



THAT WHICH WAS NOT MEANT TO BE KNOWN

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

Version 1.0

by Greg Marks

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A favor takes you from the town of Diamond Lake to the tiny village of Rowanfen on the edge of the Mistmarsh where nothing is quite as it seems. A Core adventure set in the Domain of Greyhawk for APLs 2 to 6.

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2005.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important

information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This

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

simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

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

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

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

Time Units and Upkeep

This is a standard one-round Core adventure, set in the Domain of Greyhawk. All characters pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

ADVENTURE BACKGROUND

There are things that men were not meant to know; things that would disturb even the foulest of fiends. One town, Rowanfen, a center for things foul, but the arrival of one group of gnomes (the Galcet family) brought true vileness to this small hamlet. Long devoted to unspeakable horrors, they brought their worship with them to the edge of the Mistmarsh where the gnomes could practice their unclean ceremonies in relative private. Becoming more and more inbreed, and increasingly insane, the gnomes, (some of who have undergone dark rituals to become more than they once were) plan to use the unholy evening of Dark Night (the 11th of Goodmonth) when both of the moons of Oerth are new, to open a gate to the Far Realm and unleash the insanity they venerate. But they are not the only ones in this backwater aware of the Far Realms. Brinoc Evessten, a scholar of the esoteric, also chose to settle in Rowanfen. His investigations into the local oddities, largely caused by the local cult of Syrul, drew the attention of the gnomish family who, during one late night, abducted Brinoc and sacrificed him to their dark powers. Now the town, living in fear, lies, or sheer obstinacy, refuses to recognize Brinoc's disappearance.

DM's note on Theme: This module combines a subtle horror and suspicion with a dreary setting. The world is filled with unspeakable rot, which the PCs may only hope to stave off a little at a time, protecting the world for another day. The DM is encouraged to keep this mood in mind when describing events within.

ADVENTURE SUMMARY

Introduction—Diamond Lake: The PCs begin in the town Diamond Lake on the 9th of Goodmonth. It is a sunny day, despite several days of rain, and opportunity

to meet, pick up a few rumors of nearby cairns, and see the few sights this mining town offers.

Encounter 1—A Plea for Help: The PCs meet Kenys, a dispatch rider out of Greyhawk. Kenys desperately needs to get to Blackstone and from there, onto Steaming Springs (both to the west), but has one letter that needs to be delivered to the small village of Rowanfen to the south near the Mistmarsh. He offers to pay the PCs a small fee if they are willing to deliver the letter for him. He insists that the PCs promise to lay the letter into the hands of the addressee (one Brinoc Evessten) only.

Encounter 2—The Abandoned Farm: On the way to Rowanfen rain begins to fall at dusk. The PCs find a lone farmhouse that may offer shelter from the storm. The home appears abandoned suddenly, and possesses a foreboding atmosphere. The home seems well stocked, but no one is present. A thorough search locates part of a skeleton suggesting the previous owners may have been the victims of ether creatures. Despite the atmosphere of decay and emptiness, the night passes uneventfully.

Encounter 3—A Warm Welcome: The party arrives in Rowanfen, midway through a particularly dreary day (the 10th of Goodmonth). Approaching the village, they meet Marego Tallenstomp, the town mayor, sheriff, official greeter (and secret worshipper of Joramy, the goddess of arguments). Marego is generally helpful, but a bit nosey and perhaps a bit boastful. He inquires as deeply into the PCs' business as they allow. Should they ask about delivering the letter, Marego claims no one by the name of Brinoc lives in Rowanfen—there must be some kind of mistake. He recommends that the party rest at the inn and look somewhere else.

Encounter 4—Decaying Rowanfen: The PCs may to explore much of the rest of town, and interact with the residents. The majority of the NPCs claim that Brinoc never lived in town, but a few may prove helpful. Especially observant PCs may uncover the cult of Syrul that makes Rowanfen its home.

Encounter 5—Night Visitors: The rains increase as the PCs retire for the evening. The PCs are attacked in their rooms by a pseudonatural creature that fades into existence from somewhere beyond.

Encounter 6—A Special Breakfast: The PCs wake to heavy rains and the pleasant smell of breakfast on the 11th of Goodmonth. By this time, it is likely that inquisitive PCs attracted the attention of any number of unappreciative foes. Suspecting the PCs won't leave anytime soon, one of their enemies decided to slip something extra into their breakfast—poison. Once they discover the attack, the PCs likely ask some questions of the innkeeper, but he and his staff are innocent. Marego puts in an appearance and require that everyone remain calm, and avoid flinging any accusations without proof. Once again, he suggests the PCs move along.

Encounter 7—Brinoc's Home: The marshlands create fertile ground, but it also increases the likelihood of flooding and the rains make any travel difficult. The PCs should know enough evidence by now to investigate the one empty house in town where Brinoc once

dwelled. Braving the floodwaters, the PCs enter the large but empty home of Brinoc Evessten. A search of the house finds evidence of Brinoc's research into things unnatural and his suspicions that much of the local strangeness may have something to do with the inbred gnomish family outside of town and the significance of the night to come. These investigations take nearly an entire day.

Encounter 8—The Sinkhole of Evil: The PCs travel through the storm on Dark Night to the home of the gnome cultists. When they arrive, they encounter the Galcet brothers and their kaorti allies. It is likely that a battle ensues before the cultists can open a gate to the Far Realm. The battle culminates in a massive flood that destroys the farm and the village of Rowanfen.

Conclusion: Insanity is defeated, but the cost is great. While the floodwaters washed away much of the horror, it destroyed most of the farms and lives of town. Many of the NPCs who the PCs had likely hoped to have a “talk” with, disappeared in the wet night. The PCs have little left to do but begin the long trudge toward Greyhawk, while trying to forget the horrors they witnessed.

Condensed Timeline of Events

- *9th of Goodmont (morning):* The PCs begin in the town Diamond Lake.
- *9th of Goodmonth (evening):* The PCs arrive at the abandoned farm.
- *10th of Goodmonth (midday):* The PCs arrive in Rowanfen and fail to locate Brinoc Evessten. They begin their investigation.
- *10th of Goodmonth (night):* A pseudonatural creature attacks the PCs in their sleep.
- *11th of Goodmonth (morning):* The morning breakfast is poisoned. Afterwards the PCs continue their investigations, eventually locating the home of Brinoc Evessten where they determine the Galcet brothers are likely responsible for Brinoc's disappearance, and likely conduct some ritual this night, Dark Night.
- *11th of Goodmonth (night):* The PCs travel to the Galcet farm to deal with the evil they find there.

INTRODUCTION: DIAMOND LAKE

After several days of heavy rain, the sun finally shines brightly over the town of Diamond Lake. You question the wanderlust that brought you to this small mining town in the domain of Greyhawk this Goodmonth, as you gaze out over the brown muddy waters of the lake that gives the town its name. This remote and dirty town is a center for rumors of wealth and adventure from the surrounding Cairn Hills. It seems you are not the only

ones to recently arrive—several other adventurers standing near you on the docks.

The PCs come to the mining town of Diamond Lake for reasons of their own. (See Appendix 3 for more information on the details of Diamond Lake). It is possible that the PCs chose to travel to Diamond Lake to see more of the Domain of Greyhawk, look for riches in the many mines, or more likely, hunt for treasure in the many surrounding cairns.

Allow the time to let the PCs introduce themselves to each other and explore the town. If the players show little interest in exploring the town or roleplaying with local NPCs, move to Encounter 1: A Plea for Help.

Note for Convention Play: It is suggested that during convention play where time may be limited, the judge should be mindful of how much emphasis is expended on the introduction to Diamond Lake. The DM may wish to move directly from PC introductions to Encounter 1: A Plea for Help.

Gathering Information

The PCs may attempt to gather information from locals. Feel free to role-play out these encounters, or use the Gather Information skill as fits the temperament of the table. Those that role-play these encounters may receive any of the following information as the judge sees fit based upon whom they speak with. Assume making Gather Information checks costs the PC 2d4 gp in drinks and bribes, and takes one hour per check. The PCs should receive an additional +1 to their check for every extra 10 gp they spend (up to a maximum +5 for 50 gp spent). Depending on the PC's approach, the DM may also allow Bluff or Diplomacy checks with certain NPCs.

- DC 5: “Fishing ain't like it used to be, not since the mines opened. Times used to be that the lake ‘id be shinin’ blue in the morning and your nets ‘id be full by noon, but now with all the tailings and dirt from the mines you'd be lucky to catch any fish.”
- DC 10: “There's been many bandit attacks on wagon trains leaving town for Greyhawk city. It's getting real bad; they might be willing to take on extra guards if you need work.”
- DC 15: “Yeah, there's two cairns across the lake, but I'm pretty sure they are empty. Both have been explored many times over the years, but if you're bored, they're impressive to look at.”
- DC 20: “I was talking with some of the other miners and they say there was a scholar named Brinoc Evessten here a few weeks ago from Rowanfen. Apparently he found a hidden cairn that no one has discovered before. Too bad he went back home before telling anyone else where it was. I would sure like to find some gold just lying there, waiting for me.”
- DC 25: “Some hunters just got back to town, and said they saw sign of cockatrices again. Haven't

been trouble in these parts with cockatrices since back in 587.”

- DC 30: “Oh, ‘bout three or four years ago some adventurers went missing looking for cairns south of the lake. No body been hunting for cairns that way since, well, nobody but that Brinoc Evessten fellow, out of Rowanfen way. But he left town after searching that area.”

Areas of Interest in Diamond Lake

It is likely that PCs may want to go to some parts of Diamond Lake (See Appendix 4) before or after meeting Kenys during Encounter 1: A Plea for Help. Described below are some of main attractions in and around Diamond Lake.

- *The Old Warf Inn*: This lakeside inn is home to games of chance and plenty of gossip. The inn makes a good place for the PCs to gather information.
- *The Well*: The central town well is a place to meet neighbors, get a cool drink, and share stories. Located in the center of town, the well is heavily used since the mining operations tainted the waters of the lake.
- *Brendigund Trading House*: This recently opened branch of the famed Brendigund trading company is just beginning operations. Unlike any of the stories the PCs may have heard about the Brendigunds, nothing illegal happens here. The foreman, Arn Grevan, might look to hire some caravan guards for 1 sp a day. They know nothing about the surrounding cairns.
- *The Docks*: The Diamond Lake docks berth all manner of craft from small fishing boats to large barges used to transport ore from the mines to the smelting operations in town. The PCs may book passage across the lake to the well-explored cairns for a few silver coins.
- *The Cairns*: The cairns around Diamond Lake are well explored and little remains for discovery. Still, stubborn PCs might try to go looking. There is nothing for the PCs to find there during this event.

Once the PCs met and explored Diamond Lake, proceed with Encounter 1: A Plea for Help.

ENCOUNTER 1: A PLEA FOR HELP

“Excuse me, maybe you could be of some help?” Turning, you see an Oeridian man whose doublet bears the coat of arms of the City of Greyhawk. One hand holds the reigns of a riding horse and the other rests on a haversack. “My name is Kenys, and I am a dispatch rider for the City of Greyhawk. I have a small problem—I’m running late and my route takes me west to

Blackstone and onto Steaming Springs. Unfortunately I have one message that needs to go south to Rowanfen near the Mistmarsh. I am looking for someone who might be headed south to deliver the message for me. I could pay a small amount to whoever might be willing. Would any of you happen to be headed in that direction?”

☛ **Kenys**: Male human Rog2. See Appendix 1.

The PCs encounter Kenys, a dispatch rider out of Greyhawk. Kenys desperately needs to get to Blackstone and from there, onto Steaming Springs (both to the west), but has one letter to get delivered to the small village of Rowanfen to the south near the Mistmarsh. If the PCs agree to take the letter to Rowanfen, he pays the PCs a small fee equal to the APL in gold pieces per PC. Since he has so little money to offer, he also grants the PCs a favor suitable to his talents whenever they come to Greyhawk. If the PCs agree, they must carry the sealed letter to Rowanfen and place it in the hands of the addressee Brinoc Evessten. He forbids them from opening the letter. Should they fail to deliver the letter for some reason they may return the letter to Kenys in Greyhawk. Give the players “Player Handout 1” at this time, but do not allow them to read it, unless they declare they open the letter.

When the PCs are ready to begin their trip to Rowanfen, proceed to Encounter 2: The Abandoned Farm.

Treasure: Those PCs taking the offer made by Kenys receive all the coin he carries. In addition, all PCs accepting the offer and faithfully attempting to deliver the letter receive the Favor of Kenys. Should the PCs fail to deliver the letter (by avoiding going to Rowanfen), Kenys hears of it the next time his route takes him this way and refuses to grant the PCs his favor.

APL 2: C: 2 gp.

APL 4: C: 4 gp.

APL 6: C: 6 gp.

Development: Some PCs may negotiate for more money, but Kenys has no more to offer. To greedy PCs, Kenys points out that he may be of significant help finding people and things in the city and bends those talents to the PCs needs. If the PCs are still not interested, they are free to go about their business, but unless they continue onto to Rowanfen in search of Brinoc Evessten for one reason or another, the adventure is likely over for them. In such cases, the DM is encouraged to use the rumors provided in the Introduction to point the PCs toward Brinoc of Rowanfen as the only person who knows the location of an as of yet unexplored cairn in this area.

Once the PCs decide to leave Diamond Lake for Rowanfen, whatever their reason, proceed to Encounter 2: The Abandoned Farm.

