Spell, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (Transmutation).

Possessions: heavy crossbow, 10 bolts, masterwork quarterstaff, cloak of resistance +1, pearl of power (1st), 2 potions of cure serious wounds, scroll of cone of cold, 2 scrolls of magic missile (9th level), scroll of fly.

Spells Prepared (5/6/6/5/4/2; base DC = 14 + spell level; 16 + spell level for Transmutation spells): 0—daze (2), detect magic, mage hand (2); 1st—burning hands, magic missile (2), reduce, shield, true strike; 2nd—blindness/deafness, ~~bull's strength~~, ~~cat's grace~~, darkness, flaming sphere, mirror image; 3rd—dispel magic, fireball, haste, magic missile (empowered), slow; 4th—bestow curse, ~~endurance (empowered)~~, ice storm, ~~stoneskin~~; 5th—lightning bolt (empowered), telekinesis.

APL 10

➤ **Graxel the Brute:** Male human Tra11; CR 11; Medium-size humanoid (human); HD 11d4+11(+44); hp 45(78); Init +7(+8); Spd 30 ft.; AC 13 (14) (touch 13(14), flat-footed 10); Atk +7(+9) melee (1d6+1(+3), quarterstaff) or +6(+8) ranged (1d10/19-20, heavy crossbow); SA Spells; AL CE; SV Fort +5(+8), Ref +8(+10), Will +8; Str 12 (16), Dex 16 (19), Con 12 (18), Int 18, Wis 10, Cha 9.

Skills and Feats: Climb +8(+10), Concentration +15(+18), Intuit Direction +6, Profession (sailor) +14, Spellcraft +18, Spot +5, Swim +8(+10); Combat Casting, Empower Spell, Enlarge Spell, Improved Initiative, Lightning Reflexes, Quicken Spell, Scribe Scroll, Spell Focus (Transmutation).

Possessions: heavy crossbow, 10 bolts, masterwork quarterstaff, cloak of resistance +1, pearl of power (1st), 2 potions of cure serious wounds, potion of gaseous form, scroll of disintegrate, 2 scrolls of magic missile (9th level), scroll of fly.

Spells Prepared (5/6/6/6/5/3/2; base DC = 14 + spell level; 16 + spell level for Transmutation spells): 0—daze (2), detect magic, mage hand (2); 1st—burning hands, magic missile (2), reduce, shield, true strike; 2nd—blindness/deafness, ~~bull's strength~~, ~~cat's grace~~, darkness, flaming sphere, mirror image; 3rd—dispel magic (2), fireball, haste, magic missile (empowered), slow; 4th—bestow curse, ~~endurance (empowered)~~, ice storm, minor globe of invulnerability, ~~stoneskin~~; 5th—lightning bolt (empowered), magic missile (quicken), telekinesis; 6th—disintegrate, mass haste.

ENCOUNTER 6: ADMUNDFORT

➤ **Orc Sergeant:** Male orc Ftr1; CR 1; Medium-size humanoid (orc); HD 1d10+2; hp 12; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16); Atk +5 melee (1d8+3/19-20, longsword) or +1 ranged (1d8/x3, longbow); AL CE; SV Fort +4, Ref +0, Will +0; Str 16, Dex 10, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +4, Spot +4; Alertness, Weapon Focus (longsword).

Possessions: longsword, longbow, 20 arrows, scale mail armor, large steel shield, potion of cure light wounds, pouch with 10 gp.

➤ **Human Officer:** Male human Ftr6; CR 6; Medium-size humanoid; HD 6d10+12; hp 52; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Atk +10/+5 melee (1d8+4/19-20, longsword) or +9 ranged (1d8+2/x3, mighty composite longbow); AL LE; SV Fort +7, Ref

+3, Will +3; Str 15, Dex 12, Con 14, Int 12, Wis 12, Cha 12.