ENCOUNTER 2: THE ABANDONED FARM

This encounter assumes the PCs travel by conventional means (with horses or on foot). Should the PCs use unusual travel methods (such as *teleportation* or *overland flight*) they might skip this encounter.

Night falls, and a soft rain drips from your cloak. If you do not find a dry place to make your camp soon, you face the prospect of a cold, wet night in the mud. Thunder rolls across the hills. The flash of lightning reveals the silhouette of a farmhouse in the distance. Perhaps you may sleep dry tonight after all.

The first day since leaving Diamond Lake ends and the weather turns foul. A farmhouse in the distance appears to offer shelter from the storm—its darkness indicates no one is there, however. As the PCs approach, read or paraphrase the following:

No light or sounds emanate from the farmhouse as you approach. The door to the neighboring small barn appears open, but no animals wander their pens. The rain however, picks up, and the already damp ground is fast becoming a swamp of swirling mud.

The farmhouse is abandoned—its residents and all of their livestock having fallen victim to the ether threat that once plagued the Flanaess. Without anyone to tend them, the fields are choked with weeds. The atmosphere is oppressive, foreboding, and full of decay.

The dusty home consists of four rooms: a kitchen with dining table, a living room with stairs rising to a second floor, and two bedrooms on the second story. The PCs may search the buildings as they like, and time permits.

Kitchen

Entering the house, you find yourself in a darkened kitchen with a large dining room table. Plates and cutlery for six adorn the table, and several candles, burned away to shallow stubs, sit in their holders. Ashes filled the hearth under a large covered cooking pot. The room smells of rot.

The kitchen is well stocked. Simple crockery fills the shelves, jars of preserves sit in the small pantry cabinet, and a jug of corked, mild wine rests under the basin. The smell of rot emanates from the large cooking pot hanging in the hearth. Those inspecting under the heavy lid of the pot finds a thick, mold-covered residue from the stew that simmering here long ago. The dried, fungal mass is so old that an exact date of its age is impossible, but a Knowledge (nature) or Profession (cook) check (DC 10) suggests that it sat here for several months.

Living Room

This large room has a finely made couch and several rocking chairs seated around a fireplace. A half-finished needlepoint rests on one of the chairs and knife lies next to a block of wood amidst shavings that litter the floor. A blue shawl drapes to one side of the couch.

This room looks lived in, except for the obvious fine layer of dust that covers the room (and the entire house). A Search (DC 10) check reveals an old animal's nest now clogs the flue of the fireplace. This also becomes clear should anyone attempt to build a fire for the night, as smoke quickly fills room.

Bedroom 1

A large bed, covered in a pleasing blue quilt, dominates the center of this room, with a small trunk at its foot. A hand-carved bureau made from cherry is to the left. The window directly opposite the door is badly cracked.

This master bedroom remained untouched since the previous residents left. The bureau contains average farm clothing for a male and female human. The chest at the foot of the bed is not locked, filled with comfortable homemade quilts. A Search check (DC 5+ APL) of the bed finds a small bag under the mattress that contains 7 cp and 2 sp; all the spare money the residents had stored away.

Bedroom 2

Two wooden bunk beds are stacked to the right of the door with a cradle to the left. Several wooden toys litter the floor amidst child-sized clothing.

Three children once slept and played here. Now there is little left but scattered toys and some clothing.

Barn

The barn, located to the side of the house in front of the fields, has seen better days. The thatch roof collapsed in several places, and the moldering straw has mixed with the morass of mud throughout the barn. Several stalls appear to have been violently broken out.

The barn was the scene of the largest combat against the ether creatures that descended upon this farm. In addition to claiming the lives of all the livestock, one of the children (the eldest boy) was slain here. A careful examination reveals several things of interest.

- A Survival (Tracking) check (DC 15) determines that the panicked horses and cattle attempted to kick their way out of their stalls. The damage from the weather and time is so extensive that no tracks remain on the ground.
- A Search check (DC 10+APL) reveals the bones of a human forearm. The cut is impossibly clean. In fact, it is not a cut at all, but the bones simple end half way between the elbow and the

shoulder. Those who dealt with ether creatures recognize their work.

- A Heal or Survival check (DC 20) determines the bones, though picked clean, are at least several months old.

After the PCs investigate the home to suit their needs, they may rest until the morning. There is no other encounter, although the DM is encouraged to call for some random Listen checks to keep the players on their toes and heighten the feeling that something foul occurred in the home.

Treasure: There is little in the home of value, but persistent PCs may still attempt to take as much as they can. Should the PCs not reach the treasure cap through normal means, they may return here to sell the furniture and clothing found within the home for as much as 20 gp per PC. Discourage the PCs from attempting to sell the farm itself, reminding them that such action attracts the attention of the Greyhawk tax collectors who surely ask the PCs uncomfortable questions about the disappearance of the family.

Development: As the PCs rest, the storm continues to worsen. The wind howls and the rain pours. The PCs are free to move on and sleep in the muck if they do not trust the farmhouse, but there is no other nearby shelter of mention so they are in for a miserable evening. The PCs suffer the effect of a severe storm (*Dungeon Master's Guide*, page 94), with one addition. Those failing a Fortitude save (DC 20) wake *fatigued*, from the unpleasant night in the wind and rain.

After the night passes, proceed with Encounter 3: A Warm Welcome.

ENCOUNTER 3: A WARM WELCOME

While much of the storm subsided, it is still a dreary day when you catch the first glimpse of the village you assume to be your destination. Just before noon, the rain dwindles to a light misting fog that makes seeing much of the village difficult, but you surmise that there cannot be more than a dozen buildings with a few more farms in the distance.

The party arrive in Rowanfen midway through the 10th of Goodmonth. As they approach the village, Marego Tallenstomp, the town mayor, sheriff, and official greeter, hails them.

Read or paraphrase the following:

A voice rings out as you proceed down the muddy trail toward the town. "Hail travelers, and welcome to Rowanfen. What brings you here?" A tall halfling waves to you from a tree stump by the side of the road.

☛ **Marego Tallenstomp:** Male halfling Ftr1/Rog1. See Appendix 1.

Marego is generally helpful, but takes his job very seriously. He feels it his responsibility to know everything about everyone in Rowanfen. He's generally not very successful, but that doesn't stop him from trying.

Marego knows, or wishes to know, the following things which the DM may use as a guide when roleplaying encounters with the halfling (see Appendix 2 for more information on Marego):

- Marego is the town mayor, sheriff, and greeter. As such he is somewhat self-important. He is also a secret worshiper of Joramy, the goddess of arguments. He uses his position to nose into other peoples business, and loves to challenge anyone who questions his need to know.
- Marego denies knowing Brinoc Evessten, and claims that he never lived in Rowanfen to the best of Marego's knowledge, and he should know! His desire to cause a little mischief balances his fear of the attention an investigation into Brinoc's disappearance might bring.
- Since no one named Brinoc ever lived in Rowanfen, Marego recommends the PCs visit the Lark's Nest where they might get a room, and look somewhere else for this Brinoc person tomorrow.
- Marego may help the PCs find anyone or anything else in town, but everything he tells them risks a slight lie or potential for quarrel woven into it. For example, he may suggest the PCs try the lamb at the Lark's Nest saying it is his favorite, but knowing that it one of the worst items on the menu.

Once the PCs had the opportunity to converse Marego, he bids them a good day and reminds them to avoid causing any problems in town—he watches everything that happens there. Proceed to Encounter 4: Decaying Rowanfen.

ENCOUNTER 4: DECAYING ROWANFEN

This encounter describes each of the locations in town that the PCs might explore in attempts to find the home of Brinoc Evessten. It is likely, given the hour that they fail to fully investigate the town. The PCs may return to this encounter at any time during the adventure while exploring the town. Further information about each of the NPCs found at these locations can be found in Appendix 2. See Appendix 8 for a map of Rowanfen.

Note for Convention Play: This encounter, focusing on the investigations of the PCs in Rowanfen, can vary wildly in the time taken. The DM is reminded to mindful of the time left in the event when the PCs visit with these NPCs.

1. The Lark's Nest Inn

This large two-story building sits upon a strong foundation of stone. A swaying sign depicts a bird nestled within its nest, upon a keg of ale.

The Lark's Nest is the center of town. Many take their midday meals here, and it is the focus of attention during festival times or when caravans stop. Owned by Jonnap Kenten and his large wife Kensa, the inn also employs the flirtatious Gwena as a barmaid and the young but sadistic Medwyn as a stable boy. The Backluni Daseem also makes his living in the common room as a gambler. At most hours of the day, all of the NPCs found here go about their normal business. No one here points the PCs in the direction of Brinoc's home. If the PCs ask Gwena, she offers false directions that are most likely to cause problems (such as Crelyf's farm).

The PCs may get rooms here for the night if they wish. The Lark's nest has seven open rooms, each with a single bed, for 3 sp per night. Anyone that wishes may sleep in the common room with Daseem for 1 sp per night. There is space for four people to do so. These rooms do not include meals, which may be purchased for 2 sp per meal (including one mug of ale). Drinks costs between 4 cp and 2 sp depending on the quality of the beverage.

☛ **Jonnap Kenten:** Male human Exp2; see Appendix 1.

☛ **Kensa Kenten:** Female human Com1; see Appendix 1.

☛ **Gwena Damtiel:** Female human Com2; see Appendix 1.

☛ **Daseem:** Male human Rog1; see Appendix 1.

2. Kenten Home

This small but simple home is casually tucked behind the Lark's Nest Inn. A worn path from the kitchen backdoor of the Inn to the home is obvious.

This small two-room building is home to the Innkeeper Jonnap Kenten and his wife Kensa. They spend their day at the Lark's Nest, retiring to their home after dark. There is little to be found here beyond a large bed, a hearth, and several chests of very large clothes, all of good quality. They keep most of their valuables within the inn.

3. Nanelyn Farm

This well kept and large farm sits upon the top of a series of hills. Several cows graze in a pasture, while a few children wander the property doing various chores in and around the pleasant looking home.

This farm is home to the large Nanelyn family. While looking through this farm, the PCs spot many of the Nanelyn's ten happy children curiously peering back at them. Relatively new to the area they have little to offer the PCs in terms of rumors, but they easily direct the PCs to Brinoc's house should they ask.

☛ **Linoc Nanelyn:** Male human Com2; see Appendix 1.

☛ **Linsel Nanelyn:** Female human Com1; see Appendix 1.

☛ **The Nanelyn Children** (10, ages 6 mo. to 14 years)

4. Rowanfen Town Hall and Sheriff's Office

This short burrow home bears an official looking sign that proclaims "Rowanfen Town Hall and Sheriff's Office. Marego Tallenstomp—Town Mayor, Sheriff, and Official Greeter."

This halfling mound does not look anything like a town hall or jail. In fact, it is sized rather uncomfortably for anyone not size Small. This doesn't stop Marego from trying to proclaim his home as the center of town government. Most of the townsfolk bother disagreeing. When found at home, Marego is either preparing a meal or going over his copious "logs of criminal activity" that he compiled over the years. These logs list various minor legal infractions he dreamed up, along with the appropriate fine and details of his noble exploits to enforce the law. A Sense Motive check (DC 10) reveals that the details in these records are clearly exaggerated to show Marego in a more important light. It's obvious that only Marego intends for the logs to be read.

☛ **Marego Tallenstomp:** Male halfling Ftr1/Rog1; see Appendix 1.

5. Redfeather General Store

This solid looking structure bears a wooden sign with "Redfeather General Store" painted upon it as though the words are constructed of red feathers. The stairs lead up to an open door.

This two-room building consists of a large store with a smaller backroom for storage. During daylight hours, Collina watches the store, occasionally conversing with those who stop buy to purchase supplies. Items can be purchased from the adventuring gear and clothing (no clothing sets over 10 gp) sub-tables of Table 7–8: Goods and Services in the *Player's Handbook*.

A Spot check (DC 15) notes a heavy crossbow, cocked and loaded beneath the counter. Next to the crossbow is a small box with several new strings. A half dozen stretched out strings lay in the trash behind the counter.

A Search check (DC 15 + APL) of the contents of the storage room locates a box hidden beneath several others containing several black robes (one with green trim), some incense, and a silvered knife with russet stains. Bringing this to Collina's attention marks the PC for future elimination, though she denies any knowledge of the items.

In general, Collina answers any question the PCs with a lie cloaked in just enough truth to make it plausible. A Sense Motive check (DC 20) reveals she has something to hide. She claims to never have heard of Brinoc, should the PCs ask.

☞ **Collina Redfeather:** Female half-elf Clr4 (Syrul), see Appendix 1.

6. Home of Collina Redfeather

Dark shades are drawn in the windows of this small house behind the general store. Thick roses bushes are well groomed all around the house, giving the air here a pleasant fragrance.

Collina's home is located behind the general store, though she is rarely there except when sleeping. She keeps the door and windows locked at all times, not wanted anyone to gain any information they could use against her.

🔒 **Front Door:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18, Open Lock DC 25.

A Search check (DC 25 + APL) reveals a false panel in the closet, opening to a small space that contains a fine dark velvet robe, lined with green. The holy symbol of Syrul (identifiable by a Knowledge [religion] check (DC 10) is embroidered in green upon the back. It smells strongly of wood smoke and mud stains the bottom of the hem. These are remnants from Collina's last trip to the shrine of Syrul (Site 23 on the map in Appendix 8).

7. Stroodus's Campsite

The smell of wood smoke hangs heavy in the air, barely covering the underlying smell of the tanning hides stretched over several wooden frames in this crude campsite. A ratty tent is pitched to one side of the central fire pit.

Stroodus the Quiet uses this semi-permanent campsite from time to time. Should the PCs look, they find nothing of value here. It is up to the DM whether Stroodus is present when the PCs arrive.

Should the PCs encounter Stroodus here (rather than in town), he refuses to answer any of their questions. He demands they leave his "home," threatening them (honestly) with violence if they do not leave him alone.

☞ **Stroodus the Quiet:** Male human Rng3; see Appendix 1.

8. Temple of Wenta

This decrepit looking building displays a large holy symbol of Wenta, the Oerdian goddess of autumn, listing wildly to the left. Several portions of the roof collapsed some time ago. A loud snoring emanates from within.

This small temple of Wenta once served as the spiritual center of the village, but it has not been so for several years since the underground rise of Syrul. The cleric, Kemb Yesald, lived in Rowanfen all his life, and the decay of his home weighs heavily on his heart. He takes solace from his fear and despair in the fruit of Wenta, and has not seen a sober day for nearly five years. Now he only mumbles and screams in his sleep. If the PCs are able to sober him up and offer him some hope in removing some

of the evil in his village, they may find sanctuary and healing aid in what remains of the temple. It is up to the DM to decide how much help the PCs require, and thus how easy it is to enlist the aid of the drunken cleric.

Kemb is one of the few people who has some idea of what became of Brinoc Evessten. If won over to the PCs plans, Kemb tells the PCs that Brinoc disappeared one day and hasn't been seen since. Kemb is not certain of the exact number of days since he last saw Brinoc. Since he is gone, and likely in trouble, Kemb suggests searching Brinoc's home (which is located at 22 on the map).

☞ **Kemb Yesald:** Male human Clr2 (Wenta); see Appendix 1.

9. Stable

This stable sits behind the Lark's Nest Inn. You hear the sounds of horses shuffling inside their stalls.

Those staying at the Lark's Nest may stable their horses here for a nominal fee (1 sp a day). Medwyn spends much of the day here caring for the horses. While he does a passable job as stable boy, animals in his care for an extended period of time tend to suffer accidents. However, when night falls, he wanders throughout the town causing various forms of mischief. Many of the mysterious fires and disappearances can be traced to this corrupt boy.

Medwyn claims no knowledge of Brinoc, should the PCs ask about him or his location.

☞ **Medwyn:** Male human Com1; see Appendix 1.

10. Crelyf's Farm

From a distance, it appears that this farm is abandoned. Weeds overgrow the path, most of the windows are broken and several discarded tools lie in the yard.

Assuming the PCs have not approached this farm via stealth, Crelyf is hiding (Hide +1, plus modifiers for range) in one of the darkened windows with a loaded light crossbow, assuming the PCs came to kill him, like they did his family two years ago. He shoots at anyone approaching the farm when they move within the second range increment (a total of -1 to hit).

If the PCs manage to get close of enough to converse, it quickly becomes apparent that Crelyf assumes they are monsters coming to kill him, just as they did to his family two years ago. He is utterly insane, violent, and uncooperative unless the PCs somehow magically cure him of his insanity. If so, he weeps for the loss of his family after describing how he lost his family to a dirty "giant" one night two years ago.

☞ **Crelyf:** Male human Com2; see Appendix 1.

11. Galcet Brothers' Farm

See Encounter 8: The Sinkhole of Evil for details.

12. Irok's Farm

This attractive looking farm appears well cared for. Several plump hogs mill about a pen, while the wind

dances through a flowerbed of daisies. A charm of carved wood hangs from each window, and a large eye in star symbol is worked into the lintel of the doorframe.

The farm of Irok the half-orc is in better repair than most in Rowanfen. He believes this to be because of the charms that he makes and places throughout his farm. A Knowledge (arcane) check (DC 10) reveals them as generic protection symbols with no real power.

Irok shows friendliness in his approach to any visitors, unless they clearly use magic in some way. In which case, Irok shuns them and orders them off his property. Provided that the initial introductions are pleasant, Irok provides information about his fellow residents; although he fears the witch sisters of the swamp and believes Brinoc is involved in unholy rites. He warns the PCs away from these “dangerous” neighbors should the PCs show any interest in them, going so far as to refuse to give directions to their homes.

🔮 **Irok:** Male half-orc Com2; see Appendix 1.

13. Barcel Home

A large veranda with several well-carved wooden rocking chairs fronts this home. In one of the chairs, a woman dressed in black with a dark veil, rocks quietly, humming to herself.

The Barcel home is filled with finely carved wood furniture and several knit blankets. Marza Barcel sits here most days, rain or shine, rocking in her chair, calling to her children that do not exist. She is of no help to any of the PCs, although she may mistake PCs of size Small for one of her long lost children.

🔮 **Marza Barcel:** Female human Com1; see Appendix 1.

14. Barcel Carpentry

You hear the sound of hammering echoing from this large building. A shingle depicting a hammer and saw hangs above the wagon-sized door.

Renoc works here most days, plying his trade as a carpenter. He happily helps the PCs with any woodworking tasks, but is otherwise not overly helpful. He focuses entirely on his work, and refuses to offer up information about his fellow neighbors, instead trying to steer the conversation back to carpentry and his work.

🔮 **Renoc Barcel:** Male human Exp4; see Appendix 1.

15. The Sister's Home

Smoke drifts from a slim field stone chimney that leans precariously against the side of this small shack. A small herb garden is laid out in front of the cottage, and bundles of roots hang drying from some of the surrounding trees. A stylized carving of a rotund woman hangs from the door.

The PCs find the sisters in their cottage or working in the garden. A Knowledge (religion) check (DC 5) recognizes

the symbol of Beory, the Oerth Mother (worshippers of Beory automatically succeed on this check), hanging from the door.

The sisters own very little of value, but offer their limited aid to those who show a reverence to the natural world and a kindness toward them. PCs that befriend the sisters receive directions to Brinoc's home, if the sisters are aware of the PC's interest.

Should the PCs get in over their head with the cult of Syrul (especially at APL 2), the sisters may make valuable allies.

🔮 **Mayl:** Female human Adp1; see Appendix 1.

🔮 **Werna:** Female human Drd2; see Appendix 1.

Treasure: Those that befriend the sisters and do their best to aid the town of Rowanfen may receive the favor of the sisters. It is necessary that at least one of the sisters live through the event for the PCs to earn this favor, and it is also possible for some PCs and not others, to earn the favor.

All APLs: Favor of the Sisters: Having befriended the sisters Mayl and Werna of Rowanfen, they agree to sell (at normal price) you some of the items they collected over the years. You have access to purchase the following items, following any core module: *elixir of love*, *field provisions box* (*Miniature's Handbook*, page 43), *magic sleeping bag* (*Miniature's Handbook*, page 43), and *silversheen*.

16. Smithy

Located next to a small hill, this open-air smithy has only three walls, upon which hang a number of hammers and other tools. An anvil and forge are present in the center.

Zholan the quiet smith works here most of the day. In the evenings, he retires to his home and cannot be roused (he sits in the basement contemplating the mysteries of Beltar). Should the PCs require his work, he makes a passable effort, but does little beyond stare and grunt should they attempt a conversation. A Sense Motive check (DC 15 + APL) determines that something is wrong with the man's behavior. Once his behavior becomes apparent, a Heal check (DC 15) diagnoses Zholan as mentally unstable. Zholan refuses to help the PCs find Brinoc.

🔮 **Zholan:** Male human Exp2; see Appendix 1.

17. Zholan's Home

This squat home appears to be built partially into the side of a small hill. The paint is peeling badly from its the closed shutters.

Zholan's home protrudes from the side of a small hill, only one wall, with a door and a small shuttered window visible. The majority of the home is dug into the earth. The home consists of two rooms. Upon entering, the visitor finds the mound has been hollowed to a large room containing a bed and hearth (which vents to the nearby forge, site 16). Underneath a ratty rug (DC 10

Search check), is a trapdoor that leads to another room entirely empty except for a central shrine to Beltar (identifiable by a DC 10 Knowledge [religion] check).

18. Abandoned Farm

This farm appears to have seen the ravages of fire. The main house is badly damaged, and the front door lies in pieces on the ground. However, the wild growth of weeds show that this damaged happened several years ago.

Strodus and his now deceased family owned this farm once. There is nothing of value to be found here, although local children sometimes play here.

19. Abandoned Home

No lights and creaking timbers welcome you to this home. The yard is uncared for, and bird's nests are visible in the eaves of the home.

This home was abandoned two years ago when the bachelor that lived here suddenly moved away in the middle of the night. No one knows why.

20. Abandoned Home

This home looks as though as it has seen regular use, despite the poor care taken to maintain it. The yard is torn and muddled, and only weeds thrive.

No one owns this home, however, passing caravans are sometimes allowed to stay here when their numbers exceed the rooms available in the Lark's Nest. The passing merchant guards were rough on the remains of the house, as evidence from the trash and graffiti found throughout the home.

The roof of this home carved in long ago, and bleached timbers stick out at odd angles like broken bones.

Three years ago during a particularly bad storm, the roof of this building collapsed and killed the family of four that lived within. As they were never removed and buried, the town children believe the home to be haunted.

22. Brinoc's Home

See Encounter 7: Brinoc's Home for details.

23. Shrine to Syrul

A squat, rust stained stone sits amongst the swamp plants. Closer examination shows a carving of feminine lips split by a forked tongue upon the stone. The residue of many burnt candles is also obvious.

This altar is the center of the worship of Syrul in Rowanfen. A Knowledge (religion) check (DC 15) indicates that the PC has realized the stone is shaped in a way very similar to Syrul's holy symbol.

There is nothing to be found here beyond melted wax and bloodstains.

Development: It is possible through luck or skill, that the PCs may locate Brinoc's house the first afternoon before staying at the inn. In this case, adjust the wording in Encounter 5: Night Visitors to occur in Brinoc's home, should the PCs choose to spend the night there. If they do not have breakfast at the Lark's Nest, they do not have Encounter 6: A Special Breakfast.

Once the PCs decide to bed down for the first night, proceed to Encounter 5: Night Visitors.

ENCOUNTER 5: NIGHT VISITORS

The Galcet brothers and their allies decide to eliminate the nosey outsiders. Once the PCs retired to bed and determined their sleeping arrangements, proceed with Encounter 5: Night Visitors.

The PCs are in their rooms (possibly more than one person a room if they choose to do so), each twenty by fifteen feet with one bed. The door is of simple wooden construction with a poor lock. There is one window in each room, with a similar lock.

🔪 **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18, Open Locks DC 20.

After the PCs retired to bed, a portal to the Far Realm opens so that a pseudonatural creature from beyond might deal with the threat to their masters' plans. Choose one of the rooms randomly to be the focus of the attack. If the room contains a PC who is awake at approximately 11 PM, allow them a Spot check (DC 11 + APL). If successful, the creature materializes from the Far Realm within their field of vision and the PC is not surprised. If the PC fails to spot the creature, it receives a surprise round.

The slim candle flickers in the night, pushing back the darkness that threatens to spill into the room through the window covered with sheets of falling rain. Yawning, your attention focuses on a shadowed corner, which warps, and twists in a most unnatural way. As the corner stretches off to what seems like miles away, dark tentacles begin to reach from that far away point. All at once, the corner snaps back to where it once stood, but now you are not alone. A tentacled horror prowls before you.

Creatures: The creature has arrived from its home plane "somewhere else" via a dark ritual created by the kaorti similar to a *gate*. Due to this effect, the duration the creature is present on this plane is indefinite. As the creature has been brought from its home, it is already in its "alternate form."

APL 2 (EL 3)

👤 **Pseudonatural Ethereal Marauder:** hp 11; see Appendix 1.

Stepping into the light of your small lamp you see a blue creature supported with three legs ventrally in a line, whose body looks much like that of a segmented worm, constantly writhing. Hundreds of tentacles, each ending in a large hook, constantly extrude from its mouth, only to be ingested later.

Tactics: The pseudonatural ethereal marauder attempts to immediately shift into the ethereal unless its victim is unaware of its presence. While fighting, the marauder attempts to maneuver itself so it attacks with surprise from the ethereal, and then shift back immediately to prevent retaliation. It uses its *true strike* attack against an aware foe as soon as it is prudent. If it kills its foe, it uses its *ethereal jaunt* ability to stalk more prey.

APL 4 (EL 5)

➤ **Pseudonatural Displacer Beast:** hp 51; see Appendix 1.

Stepping into the light of your small lamp you see an emaciated mottled green and yellow feline with hundreds of tentacles, each of which end in a hissing maw.

Tactics: The pseudonatural displacer beast behaves much like a cat, stalking its prey until the prey becomes aware of its presence. At that point it moves to block the door of the room so its prey cannot escape. It uses its *true strike* attack against as soon as its prey is aware of it. If the displacer beast kills its foe, it moves to stalk more prey.

APL 6 (EL 7)

➤ **Advanced Pseudonatural Choker Rogue:** hp 81; see Appendix 1.

Stepping into the light of your small lamp you see a central mass studded with rambling mouths of serrated teeth surrounded by hundreds of writhing black tentacles.