Skills and Feats: Intimidate +5, Listen +5, Ride +10, Spot +5; Blind-Fight, Cleave, Combat Reflexes, Expert Tactician*, Great Cleave, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork longsword, masterwork mighty composite longbow (+2), 20 masterwork arrows, breastplate armor, large steel shield, 2 *potions of cure light wounds*.

*See Appendix II: New Rules for additional information.

➤ **Cleric of Iuz:** Male human Clr8 (Iuz); CR 8; Medium-size humanoid (human); HD 8d8+16; hp 59; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Atk +7/+2 melee (2d6+1/19-20, greatsword); SA Spells, rebuke undead; AL CE; SV Fort +9, Ref +6, Will +13; Str 10, Dex 12, Con 14, Int 12, Wis 18, Cha 10.

Skills and Feats: Concentration +13, Knowledge (arcana) +12, Knowledge (religion) +12, Spellcraft +12; Iron Will, Lightning Reflexes, Martial Weapon Proficiency (greatsword), Scribe Scroll.

Possessions: +1 greatsword, full plate armor, cloak of resistance +1, 2 *potions of cure serious wounds*, scroll of slay living, scroll of confusion, scroll of air walk, 4 black onyxes worth 50 gp each.

Spells Prepared (6/5+1/4+1/4+1/3+1); base DC = 14 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance* (4); 1st—*divine favor*, *entropic shield*, *obscuring mist*, *protection from good**, *random action*, *shield of faith*; 2nd—*bull's strength*, *endurance*, *hold person*, *invisibility**, *sound burst*; 3rd—*animate dead*, *bestow curse*, *blindness/deafness*, *magic circle against good**, *protection from elements*; 4th—*confusion**, *divine power*, *lesser planar ally*, *summon monster IV*.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

ENCOUNTER 7: DEATH ABOARD THE LADY'S VICE

APL 2 (EL 5)

➤ **Eater of the Voice Head Initiate:** Male human Rog4; CR 4; Medium-size humanoid (human); HD 4d6+4; hp 22; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +6 melee (1d4+2 plus poison/19-20, dagger) or +7 ranged (1d8 plus poison/19-20, light

crossbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +8, Will +2; Str 14, Dex 18, Con 12, Int 18, Wis 12, Cha 10.

Skills and Feats: Balance +13, Climb +9 (+11 on ropes), Disguise +7, Escape Artist +11 (+13 with ropes), Gather Information +7, Hide +11, Innuendo +4, Intimidate +7, Intuit Direction +5, Listen +8, Move Silently +11, Read Lips +7, Spot +8, Tumble +11, Use Rope +8; Dodge, Expertise, Mobility.

Possessions: death knife*, 2 daggers, light crossbow, 10 bolts, *mithral shirt*, *potion of invisibility*, 2 *potions of cure light wounds*.

Poison (large scorpion venom): Injury (DC 18); Initial/Secondary Damage (1d6 Str/1d6 Str).

This Eater of the Voice has all of his melee weapons poisoned, along with 2 crossbow bolts. Also note that this character does not possess the poison use ability (consult the *Dungeon Master's Guide*, Chapter 3 for details).

Personality Traits: Ruthless, uncaring, resourceful.
*See Appendix II: New Rules for additional information.

➤ **Eater of the Voice Initiates (2):** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +1 melee (1d4+1/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); SA Sneak attack; AL NE; SV Fort +1, Ref +5, Will +0; Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +7, Climb +5, Escape Artist +7, Hide +7, Intimidate +3, Listen +4, Move Silently +7, Search +6, Spot +4, Tumble +7, Use Rope +7; Combat Reflexes, Dodge.

Possessions: 2 daggers, light crossbow, 10 bolts, masterwork studded leather armor, *potion of hiding*.

APL 4 (EL 7)

➤ **Eater of the Voice Assassin:** Male human Rog5/Asn1; CR 6; Medium-size humanoid (human); HD 6d6+6; hp 32; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +6 melee (1d4+2 plus poison/19-20, dagger) or +8 ranged (1d8 plus poison/19-20, light crossbow); SA Sneak attack, death attack, poison use; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +10, Will +2; Str 14, Dex 18, Con 12, Int 18, Wis 12, Cha 10.