Tactics: The pseudonatural choker attempts to stay in the rafters over the door, ten feet above the floor. It tries to gain sneak attack damage against anyone not aware of it and uses its *true strike* attack against as soon as its target is aware of it. If the choker kills its foe, it moves to hunt more enemies.

Development: The PCs may seek the aid of others staying in the inn. Sadly they find that they are nearly the only residents. The innkeeper and his family live out back in a separate home. Gwena is present, but is fast asleep. Daseem sleeps drunkenly in the common room. Once the PCs deal with the pseudonatural intruder, they may seek to question the innkeeper's family immediately. If so, proceed to Encounter 6: A Special Breakfast for more information.

Should the PCs make liberal use of area of effect spells, particularly those with the fire descriptor, note the damage to the inn itself. It is likely possibly that the PCs

lose their place to sleep afterwards. The heavy rain prevents a total loss of the inn.

Once the creature is dispatched, it rapidly dissolves into a puddle smelling of black goo. The substance inexplicably evaporates, leaving nothing behind.

ENCOUNTER 6: A SPECIAL BREAKFAST

It is morning of the 11th of Goodmonth. This encounter assumes the PCs stayed at the inn following the late night attack. If this was not the case, then they do not participate in this encounter.

You awaken to the pleasant smell of bacon, eggs, and toast wafting through the Lark's Nest. After the harrowing events of the evening, it is reassuring to know that the daily routine of life has returned. As you dress, you note the rains picked up again. A steady downpour runs down the side of the Inn. As you descend the stairs, you note the inn is busy despite the early morning. Half a dozen locals are busy partaking of the morning repast.

The innkeeper and the rest of his staff have no knowledge of the previous night's attack unless of course the PCs mention it or destroyed part of the inn; the noise of the storm having covered up any audible sign. They are distressed by any proof of the attack and immediately apologize, offering the PCs their stay for free. They cannot say how the attack came to pass, but encourage the PCs to remain careful.

By the second day in Rowanfen, it is likely that inquisitive PCs attracted the attention of any number of unappreciative foes. Suspecting the PCs won't leave anytime soon, the cult of Syrul decide to slip something extra into their morning meal—poison.

Trap: After laying out the food for the PCs' meal, Kensa leaves the kitchen to deal with her intestinal illness. During that time, Medwyn deposits some arsenic into all of the food and drink meant for the PCs at the order of Collina. After the PCs complete their meal and are about to leave for the day, each PC makes a Fortitude save (see below for DC). Unless a player specifically says otherwise, assume each PC ate the tainted food. Any PC specifically examining the food prior to eating it draws some stares from the other clientele, but may attempt a Search check to notice something seems wrong with the food. Those that find something wrong with their food may avoid problems by simply choosing not to eat the poisoned food.

APL 2 (EL 2)

➤ **Poisoned Food Trap:** CR 2; mechanical; ingestion trigger; no reset; arsenic ingestion poison (1 Con/1d8 Con); Fort save resists (DC 13); Search (DC 16); Disable Device (automatic).

APL 4 (EL 2)

↗ **Poisoned Food Trap:** CR 2; mechanical; ingestion trigger; no reset; arsenic ingestion poison (1 Con/1d8 Con); Fort save resists (DC 13); Search (DC 20); Disable Device (automatic).

APL 6 (EL 2)

↗ **Poisoned Food Trap:** CR 2; mechanical; ingestion trigger; no reset; arsenic ingestion poison (1 Con/1d8 Con); Fort save resists (DC 13); Search (DC 24); Disable Device (automatic).

Development: Once the PCs discover the poisoning, they likely demand answers from the innkeeper, but he and his staff are innocent. They may question any of them, but it quickly becomes clear that their tray of food was left unattended for several minutes after being laid out. Marego arrives several minutes after any commotion starts, attracted by the shouting, or summoned by one of the locals who ate in the common room when the incident occurred. Marego, in his duty as sheriff requires that everyone remain calm, and avoid flinging any accusations without proof. Of course, he's secretly happy to let everyone yell all they like, as long as the arguments don't escalate to violence. Once again, he suggests the PCs move along, as Rowanfen doesn't seem to agree with them.

If the PCs determined where to find Brinoc's home, proceed to Encounter 7: Brinoc's Home. If this is not the case, return to Encounter 4: Decaying Rowanfen.

ENCOUNTER 7: BRINOC'S HOME

By midday of the 11th the PCs must deal with the rising floodwaters. The water from the rains saturated the ground, and the already swampy land gave way to standing water that flows slowly in the direction of the lowest ground (northwest to southeast). The water becomes two feet deep by noon, causing movement to be through Difficult Terrain (see the *Player's Handbook* page 148).

Green ivy covers one half of this tall gabled home that sits on a stout stone foundation. The leaves of the several trees clustering around the house move with the winds of the storm giving the appearance that the home shudders under the assault. Rickety stairs rise out of the flowing water three feet to the veranda where a large supply of cut firewood is piled to the right. A large brass knocker prominently sits on the solid looking door, flanked by heavily curtained windows.

Once the PCs finally locate the home of Brinoc Evessten, they likely attempt to locate him. He does not answer the door should they knock or call for him. No matter how much the PCs wait or watch, no one comes or goes. A more thorough search of the grounds reveals the following things.

- The front door is well locked (**Stout Wooden Door:** 1 in. thick; hardness 5; hp 12; AC 5; Break DC 20, Open Locks DC 25).
- The house appears relatively undamaged by the flooding, due to its raised stone foundation.
- Heavy green velvet curtains over the windows block sight into the house. All of the windows are locked (similar to the front door).
- The back door to the kitchen is open—the lock broken inward. The storm removed any evidence of tracks.

Eventually, the PCs discover no choice but to enter the home or head back to Greyhawk. The rooms of Brinoc's home and what may be found in each are described below (refer to the map in Appendix 9).

1. Foyer

A tasteful candle chandelier hangs in this quaint foyer. Stairs lead up the second floor and a mirror of smoky glass in a brass frame hangs on the western wall. Several traveling cloaks hang from pegs on the wall beneath the stairs. Large muddy boot prints lead from the kitchen door and up the stairs to the master bedroom.

2. Study

The walls of this room are filled with an impressive collection of books. Underneath a thin layer of dust, none of the books are especially valuable but they do span a wide array of subjects from poetry, the natural world, and travel logs of far away places. Two comfortable but dusty chairs face the hearth.

A Spot check (DC 20) notes impressions in the rug suggesting that a third chair is missing.

3. Dining Room

A large dining table with chairs for ten is the centerpiece of this room. Several mediocre landscapes are hung on the walls.

A layer of dust suggests that this room has not been used for sometime.

4. Kitchen

The backdoor swings in the wind—a puddle forms on the floor due to the rain. The kitchen looks ransacked, and droppings from some animal dot the floor.

A successful Survival (with the Track feat) check (DC 15) reveals that local raccoons broke into the kitchen, possibly for two weeks or more.

5. Master Bedroom

The bed found in this room is unmade with the quilt bunched on the floor.

The closet is filled with clothes for a human-size male of medium build. Several robes, embroidered with a star motif about the cuffs, are present. A struggle appears to have taken place in this room. A Survival (with the Track feat) (DC 15+APL) check determines that a Large size booted creature broke into the home through the kitchen door and walked to the master bedroom. A struggle ensued, and the victim was taken away. There is next to no blood, so it is unlikely that the resident (Brinoc) was killed in the struggle.

6. Guest Bedroom

A bed is placed in the center of this otherwise empty room.

7. Empty Room

Except for dust, this room is empty.

8. Empty Room

A white sheet covers a large chair in the western corner of this otherwise empty room. Something rustles from beneath the sheet.

Underneath the sheet, sits a ventriloquist's dummy painted as a male halfling. The dummy is not special in anyway, but a family of mice took to nesting inside of it, which causes it to appear as if the dummy's chest occasionally moves.

9. Attic

The trap door in the ceiling at the eastern end of the second floor hallway leads to the attic. Those exploring the attic find it surprisingly lived in. A comfortable chair (matching those found in the study) sits in front of wide marble-topped table. Stacked on the table is a combination of notes, tomes, arcane knickknacks, and dirty dishes. Strange markings are drawn in chalk on the walls and floor. It is clear that it could take several hours to thoroughly explore this room.

- A Knowledge (arcana) or Knowledge (the planes) check (DC 20) recognizes the symbols are related to planar travel and protection from planar creatures. The plane these markings are related to is not obvious, as if someone was attempting to work out the correct symbols for an as yet unknown plane.
- Taking an hour to skim the dozens of tomes, the PCs determine that they relate to planar mechanics. A Knowledge (the planes) check (DC 20) determines that they focus a plane "outside" of all other known planes. Some of the books refer to this plane as the Far Realm.
- One of the tomes is currently open in front of the comfortable chair. *The Blasphemous Whispers of Zashnichar* is a fragile tome, complete with illustrations done in a shaky hand, which details the mad ravings of a man calling himself Zashnichar. Zashnichar traveled to realms beyond the known planes and

attempted to detail all he saw there. It appears that whomever took notes attempted to use a ritual detailed within to create a new spell that would banish the creatures the tome purports to summon. The notes also include a discussion of Dark Night (see Appendix 5).

- There are three objects on the table. The first is a statuette of an armor plated creature that looks similar to a lobster, except that it has more than a dozen claws and three large maws protrude from its front. The second is a simple pearl (a *pearl of power*). The third is a complicated astrolabe.
- Underneath the opened book is a hand drawn map of Rowanfen. The Galcet farm is circled (building 11 on the map found in Appendix 8). Next to the circle is written "11 Goodmonth."
- In addition to the notes, a ledger is present. Rather than compiling figures, the ledger is filled with cramped by orderly writing. See Player Handout 2.

Treasure: The PCs can loot Brinoc's house, as there is no one else left to claim it. Moral PCs might think to ask the town residents first, but permission will be granted to claim whatever the PCs like, as no one in town has any interest in the derelict house and its belongings.

APL 2: L: 20 gp, *The Blasphemous Whispers of Zashnichar* (25 gp), *pearl of power (1st level)* (83 gp).

APL 4: L: 20 gp, *The Blasphemous Whispers of Zashnichar* (25 gp), *pearl of power (1st level)* (83 gp).

APL 6: L: 20 gp, *The Blasphemous Whispers of Zashnichar* (25 gp), *pearl of power (1st level)* (83 gp).

Once the PCs uncover enough information to raid the Galcet farm, proceed to Encounter 8: The Sinkhole of Evil.

ENCOUNTER 8: THE SINKHOLE OF EVIL

The night is black. With no moon and the stars blotted out by the fierce storm, it is hard to see where you are headed. Slogging through the rising waters, you approach the ruined farmhouse that is your destination. In front of the home, the remains of a broken-down wagon crests the quickening flow of water, debris from the storm getting caught in its fractured timbers. A sickly lantern light shines from within the boarded up farmhouse windows.

The Galcet brothers lived their entire lives on this rundown farm, as have the last three generations; ever since their inbred family fled the gnomish village of Turgbin due to their questionable breeding habits. With no female relatives, it appears their line is finally at an end. Unfortunately, their worship of foul things brought them into contact with the kaorti, who built a cyst in their often-flooded cellar. Now they pray for the spread

of evil and chaos that they expect to come this Dark Night. Unless the PCs intervene, they succeed. See Appendix 10 for a map of the Galcet farm.

1. Main Room

The main room of the house is covered in filth and partially eaten animals. Bones litter the floor and three nests of foul bedding take up most of the room.

The inbred Galcet brothers can be found here.

Creatures: Since the last female member of their family died, these gnomish brothers led a solitary life, occasionally catching stray animals and neighbors for food. Now with their line ended, they wait for their kaorti allies to open a portal to the Far Realms they worship. The PCs must fight them, to reach the kaorti below. Note while the flooding makes movement outside the home difficult, the home is above the floodwaters and thus the floodwaters inside do not impose this penalty.

APL 2 (EL 4)

- **Geryn:** hp 22 (37 if *enlarged*); see Appendix 1.
- **Glim and Gworen:** hp 11 each; see Appendix 1.

Tactics: Glim and Gworen charge the intruders attempting to set Geryn up for a potential flank (in order to take advantage of sneak attack). If Geryn is unable to take advantage of flanking, he uses his spell-like abilities. Note his brothers are vulnerable to his *scare* ability so he hesitates to use it unless he can use it safely. Should his brother die or becomes severely injured, Geryn *enlarges* himself to take full advantage of his improved hit points and damage potential.

APL 4 (EL 6)

- **Geryn, Glim and Gworen:** hp 22 (37 if *enlarged*); see Appendix 1.

Tactics: Glim enlarges himself and charges the intruders attempting to block the door and set Geryn up for a potential flank (in order to take advantage of sneak attack) while Gworen uses his spell-like abilities. Should Glim die, one of the other two *enlarges* himself to take full advantage of his improved hit points and damage potential while the other uses his spell-like abilities.

APL 6 (EL 8)

- **Geryn, Rog2:** hp 32 (53 if *enlarged*); see Appendix 1.
- **Glim, Bbn2:** hp 36 (57 if *enlarged*); see Appendix 1.
- **Gworen, Clr2:** hp 34 (55 if *enlarged*); see Appendix 1.

Tactics: Glim rages and *enlarges* himself in an attempt to limit access to the room while Geryn flanks to take advantage of his sneak attack. Gworen supports them with his spell-like abilities and clerical spells. Should Glim be slain, one of the other two *enlarges*

himself to take full advantage of his improved hit points and damage potential while the other uses his spell-like abilities.