Skills and Feats: Balance +15, Climb +11 (+13 on ropes), Disguise +9, Escape Artist +13 (+15 with ropes), Gather Information +8, Hide +13, Innuendo

+4, Intimidate +8, Intuit Direction +5, Listen +10, Move Silently +13, Read Lips +8, Spot +10, Tumble +13, Use Rope +9; Dodge, Expertise, Improved Initiative, Mobility.

Possessions: death knife*, 2 daggers, light crossbow, 10 masterwork bolts, mithral shirt, 2 *potions of invisibility*, 2 *potions of cure moderate wounds*.

Poison (large scorpion venom): Injury (DC 18); Initial/Secondary Damage (1d6 Str/1d6 Str).

This Eater of the Voice has all of his melee weapons poisoned, along with 2 crossbow bolts.

Spells Prepared (1; base DC = 14 + spell level): 1st—*spider climb*.

Personality Traits: Ruthless, uncaring, resourceful.

*See Appendix II: New Rules for additional information.

➤ **Eater of the Voice Initiates (2):** Male human Rog3; CR 3; Medium-size humanoid (human); HD 3d6+3; hp 17; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 melee (1d4+1 plus poison/19-20, dagger) or +6 ranged (1d8 plus poison/19-20, light crossbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +6, Will +1; Str 12, Dex 16, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +11, Climb +7 (+9 on ropes), Escape Artist +9 (+11 with ropes), Hide +9, Intimidate +5, Listen +6, Move Silently +9, Search +8, Spot +6, Tumble +9, Use Rope +9; Combat Reflexes, Dodge, Weapon Finesse (dagger).

Possessions: 2 daggers, light crossbow, 10 masterwork bolts, masterwork studded leather armor, 2 *potions of cure light wounds*, *potion of invisibility*.

Poison (blue whinnis): Injury (DC 14); Initial/Secondary Damage (1 Con/Unconsciousness).

These Eaters of the Voice have all of their melee weapons poisoned, along with 2 crossbow bolts. Also note that these characters do not possess the poison use ability (consult the *Dungeon Master's Guide*, Chapter 3 for details).

APL 6 (EL 9)

➤ **Eater of the Voice Assassin:** Male human Rog5/Asn3; CR 8; Medium-size humanoid (human); HD 8d6+8; hp 42; Init +8; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +8 melee (1d4+2 plus poison/19-20, dagger) or +10 ranged (1d8 plus poison/19-20, light crossbow); SA Sneak attack, death attack, poison use; SQ Evasion, uncanny dodge (Dex bonus to AC), +1 save vs. poison; AL NE; SV Fort +3, Ref +11, Will

+3; Str 14, Dex 19, Con 12, Int 18, Wis 12, Cha 10.

Skills and Feats: Balance +17, Climb +13 (+15 on ropes), Disguise +11, Escape Artist +15 (+17 with ropes), Gather Information +8, Hide +15, Innuendo +4, Intimidate +8, Intuit Direction +5, Listen +12, Move Silently +15, Read Lips +8, Spot +12, Tumble +15, Use Rope +9; Dodge, Expertise, Improved Initiative, Mobility.

Possessions: death knife*, 2 daggers, light crossbow, 10 masterwork bolts, mithral shirt, 2 *potions of cure serious wounds*, *scroll of improved invisibility*.

Poison (sassone leaf residue): Injury (DC 16); Initial/Secondary Damage (2d12 hp/1d6 Con).

This Eater of the Voice has all of his melee weapons poisoned, along with 2 crossbow bolts.

Spells Prepared (2/1; base DC = 14 + spell level): 1st—*obscuring mist*, *spider climb*; 2nd—*darkness*.

Personality Traits: Ruthless, uncaring, resourceful.

*See Appendix II: New Rules for additional information.

➤ **Eater of the Voice Initiates (2):** Male human Rog4; CR 4; Medium-size humanoid (human); HD 4d6+4; hp 22; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d4+1 plus poison/19-20, dagger) or +7 ranged (1d8 plus poison/19-20, light crossbow); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +7, Will +1; Str 12, Dex 17, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +12, Climb +8 (+10 on ropes), Escape Artist +10 (+12 with ropes), Hide +10, Intimidate +6, Listen +7, Move Silently +10, Search +9, Spot +7, Tumble +10, Use Rope +10; Combat Reflexes, Dodge, Weapon Finesse (dagger).

Possessions: 2 daggers, light crossbow, 10 masterwork bolts, masterwork studded leather armor, *potion of cure moderate wounds*, *potion of invisibility*.

Poison (large scorpion venom): Injury (DC 18); Initial/Secondary Damage (1d6 Str/1d6 Str).

These Eaters of the Voice have all of their melee weapons poisoned, along with 2 crossbow bolts. Also note that these characters do not possess the poison use ability (consult the *Dungeon Master's Guide*, Chapter 3 for details).

APL 8 (EL 11)

➤ **Eater of the Voice Head Assassin:** Male human Rog5/Asn5; CR 10; Medium-size humanoid (human); HD 10d6+10; hp 52; Init +8; Spd 30 ft.; AC 19 (touch 14, flat-footed 15); Atk +9/+4 melee (1d4+2 plus poison/19-20, dagger) or +11/+6 ranged (1d8 plus poi-

son/19-20, light crossbow); SA Sneak attack, death attack, poison use; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked), +2 save vs. poison; AL NE; SV Fort +3, Ref +12, Will +3; Str 14, Dex 19, Con 12, Int 18, Wis 12, Cha 10.

Skills and Feats: Balance +19, Climb +15 (+17 on ropes), Disguise +13, Escape Artist +17 (+19 with ropes), Gather Information +8, Hide +17, Innuendo +4, Intimidate +8, Intuit Direction +5, Listen +14, Move Silently +17, Read Lips +8, Spot +14, Tumble +17, Use Rope +9; Dodge, Expertise, Improved Initiative, Mobility, Spring Attack.

Possessions: death knife*, 2 daggers, light crossbow, 10 masterwork bolts, +1 *mithral shirt*, *stone of silence*, 2 *potions of cure serious wounds*, *scroll of improved invisibility*.

Poison (deathblade): Injury (DC 20); Initial/Secondary Damage (1d6 Con/2d6 Con).

This Eater of the Voice has all of his melee weapons poisoned, along with 2 crossbow bolts.

Spells Prepared (2/2/1; base DC = 14 + spell level): 1st—*obscuring mist*, *spider climb*; 2nd—*darkness*, *undetectable alignment*; 3rd—*nondetection*.

Personality Traits: Ruthless, uncaring, resourceful.

*See Appendix II: New Rules for additional information.

➤ **Eater of the Voice Assassins (2):** Male human Rog5/Asn1; CR 6; Medium-size humanoid (human); HD 6d6+6; hp 32; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d4+1 plus poison/19-20, dagger) or +7 ranged (1d8 plus poison/19-20, light crossbow); SA Sneak attack, death attack, poison use; SQ Evasion, uncanny dodge (Dex bonus to AC); AL NE; SV Fort +2, Ref +9, Will +1; Str 12, Dex 17, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +14, Climb +10 (+12 on ropes), Escape Artist +12 (+14 with ropes), Hide +12, Intimidate +7, Listen +8, Move Silently +12, Search +10, Spot +8, Tumble +12, Use Rope +12; Combat Reflexes, Dodge, Expert Tactician*, Weapon Finesse (dagger).

Possessions: death knife, 2 daggers, light crossbow, 10 masterwork bolts, masterwork studded leather armor, 2 *potions of cure moderate wounds*, 2 *potions of invisibility*.

Poison (large scorpion venom): Injury (DC 18); Initial/Secondary Damage (1d6 Str/1d6 Str).