Treasure: The PCs may loot the bodies of the gnomes before continuing.

APL 2: L: 34 gp, adamantite short sword (251 gp).

APL 4: L: 29 gp, +1 adamantite short sword - (418 gp).

APL 6: L: 29 gp, +1 adamantite short sword - (418 gp).

2. Kitchen

The kitchen has not seen true use for decades. A rotten and partially eaten corpse of a male human hangs from the rafter. It wears a fine robe with a star motif embroidered about the cuffs.

The robe is similar to those found in the master bedroom of Brinoc's home. A Heal or Survival check (DC 15) determines the corpse, two-thirds eaten, is two to four weeks old. A *speak with dead* or similar magic confirms the body is that of Brinoc Evessten. In addition if this spell is used Brinoc also confirms the details of his capture and subsequent murder. Earthen stairs from the kitchen lead down to the cellar.

3. Cellar

Stone and dirt stairs laid into the earth descend in to the ground. The sound of quickly dripping water is obvious. The cellar walls are leaking and the basement is slowly flooding! At the foot of the stairs, the glint of your light reflects off the water, slightly deeper than a longsword. The south wall, however, is watch catches your attention. A yellowish green gem-like substance covers the entire wall, devouring your light rather than reflecting it. A round narrow tunnel continues on through the south wall, nearly a foot above the water line.

The cellar is flooding. Already the water is four feet high, requiring DC 10 Swim checks for any Small sized PCs in order to navigate the room. Perhaps the most interesting detail is the southern wall, which appears to made of some sort of odd resin. A tunnel can be seen a foot above the water entering into the resin. The PCs must crawl through the in order to continue.

4. Cyst

While you crawl single file on your hands and knees through the tunnel in the resin wall, Tendrils of dripping strange phosphorescent goo brush across your face. A warm red light up ahead suggests that this odd resin structure is inhabited.

Crawling through approximately ten feet of kaorti resin, strips of yellowish green dripping flexible resin every few feet, the PCs enter into the cyst.

Creatures: The kaorti are well aware of the PCs entrance, unless they were somehow able to battle the gnomes in silence and swim over to the tunnel without

making noise. If the PCs make an effort at silence, make opposed Listen checks against the PCs' Move Silently.

APL 2 (EL 3)

- **Kaorti Warrior:** hp 9; see Appendix 1.
- **Kaorti Leader, Sor1:** hp 14; see Appendix 1.

Tactics: Both kaorti begins having used their *spider climb* abilities so they are out of reach of the PCs coming through the tunnel. They target the PC coming through the tunnel with targeted spell-like abilities such as *ray of enfeeblement*. The warrior tries to keep the PCs bottled up near the tunnel so the leader uses his *color spray*. They use their *spider climb* to maintain a superior position.

APL 4 (EL 5)

- **Kaorti Warrior, Ftr1:** hp 18; see Appendix 1.
- **Kaorti Leader, Sor3:** hp 25; see Appendix 1.

Tactics: Both kaorti begins using their *spider climb* abilities so they are out of reach of the PCs coming through the tunnel. They target the PC coming through the tunnel with targeted spell-like abilities such as *ray of enfeeblement*. The warrior tries to keep the PCs bottled up near the tunnel so the leader can use his *color spray*. They use their *spider climb* to maintain a superior position.

APL 6 (EL 7)

- **Kaorti Warrior, Ftr4:** hp 36; see Appendix 1.
- **Kaorti Leader, Sor6:** hp 40; see Appendix 1.

Tactics: Both kaorti begin using their *spider climb* abilities so they are out of reach of the PCs coming through the tunnel. In addition, the leader makes both of the kaorti *invisible*. They target the PC coming through the tunnel with targeted spell-like abilities such as *ray of enfeeblement*. The warrior tries to keep the PCs bottled up near the tunnel so the leader uses his *fireball* in or near the tunnel. They use their *spider climb* to maintain a superior position. If necessary, the leader uses his *robe of bones* to create more combatants.

Treasure: The PCs have the opportunity to quickly loot the bodies of the kaorti before the floodwaters force them to flee.

APL 2: L: 34 gp, *wand of acid splash* (31 gp).

APL 4: L: 34 gp, *wand of acid splash* (31 gp).

APL 6: L: 34 gp, *wand of acid splash* (31 gp), *robe of bones* (200 gp).

The Portal

At the rear of a room, there is a green glassy oval surrounded by humanoid bones. The oval's frame appears covered in blood and offal, including fragments of brain matter. A glowing yellow ooze drips from the oval, originating from no obvious source. A soft red light emanates from the center of the glassy oval.

The PCs have only a few moments to inspect the portal at the rear of the room, before the cyst begins to fill with water through the tunnel. A DC 24 Spellcraft check with *detect magic* indicates that the portal radiates strong conjuration magic. The portal is not yet active, and the PCs cannot utilize it in anyway. As the gate is a physical part of the wall it cannot be removed without destroying it. To destroy the portal, the PCs must deal 60 points of damage while overcoming the resin's hardness of 8.

Development: It is possible that the PCs fail to discover Brinoc's attic before Dark Night passes. In this case, the gate already opened and the flood occurs. The entire Galcet farm washes away on the flood, which buries the gate. There is nothing for the PCs to find, for the evil of the Far Realms release into the Mistmarsh. Who knows what horrors will menace Oerth in the future?

CONCLUSION

Conclusion A

The PCs stop the kaorti.

After you defeat the unspeakable horror beneath the gnomes' farm, the floodwater begins to flow through the tunnel, rapidly flooding the peculiar room. Having no other choice, you quickly escape the rising waters and seek shelter.

During that night, most of the town of Rowanfen is washed away. A mudslide buried the derelict gnomish farm. Many of the residents disappeared that night, but you at least, know of the horror that once lurked there.

Conclusion B

The PCs do not stop the gate from being opened.

During that night, most of the town of Rowanfen washes away. Many of the residents disappeared that night. When you eventually arrived at the gnomish farm, nothing remains, but a vague feeling of unease; mudslides had buried the entire area. Hopefully whatever evil lurked here was buried along with the farm.

If time is available in the event, the PCs may want to find out the status of some of the residents of Rowanfen following the flood. Use this summary to determine their fate following the storm. All of these fates are of course subject to change based upon decisions made by the PCs during this event.

- **Collina Redfeather:** Unless the PCs stopped her depredations, Collina decided that Rowanfen is not the out of the way place to hide that she thought. Following the flood, she is nowhere to be found, having left for greener pastures.
- **Crelyf:** Crelyf remains in the ruins of his home, as insane as ever.
- **Galcet Brothers:** The brothers are likely dead by the PCs hand, unless the PCs did not make it to

their farm by Dark Night. If the PCs failed to stop the gate from opening Geryn, Glim, and Gworen were devoured by horrors from beyond.

- **Gwena Damtiel:** Gwena survived the flood none the worse for wear.
- **Irok:** The half-orc's farm is completely swept away, but the strong farmer survived by climbing a tree with a fistful of his charms. He is utterly convinced that evil magic brought the flood and he survived only by the protection of his charms.
- **Jonnep Kenten:** The Lark's Nest weathers the flood well and Jonnap took shelter within.
- **Kemb Yesald:** Kemb's survival is dependant on the PCs. If they sobered him, he helped lead people to the stout Lark's Nest to weather the storm. If not, Kemb dies when the temple of Wenta collapses during the storm while he is in a drunken stupor.
- **Kensa Kenten:** Kensa lives by taking shelter in the Lark's Nest with her husband.
- **Linoc & Linsel Nanelyn:** Given its location on higher ground, the Nanelyn farm remains virtually untouched by the storm. All of the family survives unscathed.
- **Marego Tallenstomp:** The flood destroys the home of the town busybody, but he vows to rebuild his home and the town, bigger and better than before.
- **Marza Barcel:** When the storm begins in earnest, Marza heads off into the storm looking for one of her lost children. She is never seen again.
- **Mayl:** The sisters' shack is miraculously undamaged by the storm, and the sisters continue as they always did.
- **Medwyn:** The young boy sees the chaos of the storm as an opportunity, and murders the drunken Daseem. Taking the Bakluni's money, he heads for Greyhawk.
- **Daseem:** The gambler meets a gruesome death in the stables, when Medwyn kills him for his money. Despite the appearance of being trampled to death by one of the horses, observant PCs may notice rope burns about Daseem's wrists, and fibers of rope about one of the stall planks.
- **Renoc Barcel:** Renoc spends the storm trying to protect his carpenter's shop. In doing so, he saves his business, but loses his wife.
- **Strodus the Quiet:** Strodus is not seen again.
- **Werna:** The sisters' shack is miraculously undamaged by the storm, and the sisters continue as they always did.
- **Zholan:** Assuming the PCs have not pushed Zholan over the edge to violence already, Zholan refuses to leave his shrine to Beltar

despite the rising waters. He drowns in his secret basement.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 5: Night Visitors

Defeat the pseudonatural Creature.

APL 2:	90 XP
APL 4:	150 XP
APL 6:	210 XP

Encounter 6: A Special Breakfast

Encounter the poisoned food

APL 2:	60 XP
APL 4:	60 XP
APL 6:	60 XP

Encounter 8: The Sinkhole of Evil

Defeat the gnome cultists.

APL 2:	120 XP
APL 4:	180 XP
APL 6:	240 XP

Defeat the kaorti.

APL 2:	90 XP
APL 4:	150 XP
APL 6:	210 XP

Discretionary role-playing award

APL 2:	90 XP
APL 4:	135 XP
APL 6:	180 XP

Total possible experience

APL 2:	450 XP
APL 4:	675 XP
APL 6:	900 XP

Treasure Summary

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

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

the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 1: A Plea for Help

APL 2: C: 2 gp
APL 4: C: 4 gp
APL 6: C: 6 gp

Encounter 2: The Abandoned Farm

APL 2: L: 20 gp
APL 4: L: 20 gp
APL 6: L: 20 gp

Encounter 7: Brinoc's Home

APL 2: L: 20 gp; M: 108 gp
APL 4: L: 20 gp; M: 108 gp
APL 6: L: 20 gp; M: 108 gp

Encounter 8: The Sinkhole of Evil

Defeat the Galcet Brothers

APL 2: L: 34 gp; M: 251 gp
APL 4: L: 29 gp; M: 418 gp
APL 6: L: 29 gp; M: 418 gp

Defeat the Kaorti

APL 2: L: 34 gp; M: 31 gp
APL 4: L: 34 gp; M: 31 gp
APL 6: L: 34 gp; M: 231 gp

Total Possible Treasure

APL 2: L: 108 gp; C: 2 gp; M: 390 gp; Total: 400 gp (502 gp)
APL 4: L: 107 gp; C: 4 gp; M: 557 gp; Total: 600 gp (668 gp)

APL C: L: 109 gp; C: 6 gp; M: 757 gp; Total: 800 gp (872)

Note: Should the PCs scavenge everything, their total would equal the number shown in parenthesis. Obviously they cannot receive more than the treasure maximum for their APL.

Special

☛ **Encounter with the Pseudonatural:** This PC encountered a pseudonatural creature and met the special requirement for the Alienist prestige class.

☛ **Favor of Kenys:** For assisting Kenys the dispatch rider in delivering a letter to Rowanfen, Kenys is available to assist you in Gathering Information in the City of Greyhawk. His knowledge of the city gives you a +2 circumstance bonus to Gather Information and Knowledge (local) rolls made while within the City of Greyhawk.

☛ **Favor of the Sisters:** Having befriended the sisters Mayl and Werna of Rowanfen, they agreed to sell (at normal price) you some of the items they collected. You may purchase the following items, following any core module: *elixir of love*, *field provisions box* (*Miniature's Handbook*, page 43), *magic sleeping bag* (*Miniature's Handbook*, page 43), and *silversheen*.

☛ **Kaorti ribbon dagger** (*Fiend Folio*, page 110)

☛ **Kaorti resin armor** (*Fiend Folio*, page 110)

☛ ***The Blasphemous Whispers of Zashnichar*:** This fragile tome, complete with illustrations done in a shaky hand, details the mad ravings of a man calling himself Zashnichar. Zashnichar traveled to realms beyond the known planes and attempted to detail all he saw there. His writings are sanity shaking and the reader must spend 2 TUs and make a DC 20 Intelligence check to understand its meaning. The PC may retry as many times as necessary, but each attempt requires 2 TUs. Success offers two benefits. A PC who comprehends the horrors detailed within receives a +2 competence bonus to Knowledge (the planes) check whenever the PC takes one minute to consult the tome as a reference. The second benefit of this awful tome is only useful to those capable of casting *summon monster II*. Those capable of doing so may summon a Kaorti as a neutral evil spell.

TUs Spent: _____

DM: _____

Market Price: 300 gp

☛ ***Wand of acid splash*** (1st level caster, 375 gp)

Item Access

APL 2:

Adamantine short sword (Adventure, *Dungeon Master's Guide*)

The Blasphemous Whispers of Zashnichar (Adventure, see above)

Kaorti Ribbon Dagger (Adventure, see above)

Kaorti Resin Armor (Adventure, see above)

Pearl of Power (1st level) (Adventure, *Dungeon Master's Guide*)

Wand of acid splash (Adventure, see above)

APL 4: All of APL 2, except adamantine short sword, plus the following:

+1 adamantine short sword (Adventure, *Dungeon Master's Guide*)

APL 6: All of APLs 2-4, except adamantine short sword, plus the following:

Robe of bones (contains medium wolf skeleton & medium human commoner zombie) (Adventure, *Dungeon Master's Guide*)

ITEMS FOR THE ADVENTURE RECORD

APPENDIX 1:

MONSTER AND NPC STATISTICS

Encounter 1

☛ **Kenys:** male human Rog2; CR 2; Medium humanoid (human); HD 2d6; hp 10; Init +2; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +1; Grp +2; Atks +2 melee (1d6/19-20, short sword) or +3 ranged (1d6/x3, shortbow); SA sneak attack +1d6; SQ trapfinding, evasion; AL CG; SV Fort +0, Ref +5, Will -1; Str 12, Dex 15, Con 11, Int 11, Wis 8, Cha 12.

Skills and Feats: Diplomacy +6, Gather Information +6, Handle Animal +5, Listen +6, Knowledge (local) +2, Ride +6, Search +5, Sense Motive +4, Spot +6; Alertness, Animal Affinity.

Possessions: Leather armor, short sword, shortbow, 20 arrows, uniform, cloak.

Personality Traits: Friendly, dedicated

Physical Description: Kenys is an Oeridian male with brown hair and sparkling eyes. He wears a black doublet embroidered with the symbol of the city of Greyhawk.

Encounter 3

☛ **Marego Tallenstomp:** male halfling Ftr1/Rog1; CR 2; Small humanoid (halfling); HD 1d10+1d6+2; hp 14; Init +7; Spd 20 ft.; AC 16, touch 14, flat-footed 13; Base Atk +1; Grp -2; Atks +3 melee (1d4+1/19-20, short sword) or +5 ranged (1d4/x3, shortbow); SA sneak attack +1d6; SQ trapfinding; AL CN; SV Fort +4, Ref +6, Will +0; Str 12, Dex 17, Con 13, Int 12, Wis 8, Cha 12.

Skills and Feats: Bluff +8, Climb +7, Diplomacy +5, Forgery +5, Gather Information +5, Listen +5, Knowledge (local) +5, Search +5, Sense Motive +3, Spot +3; Improved Initiative, Skill Focus (Bluff).

Possessions: Leather armor, small short sword, small shortbow, 20 arrows.

Personality Traits: Cheerful, nosey, argumentative

Physical Description: Marego is a tall halfling dressed in bright colors. He wears several ribbons and medals denoting his position as mayor, sheriff, and town greeter.

Encounter 4

☛ **Collina Redfeather:** female half-elf Clr4; CR 4; Medium humanoid (elf); HD 4d8+4; hp 27; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +3; Grp +3; Atks +3 melee (1d4/19-20, dagger) or +4 ranged (1d4/19-20, dagger); AL NE; SV Fort +4, Ref +2, Will +7; Str 11, Dex 12, Con 13, Int 12, Wis 17, Cha 13.

Skills and Feats: Bluff +11, Concentration +8, Spellcraft +8; Skill Focus (Bluff), Spell Focus (Enchantment).

Possessions: Dagger, leather armor (under robe), wooden holy symbol, spell component pouch.

Personality Traits: Pleasant, deceitful, corrupt.

Physical Description: Collina is an attractive middle-aged woman whose half-elven features are partially hidden under her long black hair.

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level (14 + spell level for enchantment spells): 0—*cure minor wounds, detect magic (2), detect poison, light*; 1st—*command, cure light wounds, detect good, disguise self*, sanctuary*; 2nd—*augury, detect thought*, hold person, sound burst*.

*Domain spell. *Domains:* Knowledge (Divination spells cast at +1 caster level); Trickery.

☛ **Crelyf:** male human Com2; CR 1; Medium humanoid (human); HD 2d4+2; hp 9; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +2; Atks +2 melee (1d8+1, morningstar) or +1 ranged (1d8/19-20, light crossbow); AL CN; SV Fort +1, Ref +1, Will +1; Str 13, Dex 12, Con 12, Int 8, Wis 7, Cha 9.

Skills and Feats: Profession (farmer) +5, Spot +2; Deft Skill Focus (Profession [farmer]), Weapon Proficiency (light crossbow).

Possessions: Morningstar, light crossbow, 10 bolts.

Personality Traits: Paranoid, angry.

Physical Description: Crelyf is covered in the shag of his unkempt hair and beard. He has not bathed since the night his family was taken two years ago.

☛ **Gwena Damtiel:** female human Com2; CR 1; Medium humanoid (human); HD 2d4; hp 7; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Atk +1; Grp +0; Atks —+0 melee (1d4-1/19-20, dagger); AL CN; SV Fort +0, Ref +1, Will +0; Str 9, Dex 12, Con 11, Int 13, Wis 11, Cha 16.

Skills and Feats: Bluff +5, Intimidate +5, Listen +5, Profession (barmaid) +5, Sleight of Hand +3, Spot +5, Use Rope +8; Deft Hands, Persuasive.

Possessions: Dagger.

Personality Traits: Flirtatious, teasing.

Physical Description: Gwena wears her long red hair loose. She is never without her sparkling green eyes and a wide inviting smile.

☛ **Irok:** male half-orc Com2; CR 2; Medium humanoid (orc); HD 2d4+2; hp 9; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +4; Atks +4 melee (1d6+3, sickle); AL CG; SV Fort +1, Ref +0, Will -1; Str 17, Dex 10, Con 13, Int 8, Wis 9, Cha 10.

Skills: Handle Animal +3, Profession (farmer) +7; Skill Focus (Handle Animal), Skill Focus (Profession [farmer]).

Possessions: Sickle, several good luck and protection charms.

Personality Traits: Friendly, superstitious.

Physical Description: Irok is a burly half-orc, with a wide tusked smile. He wears several feathers, rocks and sticks that appear to be charms of some sort.

☛ **Jonnep Kenten:** male human Exp2;CR1; Medium humanoid (human); HD 2d6+6; hp 16; Init -2; Spd 30 ft.; AC 8,touch 8, flat-footed 8; Base Atk +1; Grp +2; Atks +2 melee (1d6+1, club) or -1 ranged (1d6+1, club); AL NG; SV Fort +2, Ref -2, Will +3; Str 12, Dex 7, Con 15, Int 11, Wis 10, Cha 12.

Skills and Feats: Appraise +5, Bluff +6, Diplomacy +10, Handle Animal +6, Knowledge (local) +5, Profession (innkeeper) +8, Sense Motive +7; Negotiator, Skill Focus (Profession [innkeeper]).

Possessions: Club, coin purse.

Personality Traits: Unobservant, kind.

Physical Description: Jonnap is a large man, constantly rubbing his hands and smiling.

☛ **Kemb Yesald:** male human Clr2; CR 2; Medium humanoid (human); HD 2d8+4; hp 17; Init +0; Spd 30 ft.; AC 14,touch 10, flat-footed 14; Atks +2 melee (1d6+1, club) or +1 ranged (1d6+1, club); AL CG; SV Fort +5, Ref +0, Will +6; Str 12, Dex 10, Con 15, Int 10, Wis 16, Cha 11.

Skills and Feats: Concentration +7, Heal +5, Knowledge (nature) +7, Spellcraft +7, Survival +5; Self-Sufficient, Track.

Possessions: Club, dirty robes, chain shirt, wooden holy symbol, spell component pouch.

Personality Traits: Sorrowful, intoxicated.

Physical Description: Kemb lies drooling in a drunken stupor, with several days of stubble on his face.

Spells Prepared (4/3+1; base DC = 13 + spell level): 0—*detect magic, detect poison, light, purify food and drink*; 1st—*bless water, protection from evil*, sanctuary, shield of faith*.

*Domain spell. *Domains:* Good (Good spells cast at +1 caster level); Plant (Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Use this ability a total of 3 times per day.).

☛ **Kensa Kenten:** female human Com1; CR ½; Medium humanoid (human); HD 1d4+3; hp 7; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9; Base Atk +0; Grp +2; Atks +2 melee (1d6+2, handaxe); AL LG; SV Fort +3, Ref -1, Will +3; Str 14, Dex 9, Con 17, Int 11, Wis 13, Cha 8.

Skills: Craft (Cooking) +7, Listen +5, Spot +5; Iron Will, Skill Focus (Craft).

Possessions: Handaxe, apron.

Personality Traits: Angry, loud.

Physical Description: Kensa is a huge red-faced woman with a bellowing voice.

☛ **Linoc Nanelyn:** male human Com2; CR 1; Medium humanoid (human); HD 2d4+2; hp 9; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9; Base Atk +1; Grp +2; Atks +2 melee (1d6+1, sickle); AL NG; SV Fort +1, Ref -1, Will +0; Str 13, Dex 9, Con 12, Int 11, Wis 10, Cha 12.

Skills and Feats: Handle Animal +8, Profession (farmer) +8, Ride +6; Animal Affinity, Skill Focus (Profession [farmer]).

Possessions: Sickle.

Personality Traits: Friendly, naïve.

Physical Description: Linoc is a large Oeridian man wearing rough clothes and a friendly smile.

☛ **Linsel Nanelyn:** female human Com1; CR ½; Medium humanoid (human); HD 1d4+2; hp 6; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atks +0 melee (1d4/19-20, dagger) or +0 ranged (1d4/19-20, dagger); AL LG; SV Fort +2, Ref +0, Will +3; Str 11, Dex 10, Con 14, Int 11, Wis 12, Cha 11.

Skills and Feats: Craft (baking) +7, Handle Animal +5, Profession (farmer) +5; Iron Will, Skill Focus (craft [baking]).

Possessions: Dagger.

Personality Traits: Tired, naïve.

Physical Description: Linsel is a plump but attractive Oeridian woman who appears tired.

☛ **Marza Barcel:** female human Com1; CR1/2; Medium humanoid (human); HD 1d4-1; hp 3; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp -1; Atks -1 melee (1d3 subdual, punch); AL N; SV Fort -1, Ref +0, Will +0; Str 8, Dex 10, Con 8, Int 11, Wis 7, Cha 14.

Skills and Feats: Craft (Cooking) +7, Craft (Sewing) +7, Diplomacy +6; Skill Focus (Craft [cooking]), Skill Focus (Craft [sewing]).

Possessions: Black dress.

Personality Traits: Morose, insane with grief.

Physical Description: Marza was clearly once a beautiful woman, but her grief gives her red eyes and a wrinkled face. She appears lost and does not notice anyone but her children who are not actually present.

☛ **Mayl:** female human Adp1; CR ½; Medium humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atks +0 melee (1d4/19-20, dagger) or +0 ranged (1d4/19-20, dagger); AL CG; SV Fort +0, Ref +0, Will +4; Str 10, Dex 11, Con 10, Int 13, Wis 15, Cha 14.

Skills and Feats: Concentration +4, Craft (alchemy) +5, Heal +8, Profession (midwife) +5, Survival +4; Scribe Scroll, Skill Focus (Craft [alchemy]).

Possessions: Dagger, healer's bag, spell component pouch.

Personality Traits: Individualistic, spirited.

Physical Description: Mayl wears her hair past the middle of her back, and favors dress of blue.

Spells Prepared (3/2; base DC = 13 + spell level): 0—*cure minor wounds, ghost sound, touch of fatigue*; 1st—*comprehend languages, sleep*.

☛ **Medwyn:** male human Com1; CR ½; Medium humanoid (human); HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +0; Atks +0 melee (1d4/19-20, dagger) or +1 ranged

(1d4/19-20, dagger); AL CE; SV Fort +0, Ref +1, Will +0; Str 10, Dex 13, Con 11, Int 12, Wis 10, Cha 8.

Skills and Feats: Bluff +2, Climb +4, Hide +3, Intimidate +1, Handle Animal +3, Listen +4, Move Silently +3; Persuasive, Stealthy.

Possessions: Dagger, a dead rat.

Personality Traits: Deceitful, sadistic.

Physical Description: Medwyn is a small dirty boy whose eyes shine with a devious gleam.

☛ **Daseem:** male human Rog1; CR 1; Medium humanoid (human); HD 1d6; hp 6; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +0; Grp +0; Atks +0 melee (1d6/19-20, short sword) or +3 ranged (1d6/x3, shortbow); SA sneak attack +1d6; SQ trapfinding; AL CG; SV Fort +0, Ref +5, Will +0; Str 10, Dex 17, Con 11, Int 12, Wis 10, Cha 14.

Skills and Feats: Bluff +8, Diplomacy +6, Forgery +5, Gather Information +6, Intimidate +4, Listen +4, Search +4, Sense Motive +4, Sleight of Hand +6, Spot +4, Tumble +4, Use Rope +5; Deft Hands, Persuasive.

Possessions: Studded leather armor, short sword, shortbow, 20 arrows, thieves' tools, deck of marked cards.

Personality Traits: Friendly, oily.

Physical Description: Daseem is the quintessential rogue looking to steal a quick coin and pleased to find adventure; as long as both come easily without too much danger.

☛ **Renoc Barcel:** male human Exp4; CR 3; Medium humanoid (human); HD 4d6; hp 18; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +2; Grp +3; Atks +3 melee (1d4+1/19-20, dagger); AL N; SV Fort +3, Ref +1, Will +5; Str 13, Dex 11, Con 11, Int 11, Wis 13, Cha 11.

Skills and Feats: Appraise +7, Craft (carpentry) +7, Diplomacy +7, Handle Animal +7, Profession (carpenter) +10, Ride +7, Use Rope +7; Endurance, Great Fortitude, Skill Focus (profession).