These Eaters of the Voice have all of their melee weapons poisoned, along with 2 crossbow bolts.

Spells Prepared (1; base DC = 12 + spell level): 1st—

spider climb.

*See Appendix II: New Rules for additional information.

APL 10 (EL 13)

➤ **Eater of the Voice Head Assassin:** Male human Rog5/Asn7; CR 12; Medium-size humanoid (human); HD 12d6+12; hp 62; Init +9; Spd 30 ft.; AC 20 (touch 15, flat-footed 15); Atk +11/+6 melee (1d4+2 plus poison/19-20, dagger) or +13/+8 ranged (1d8 plus poison/19-20, light crossbow); SA Sneak attack, death attack, poison use; SQ Evasion, uncanny dodge (Dex bonus to AC, can't be flanked), +3 save vs. poison; AL NE; SV Fort +5, Ref +15, Will +5; Str 14, Dex 20, Con 12, Int 18, Wis 12, Cha 10.

Skills and Feats: Balance +22, Climb +17 (+19 on ropes), Disguise +15, Escape Artist +20 (+22 with ropes), Gather Information +8, Hide +20, Innuendo +4, Intimidate +8, Intuit Direction +5, Listen +16, Move Silently +20, Read Lips +8, Spot +16, Tumble +20, Use Rope +10; Dodge, Expertise, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack.

Possessions: death knife*, 2 daggers, light crossbow, 10 masterwork bolts, +1 *mithral shirt*, *stone of silence*, *cloak of resistance* +1, *bead of force*, 2 *potions of cure serious wounds*, *scroll of improved invisibility*, *scroll of dimension door*.

Poison (deathblade): Injury (DC 20); Initial/Secondary Damage (1d6 Con/2d6 Con).

This Eater of the Voice has all of his melee weapons poisoned, along with 2 crossbow bolts.

Spells Prepared (3/2/2/1; base DC = 14 + spell level): 1st—*ghost sound*, *obscuring mist*, *spider climb*; 2nd—*darkness*, *undetectable alignment*; 3rd—*deeper darkness*, *nondetection*; 4th—*sniper's eye**.

Personality Traits: Ruthless, uncaring, resourceful.

*See Appendix II: New Rules for additional information.

➤ **Eater of the Voice Assassins (2):** Male human Rog5/Asn3; CR 8; Medium-size humanoid (human); HD 8d6+8; hp 42; Init +4; Spd 30 ft.; AC 18 (touch 14, flat-footed 14); Atk +10 melee (1d4+1 plus poison/19-20, dagger) or +10 ranged (1d8 plus poison/19-20, light crossbow); SA Sneak attack, death attack, poison use; SQ Evasion, uncanny dodge (Dex bonus to AC), +1 save vs. poison; AL NE; SV Fort +3, Ref +11, Will +2; Str 12, Dex 18, Con 12, Int 14, Wis 10, Cha 8.

Skills and Feats: Balance +17, Climb +12 (+14 on ropes), Escape Artist +15 (+17 with ropes), Hide +15,

Intimidate +7, Listen +8, Move Silently +15, Search +10, Spot +8, Tumble +15, Use Rope +15; Combat Reflexes, Dodge, Expert Tactician*, Weapon Finesse (dagger).

Possessions: death knife, 2 daggers, light crossbow, 10 masterwork bolts, +1 studded leather armor, dust of illusion, 2 potions of cure serious wounds, scroll of improved invisibility.

Poison (large scorpion venom): Injury (DC 18); Initial/Secondary Damage (1d6 Str/1d6 Str).

These Eaters of the Voice have all of their melee weapons poisoned, along with 2 crossbow bolts.

Spells Prepared (2/1; base DC = 12 + spell level): 1st—*change self*, *spider climb*; 2nd—*darkness*.

*See Appendix II: New Rules for additional information.

APPENDIX II: NEW RULES

ETHERSPITTER

Small Aberration

Hit Dice: 3d8 (15 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 19 (+4 Dex, +1 size, +4 natural)

Attacks: Bite +4

Damage: Bite 1d6+2

Special Attacks: Ethereal Spit, Steal Dead

Special Qualities: Stick, Minor Fading, Fast Healing 1, Chitter

Saves: Fort +1, Ref +5, Will +3

Abilities: Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10

Skills: Listen +3, Spot +3

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Unknown

Challenge Rating: 2

Treasure: None

Alignment: Always Neutral

Advancement: 3 – 4 HD (Small); 5 – 9 HD (Medium-size)

Etherspitters look like heavily armored beetles with a large single multifaceted eye in the center of their heads. Directly below this eye is a pair of razor sharp mandibles. Mounted in the center of their back is a large orifice from which they spit a stream of deadly liquid used in sending matter from the material to the ethereal plane. They have 100 thin chitinous legs that allow them to climb virtually any surface.

Ethereal Spit (Su): Opposed to a bite attack, the Etherspitter can issue forth a gob of highly magical

spit. Treat this attack as a +6 ranged touch attack with a range of 10 feet. Anything hit by this spit receives 1d8 points of damage as a portion of the target is forcefully shifted to the Ethereal plane. This spit can be used on objects as well as living beings and ignores any hardness the object might possess. This spit causes has no effect within the area of a *dimensional anchor* spell or similar effect that prevents planar travel. This ability can be used every round.

Steal Dead (Su): As a full round action, the Etherspitter can shift the entire body of a dead creature to the Ethereal plane. This ability may only be used on dead creatures of size large or smaller. If damaged during this action, the shift is disrupted. This ability may only be used if three or more Etherspitters participate in the action. This ability cannot be used within the area of a *dimensional anchor* spell or other similar effect that prevents planar travel.

Stick (Ex): The many legs of an Etherspitter allow it to move at full speed along any surface. This effect is similar to that of *spider climb* but without the speed restriction.

Minor Fading (Su): With this ability, the Etherspitter can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherspitter is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherspitter can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible within the area of a *dimensional anchor* spell or other magic that prevents planar travel.

Fast Healing 1 (Ex): With this ability the Etherspitter recovers 1 hit point per round spent on the Ethereal plane. An Etherspitter reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Chitter (Ex): The Etherspitter emits a constant clicking noise. This noise ruins any attempt at surprise that the creature might attempt to gain and results in a -8 circumstance penalty to any Move Silently skill check.

SNIPER'S EYE AS PRESENTED IN SONG AND SILENCE

Transmutation

Level: Asn 4

Components: V, S, M

Casting Time: 1 action

Range: Touch

Effect: Personal

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell magically enhances your senses, making you deadly with ranged weapons. When you cast *sniper's eye*, you gain the following benefits:

- *Darkvision* as a spell-like ability, lasting for the duration of *sniper's eye*.
- The ability to make a ranged sneak attack against anyone within 60 feet, rather than the usual 30 feet.
- The ability to make a death attack with a ranged weapon within 30 feet.
- A +15 competence bonus on Spot checks.

Sniper's eye attunes you completely to the vantage point you have when you cast the spell. You understand the nuances of the breeze and every angle and shadow - from that spot. If you move more than 5 feet from there, you lose the benefits of *sniper's eye* until you return within the spell's duration.

Material component: A magnifying glass lens.

EXPERT TACTICIAN [GENERAL] AS PRESENTED IN SONG AND SILENCE

Your tactical skills work to your advantage.

Prerequisites: Dex 13+, base attack bonus +2, Combat Reflexes.

Benefit: You can make one extra melee attack (or do anything that can be done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your melee attacks for any reason. You take your extra attack when it's your turn, either before or after your regular action. If several foes are within melee reach and denied Dexterity bonuses against your attacks, you can use this feat against only one of them.

EATER OF THE VOICE DEATH KNIFE

This weapon is a blade of the Eaters of the Voice, a

vile cabal of assassins. It is clearly a weapon built for assassinations; it has a black steel blade with poison grooves, and a bone handle wrapped in leather. It is a work of great craftsmanship, and as such, confers a nonmagical +1 bonus to attack. The vicious knife is treated as a masterwork dagger in all respects.