Possessions: Dagger, woodworking tools.

Personality Traits: Friendly, obsessed with work.

Physical Description: Renoc is friendly to strangers, greeting them with his work-roughened hands.

☛ **Stroodus the Quiet:** male human Rgr3; CR 3; Medium humanoid (human); HD 3d8+6; hp 24; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +5; Atks +5 melee (1d8+2/19-20, longsword) or +5 ranged (1d8/x3, longbow); Full Atk: +5 melee (1d8+2/19-20, longsword) or +3/+3 ranged (1d8/x3, longbow); SA favored enemy +2 (goblinoids); SQ wild empathy; AL NE; SV Fort +5, Ref +4, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +7, Knowledge (nature) +6, Listen +7, Move Silently +7, Spot +7, Survival +7, Swim +8; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (longbow).

Possessions: Longbow, 20 arrows, longsword, chain shirt, 50 ft. hemp rope, dagger.

Physical Description: Stroodus looks like most woodsmen, with no particular concern for cleanliness. The fury in his demeanor is usually obvious except when in public where he behaves to sell his wares.

☛ **Werna:** female human Drd2; CR 2; Medium humanoid (human); HD 2d8+2; hp 15; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +0; Atks +0 melee (1d6-1/18-20, scimitar); AL NG; SV Fort +4, Ref +0, Will +6; Str 8, Dex 10, Con 12, Int 11, Wis 16, Cha 11.

Skills and Feats: Concentration +6, Handle Animal +5, Heal +10, Knowledge (nature) +5, Survival +10; Self-Sufficient, Track.

Possessions: Scimitar, wooden holy symbol, spell component pouch.

Personality Traits: Matronly, calm.

Physical Description: Werna has long steel colored hair, and reminds many of their grandmother. She frequently wears dark colors.

Spells Prepared (4/3; base DC = 13 + spell level): 0—create water, detect magic, detect poison, purify food and drink; 1st—charm animal, cure light wounds, goodberry.

☛ **Zholan:** male human Exp2; CR 1; Medium humanoid (human); HD 2d6+2; hp 11; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atks +2 melee (1d8+1/x3, warhammer); AL CN; SV Fort +1, Ref +0, Will +3; Str 12, Dex 11, Con 13, Int 11, Wis 10, Cha 8.

Skills and Feats: Appraise +5, Craft (smithing) +5, Intimidate +4, Knowledge (architecture and Engineering) +5, Knowledge (local) +5, Profession (blacksmith) +8, Survival +5; Martial Weapon Proficiency (warhammer), Skill Focus (profession [blacksmithing]).

Possessions: Warhammer.

Personality Traits: Quiet, hateful.

Physical Description: Zholan is a tall and gaunt man covered in the soot of his forge. His dull staring eyes are unnerving to all but the stoutest of hearts.

Encounter 5

APL 2 (EL 3)

☛ **Pseudonatural Ethereal Marauder:** CR 3; Medium outsider (extraplanar); HD 2d10; hp 11; Init +5; Spd 40 ft.; AC 14, touch 11, flat-footed 13; Base Atk +2; Grp +4; Atk +4 melee (1d6+3, bite); Full Atk +4 melee (1d6+3, bite); SA true strike; SQ darkvision 60 ft., ethereal jaunt, electrical and acid resistance 5, SR 6, alternate form; AL N; SV Fort +3, Ref +4, Will +1; Str 14, Dex 12, Con 11, Int 7, Wis 12, Cha 10.

Skills and Feats: Listen +5, Move Silently +5, Spot +4; Improved Initiative.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not

affected by the miss chance that applies when attacking a concealed target.

Ethereal Jaunt (Su): An ethereal marauder can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action. The ability is otherwise identical with the *ethereal jaunt* spell (caster level 15th);

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a –1 moral penalty on their attack rolls against pseudonatural creatures in their alternate form.

Physical Description: A blue creature supported with three legs ventrally in a line, whose body looks much like that of a segmented worm, constantly writhing. Hundreds of tentacles, each ending in a large hook, constantly extrude from its mouth, only to be ingested later.

APL 4 (EL 5)

➤ **Pseudonatural Displacer Beast:** CR 5; Large outsider (extraplanar); HD 6d10+18; hp 51; Init +2; Spd 40 ft.; AC 16, touch 11, flat-footed 13; Base Attack +6; Grp +14; Atk +9 melee (1d6+4, tentacle); Full Atk +9 melee (1d6+4, 2 tentacles) and +4 melee (1d8+2, bite); Face/Reach 10 ft./ 5 ft. (10 ft. with tentacles); SA *true strike*; SQ darkvision 60 ft., displacement, low-light vision, resistance to ranged attacks, electrical and acid resistance 5, SR 12, DR 5/magic, alternate form; AL LE; SV Fort +8, Ref +7, Will +3; Str 18, Dex 15, Con 15, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +10, Listen +5, Move Silently +7, Spot +5; Alertness, Dodge, Stealthy.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target.

Displacement (Su): A light bending glamour continually surrounds a displacer beast, making it difficult to surmise the creature's true location. Any melee or ranged attack directed at it has a 50% miss chance unless the attacker can locate the beast by some means other than sight. A *true seeing* effect allows the user to see the beast's position, but *see invisibility* has no effect;

Resistance to Ranged Attacks (Su): A displacer beast has a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks);

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures

receive a –1 moral penalty on their attack rolls against pseudonatural creatures in their alternate form.

Physical Description: An emaciated mottled green and yellow feline with hundreds of tentacles, each of which end in a hissing maw.

APL 6 (EL 7)

➤ **Advanced Pseudonatural Choker Rogue:** CR 7; Medium outsider (extraplanar); HD 11d8+1d6+24; hp 81; Init +5; Spd 30 ft., climb 20 ft.; AC 15 (+1 Dex, +4 natural), [touch 11, flat-footed 14]; Base Atk +8; Grap +18; Atk +14 melee (1d6+6, tentacle); Full Atk +14 melee (1d6+6, 2 tentacles); Face/Reach 5 ft./ 10 ft.; SA *true strike*, improved grab, constrict 1d6+6, sneak attack +1d6; SQ darkvision 60 ft., quickness, electrical and acid resistance 10, SR 24, DR 10/magic, alternate form, trapfinding; AL CE; SV Fort +6, Ref +8, Will +8; Str 22, Dex 13, Con 15, Int 4, Wis 13, Cha 7.

Skills and Feats: Climb +18, Hide +12, Move Silently +8, Spot +7; Blind-fight, Combat Reflexes, Improved Initiative^B, Improved Natural Attack, Lightning Reflexes, Stealthy.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected by the miss chance that applies when attacking a concealed target;

Constrict (Ex): A choker deals 1d6+6 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components;

Improved Grab (Ex): To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a –1 moral penalty on their attack rolls against pseudonatural creatures in their alternate form;

Quickness (Su): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Physical Description: A central mass studded with rambling mouths of serrated teeth surrounded by hundreds of writhing black tentacles.

Encounter 8: The Galcet Farm

APL 2 (EL 4)

➤ **Geryn:** male spriggan; CR 3; Small fey; HD 5d6+5; hp 22; Init +9; Spd 20 ft.; AC 19, touch 15, flat-footed

15; base Atk +2 +2; Grp-2; Atk +6 melee (1d4/19-20, short sword) or +7 (1d4, javelin); Full Atk +6 melee (1d4/19-20, short sword) or +7 (1d4, javelin); SA sneak attack +3d6, spell-like abilities; SQ low-light vision, size change; AL CE; SV Fort +2, Ref +9, Will +3; Str 10, Dex 20, Con 12, Int 11, Wis 9, Cha 11.

Skills and Feats: Climb +5, Disable Device +7, Hide +14, Listen +6, Move Silently +10, Open Lock +12, Sleight of Hand +10; Improved Initiative, Weapon Finesse (short sword).

Geryn (Enlarged Form): CR 3; Large Fey; HD 5d6+20; hp 37; Init +7; Spd 30 ft.; AC 16 (-1 size, +3 Dex, +4 chain shirt) [touch 12, flat-footed 13]; Base Atk +2; Grap +10; Atk +6 melee (1d8+6/19-20, short sword) or +5 (1d8+6, javelin); Full Atk +6 melee (1d8+6/19-20, short sword) or +5 (1d8+6, large javelin); Face/Reach 10 ft./10 ft.; SQ low-light vision, size change; AL CE; SV Fort +5, Ref +7, Will +3; Str 18, Dex 16, Con 18, Int 11, Wis 9, Cha 11.

Skills and Feats: Climb +9, Disable Device +4, Hide +4, Listen +6, Move Silently +8, Open Lock +10, Sleight of Hand +8; Improved Initiative, Weapon Finesse (short sword).

Sneak Attack (Ex): Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a spriggan, the spriggan deals an additional 3d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Spell-Like Abilities – At will – produce flame, scare, shatter. Caster level 8th; save DC 10 + spell level.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an *enlarge* spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a Large short sword when enlarged. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities.

Possessions: Small adamantine short sword, 5 small javelins, chain shirt.

Personality Traits: Mean, violent.

Physical Description: Geryn is an ugly, mean gnome with bushy, greasy, red hair and dull, yellow skin. He exudes the nauseating smell of rancid flesh.

☛ **Glim and Gworen:** male gnome War1: CR 1/2; Small humanoid (gnome); HD 1d8+3; hp 11; Init +0; Spd 20 ft.; AC 16, touch 11, flat-footed 16; Base Atk +1; Grap -2; Atk +4 melee (1d6+1/19-20, longsword) or +2 ranged (1d6/c19-20, light crossbow); Full Atk +4 melee (1d6+1/19-20, longsword) or +2 ranged (1d6/19-20, light crossbow); SQ Gnome traits; AL CE; SV Fort +5, Ref +0, Will -2; Str 13, Dex 11, Con 16, Int 8, Wis 7, Cha 10.

Skills and Feats: Listen +2, Spot +0; Weapon Focus (longsword).

Possessions: longsword, light crossbow, 10 bolts, chain shirt, light wood shield.

Personality Traits: Mean, violent.

Physical Description: Glim and Gworen are ugly, mean gnomes with bushy, greasy, red hair and dull, yellow skin. They both smell strongly of sweat and filth.

APL 4 (EL 6)

☛ **Geryn, Glim and Gworen:** male spriggan; CR 3; Small fey; HD 5d6+5; hp 22; Init +9; Spd 20 ft.; AC 19, touch 15, flat-footed 15; Base Atk +2; Grap -2; Atk +6 melee (1d4/19-20, short sword) or +7 (1d4, javelin); Full Atk +6 melee (1d4/19-20, short sword) or +7 (1d4, javelin); SA sneak attack +3d6, spell-like abilities; SQ low-light vision, size change; AL CE; SV Fort +2, Ref +9, Will +3; Str 10, Dex 20, Con 12, Int 11, Wis 9, Cha 11.

Skills and Feats: Climb +5, Disable Device +7, Hide +14, Listen +6, Move Silently +10, Open Lock +12, Sleight of Hand +10; Improved Initiative, Weapon Finesse (short sword).

Geryn, Glim and Gworen (Enlarged Form): CR 3; Large fey; HD 5d6+20; hp 37; Init +7; Spd 30 ft.; AC 16, touch 12, flat-footed 13; Base Atk +2; Grap +10; Atk +6 melee (1d8+6/19-20, short sword) or +5 (1d8+6, javelin); Full Atk +6 melee (1d8+6/19-20, short sword) or +5 (1d8+6, javelin); Face/Reach 10 ft./10 ft.; SQ low-light vision, size change; AL CE; SV Fort +5, Ref +7, Will +3; Str 18, Dex 16, Con 18, Int 11, Wis 9, Cha 11.

Skills and Feats: Climb +9, Disable Device +4, Hide +4, Listen +6, Move Silently +8, Open Lock +10, Sleight of Hand +8; Improved Initiative, Weapon Finesse (short sword).

Sneak Attack (Ex): Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a spriggan, the spriggan deals an additional 3d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels; *Spell-Like Abilities – At will – produce flame, scare, shatter.* Caster level 8th; save DC 10 + spell level.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an *enlarge* spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a Large short sword when enlarged. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities.

Possessions: Small short sword (Geryn has a +1 small adamantine short sword), 5 small javelins, chain shirt.

Personality Traits: Mean, violent.

Physical Description: Geryn, Glim and Gworen are ugly, mean gnomes with bushy, greasy, red hair and dull, yellow skin. They exude the nauseating smell of rancid flesh.

APL 6 (EL 8)

☛ **Geryn:** male sprigganRog2; CR 5; Small fey; HD 7d6+7; hp 32; Init +9; Spd 20 ft.; AC 19, touch 15, flat-

footed 15; Base Atk +3; Grap -1; Atk +7 melee (1d4/19-20, short sword) or +8 (1d4, javelin); Full Atk +7 melee (1d4/19-20, short sword) or +8 (1d4, javelin); SA sneak attack +4d6, spell-like abilities; SQ low-light vision, size change, trapfinding, evasion; AL CE; SV Fort +2, Ref +12, Will +3; Str 10, Dex 20, Con 12, Int 11, Wis 9, Cha 11.

Skills and Feats: Climb +5, Disable Device +7, Hide +15, Listen +7, Move Silently +11, Open Lock +13, Sleight of Hand +11, Spot +0, Tumble +15; Combat Reflexes, Improved Initiative, Weapon Finesse (short sword).