The blade also has other features that a malicious scoundrel might find interesting. The grooves on the surface of the blade are a perfect well for poisons. As such, any poison applied to the blade that normally would wipe off with a successful blow remains for a second successful attack. In addition, the bone handle of the weapon is longer than normal, and the end can be removed. The inside of the handle is hollow, and may store a draught of a potion, a dose of poison, several small spell components, or anything else that can fit into a tube 8 inches long by 1 1/2 inches wide.

This blade can only be associated with those that practice the dark arts. Anytime the weapon is brandished or brought into view, many will recognize the weapon for what it is: the knife of a killer. Good-aligned NPCs will be horrified to realize the character is carrying such a weapon, and certain evil NPCs may covet it. Also, the various assassins' guilds throughout the Flanaess are very touchy about non-assassins carrying around a murderer's blade, and such groups might take steps to recover such an item if it is known to be missing.

Caster Level: N/A; **Prerequisites:** N/A; **Market Price:** 450 gp; **Weight:** 1 lb.

STONE OF SILENCE

This small, gray stone is marked with various arcane symbols, revealing its nature. When held in the hand, as a standard action, the possessor of the stone can cast a *silence* spell as a 3rd-level cleric once per day. The spell is always centered on the stone.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, *silence*; **Market Price:** 2,000 gp; **Weight:** 1 lb.

PLAYERS' HANDOUT 1



PLAYERS' HANDOUT 2

Excerpts from the Log of the *Siren's Delight*

2 Flocktime, 592 CY: We have finished unloading our cargo near Highfolk. Picked up another job hauling a large stone block to Maraven in the Domain of Greyhawk. Employer is the Flagstone Riches Mercenary Company, out of Greyhawk City. No other work could be found here, so tomorrow morning we set sail.

5 Flocktime, 592 CY: Smooth sailing, so far. However, some of the crew seems restless, as if they have gotten little or no sleep. Once we set anchor down in Verbobonc City, I'll give them a day to relax.

8 Flocktime, 592 CY: I've been hearing a sound, a voice in my head every once in a while. It seems to be calling to me, asking me to help it in some way. It is disturbing, to say the least. Many of my crew are suffering from the same strangeness. They say that the voice wants them to smash the stone in the hold, and dump the contents into the water. I dare not tell the mercenary company about the thoughts that some are having. This is good money! We must reach Verbobonc City soon.

10 Flocktime, 592 CY: The voice won't go away! Why? What can I do to stop it? I wish it would leave me be. I just want to finish this, and go to sleep. We finally reached Verbobonc City today; all my crew are taking a few days to rest. Rest is all I desire.

14 Flocktime, 592 CY: After a few days ashore, the voices have disappeared, and none too soon. Several members of my crew had to be taken in to the temple of St. Cuthbert here to heal their minds. They were unable to explain the strange voices in our heads; they just fed us the same bit about taking up a more "cleanly" lifestyle. I feel much better now. The rest of the journey should be relatively short. Once we reach Maraven, I'm taking a week or ten days before sailing again.

19 Flocktime, 592 CY: I lost the log. The voice told me not to secret it away. It wants my help; it needs my help. It promised to leave the others alone, if I would help it. I don't know what it is, where it is, or how to help, but I've promised, for my crew's sake. All I know is that we've finally reached Maraven, and I must give myself to one final act: I must smash the stone slab in the hold and release its contents into the Velverdyva. Soon the voice will call to me, while my crew is relaxing ashore.

21 Flocktime, 592 CY: My first mate took me to a healer a couple of days ago. I don't know what got over me, but I'm not going near the ship until those damned mercenaries have unloaded their cargo. They say their transportation should be arriving within the next few days; until then, I've ordered my crew to stay ashore. Soon enough, this ordeal will be all over, and we'll be much more wealthy for our suffering.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.