Geryn (Enlarged Form): CR 5; Large fey; HD 7d6+28; hp 53; Init +7; Spd 30 ft.; AC 16, touch 12, flat-footed 13; Base Atk +3; Grp +11; Atk +7 melee (1d8+6/19-20, short sword) or +6 (1d8+6, javelin); Full Atk +7 melee (1d8+6/19-20, short sword) or +6 (1d8+6, javelin); Face/Reach 10 ft./10 ft.; SA sneak attack +1d6; SQ low-light vision, size change, trapfinding, evasion; AL CE; SV Fort +5, Ref +9, Will +3; Str 18, Dex 16, Con 18, Int 11, Wis 9, Cha 11.

Skills and Feats: Climb +10, Disable Device +5, Hide +5, Listen +7, Move Silently +9, Open Lock +11, Sleight of Hand +9, Spot +0, Tumbling +13; Combat Reflexes, Improved Initiative, Weapon Finesse (short sword).

Sneak Attack (Ex): Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a spriggan, the spriggan deals an additional 3d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels;

Spell-Like Abilities: At will – *produce flame, scare, shatter*. Caster level 8th; save DC 10 + spell level.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an *enlarge* spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a Large short sword when enlarged. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities.

Possessions: Small short sword, 5 small javelins, chain shirt.

Personality Traits: Mean, violent.

Physical Description: Geryn is an ugly, mean gnome with bushy, greasy, red hair and dull, yellow skin. He exudes the nauseating smell of rancid flesh.

➤ **Glim:** male spriggan Brb2; CR 5; Small fey; HD 2d12+5d6+7; hp 36; Init +9; Spd 30 ft.; AC 19, touch 15, flat-footed 15; Base Atk +4; Grap +0; Atk +8 melee (1d4/19-20, short sword) or +9 (1d4 javelin); Full Atk +8 melee (1d4/19-20, short sword) or +9 (1d4, javelin); SA sneak attack +3d6, spell-like abilities, rage 1/day; SQ low-light vision, size change, uncanny dodge; AL CE; SV Fort +5, Ref +9, Will +3; Str 10, Dex 20, Con 12, Int 11, Wis 9, Cha 11.

Skills and Feats: Climb +5, Disable Device +7, Hide +14, Listen +8, Move Silently +10, Open Lock

+12, Sleight of Hand +10, Survival +5; Improved Initiative, Weapon Finesse (short sword).

Glim (Enlarged Form): CR 3; Large fey; HD 2d12+5d6+28; hp 57; Init +7; Spd 30 ft.; AC 16, touch 12, flat-footed 13; Base Atk +2; Grap +10; Atk +6 melee (1d8+6/19-20, short sword) or +5 (1d8+6, javelin); Full Atk +6 melee (1d8+6/19-20, short sword) or +5 (1d8+6, javelin); Face/Reach 10 ft./10 ft.; SQ Low-light vision, size change; AL CE; SV Fort +8, Ref +7, Will +3; Str 18, Dex 16, Con 18, Int 11, Wis 9, Cha 11.

Skills and Feats: Climb +9, Disable Device +4, Hide +4, Listen +8, Move Silently +8, Open Lock +10, Sleight of Hand +8, Survival +5; Improved Initiative, Weapon Finesse (short sword).

Sneak Attack (Ex): Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a spriggan, the spriggan deals an additional 3d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Spell-Like Abilities: At will – *produce flame, scare, shatter*. Caster level 8th; save DC 10 + spell level; *Rage (Ex)* – A barbarian can fly into a rage a certain number of times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armor Class. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an *enlarge* spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a Large short sword when enlarged. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities;

Uncanny Dodge (Ex): A barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

Possessions: +1 small adamantite short sword, 5 javelins, chain shirt.

Personality Traits: Mean, violent.

Physical Description: Glim is an ugly, mean gnome with bushy, greasy, red hair and dull, yellow skin. He exudes the nauseating smell of rancid flesh.

➤ **Gworen:** male spriggan Clr2; CR 5; Small fey; HD 2d8+5d6+7; hp 34; Init +9; Spd 20 ft.; AC 19, touch 15, flat-footed 15; Base Atk +3; Grp -1; Atk +7 melee (1d4/19-20, short sword) or +8 (1d4, javelin); Full Atk +7 melee (1d4/19-20, short sword) or +8 (1d4, javelin); SA sneak attack +3d6, spell-like abilities; SQ low-light vision, size change; AL CE; SV Fort +4, Ref +9, Will +7; Str 10, Dex 20, Con 12, Int 11, Wis 12, Cha 11.

Skills and Feats: Concentration +9, Climb +5, Disable Device +7, Hide +14, Listen +6, Move Silently +10, Open Lock +12, Sleight of Hand +10; Combat Casting, Improved Initiative, Weapon Finesse (short sword).

Gworen (Enlarged Form): CR 5; Large fey; HD 2d8+5d6+28; hp 55; Init +7; Spd 30 ft.; AC 16, touch 12, flat-footed 13; Base Atk +3; Grp +11; Atk +7 melee (1d8+6/19-20, short sword) or +6 (1d8+6, javelin); Full Atk +7 melee (1d8+6/19-20 short sword) or +6 (1d8+6, javelin); Face/Reach 10 ft./10 ft.; SQ low-light vision, size change; AL CE; SV Fort +7, Ref +7, Will +7; Str 18, Dex 16, Con 18, Int 11, Wis 12, Cha 11.

Skills and Feats: Concentration +12, Climb +9, Disable Device +4, Hide +4, Listen +6, Move Silently +8, Open Lock +10, Sleight of Hand +8; Combat Casting, Improved Initiative, Weapon Finesse (short sword).

Sneak Attack (Ex): Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a spriggan, the spriggan deals an additional 3d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Spell-Like Abilities: At will—*produce flame, scare, shatter*. Caster level 8th; save DC 10 + spell level.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an *enlarge* spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a Large short sword when enlarged. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities.

Possessions: Small short sword, small javelin (x5), chain shirt.

Personality Traits: Mean, violent.

Physical Description: Gworen is an ugly, mean gnome with bushy, greasy, red hair and dull, yellow skin. He exudes the nauseating smell of rancid flesh.

Spells Prepared (4/3+1; base DC = 11 + spell level): 0—*cure minor wounds, detect magic, detect poison, guidance*, 1st—*bane, cure light wounds, protection from good*, shield of faith*.

*Domain spell. *Domains:* Chaos (Chaos spells cast at +1 caster level.); Evil (Evil spells cast at +1 caster level.).

Encounter 8: The Kaorti Cyst

APL 2 (EL 3)

☛ **Kaorti Warrior:** CR 1; Medium outsider (evil, extraplanar); HD 2d8; hp 9; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +2; Grp +0; Atk +1 melee (1d6-2, bite), or +4 melee (1d4-2/x4, ribbon dagger), or +4 ranged (1d4-2, dart); Full Atk +1 melee (1d6-2, bite), or +4 melee (1d4-2/x4, ribbon dagger), or +4 ranged (1d4-2, dart); SA spell-like abilities, vile transformation; SQ material vulnerability, outsider traits, poison immunity; AL NE; SV Fort +3, Ref +5, Will +3; Str 7, Dex 14, Con 11, Int 14, Wis 11, Cha 16.

Skills and Feats: Concentration +5, Craft (armorsmith) +7, Craft (weaponsmith) +7, Heal +13, Intimidate +8, Knowledge (arcana) +7, Knowledge (the Planes) +7, Spellcraft +9 (+11 decipher spells on scrolls), Survival +5 (+7 on other planes), Use Magic Device +7 (+9 scrolls); Exotic Weapon Proficiency (ribbon dagger)^B, Weapon Finesse.

Spell-Like Abilities (1/day): *alter self, color spray, feather fall, ray of enfeeblement, reduce, spider climb*. Caster level 2nd; save DC 14+ spell level.

Possessions: Resin scale armor, 2 ribbon daggers, 10 resin darts.

☛ **Kaorti Leader, Sor1:** CR 2; Medium outsider (evil, extraplanar); HD 1d4+2d8; hp 14; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +2; Grp +0; Atk +1 melee (1d6-2, bite), or +4 melee (1d4-2/x4, ribbon dagger), or +4 ranged (1d4-2, dart); Full Atk +1 melee (1d6-2, bite), or +4 melee (1d4-2/x4, ribbon dagger), or +4 ranged (1d4-2, dart); SA spell-like abilities, vile transformation; SQ material vulnerability, outsider traits, poison immunity; AL NE; SV Fort +3, Ref +5, Will +5; Str 7, Dex 14, Con 11, Int 14, Wis 11, Cha 16.

Skills and Feats: Concentration +6, Craft (armorsmith) +7, Craft (weaponsmith) +7, Heal +13, Intimidate +8, Knowledge (arcana) +7, Knowledge (the Planes) +8, Spellcraft +10 (+12 decipher spells on scrolls), Survival +5 (+7 on other planes), Use Magic Device +8 (+10 scrolls); Exotic Weapon Proficiency (ribbon dagger)^B, Point Blank Shot, Weapon Finesse.

Spell-Like Abilities: 1/day—*alter self, color spray, feather fall, ray of enfeeblement, reduce, spider climb*. Caster level 2nd; save DC 14+ spell level.

Possessions: Ribbon dagger, 10 resin darts, *wand of acid splash*.

Spells Known (5/4; base DC = 13 + spell level): 0—*detect magic, ghost sound, message, touch of fatigue*, 1st—*mage armor, magic missile*.

APL 4 (EL 5)

☛ **Kaorti Warrior, Ftr1:** CR 2; Medium outsider (evil, extraplanar); HD 1d10+2d8+3; hp 18; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +3; Grp +1; Atk +2 melee (1d6-2, bite), or +5 melee (1d4-2/x4, ribbon dagger), or +5 ranged (1d4-2, dart); Full Atk +2 melee (1d6-2, bite), or +5 melee (1d4-2/x4, ribbon dagger), or +5 ranged (1d4-2, dart); SA spell-like abilities, vile transformation; SQ material vulnerability, outsider traits, poison immunity; AL NE; SV Fort +5, Ref +5, Will +3; Str 7, Dex 14, Con 11, Int 14, Wis 11, Cha 16.

Skills and Feats: Concentration +5, Craft (armorsmith) +7, Craft (weaponsmith) +7, Heal +13, Intimidate +8, Jump +2, Knowledge (arcana) +7, Knowledge (the Planes) +7, Spellcraft +9 (+11 decipher spells on scrolls), Survival +5 (+7 on other planes), Use Magic Device +7 (+9 scrolls); Exotic Weapon Proficiency (ribbon dagger)^B, Toughness, Weapon Finesse.

Spell-Like Abilities (1/day) — *alter self, color spray, feather fall, ray of enfeeblement, reduce, spider climb*. Caster level 2nd; save DC 14+ spell level.

Possessions: Resin scale armor, 2 ribbon daggers, 10 resin darts.

☛ **Kaorti Leader, Sor3**: CR 4; Medium outsider (evil, extraplanar); HD 3d4+2d8+5; hp 25; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +3; Grp +1; Atk +2 melee (1d6-2, bite), or +5 melee (1d4-2/x4, ribbon dagger), or +5 ranged (1d4-2, dart); Full Atk +2 melee (1d6-2, bite), or +5 melee (1d4-2/x4, ribbon dagger), or +5 ranged (1d4-2, dart); SA spell-like abilities, vile transformation; SQ material vulnerability, outsider traits, poison immunity; AL NE; SV Fort +5, Ref +6, Will +6; Str 7, Dex 14, Con 12, Int 14, Wis 11, Cha 16.

Skills and Feats: Concentration +8, Craft (armorsmith) +7, Craft (weaponsmith) +7, Heal +13, Intimidate +8, Knowledge (arcana) +7, Knowledge (the Planes) +9, Spellcraft +11 (+13 decipher spells on scrolls), Survival +5 (+7 on other planes), Use Magic Device +9 (+11 scrolls); Exotic Weapon Proficiency (ribbon dagger)^B, Point Blank Shot, Weapon Finesse.

Spell-Like Abilities (1/day) — *alter self, color spray, feather fall, ray of enfeeblement, reduce, spider climb*. Caster level 2nd; save DC 14+ spell level.

Possessions: Ribbon dagger, 10 resin darts, *wand of acid splash*.

Spells Known (6/6; base DC = 13 + spell level): 0—*daze, detect magic, ghost sound, message, touch of fatigue*; 1st—*mage armor, magic missile, shield*.

APL 6 (EL 7)

☛ **Kaorti Warrior, Ftr4**: CR 5; Medium outsider (evil, extraplanar); HD 4d10+2d8+3; hp 36; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +5; Atk +6 melee (1d6-1, bite), or +9 melee (1d4+1/x4, ribbon dagger), or +8 ranged (1d4-1, dart); Full Atk +6/+1 melee (1d6-1, bite), or +9/+4 melee (1d4+1/x4, ribbon dagger), or +8/+3 ranged (1d4-1, dart); SA spell-like abilities, vile transformation; SQ material vulnerability, outsider traits, poison immunity; AL NE; SV Fort +7, Ref +6, Will +4; Str 8, Dex 14, Con 11, Int 14, Wis 11, Cha 16.

Skills and Feats: Climb +0, Concentration +6, Craft (armorsmith) +7, Craft (weaponsmith) +7, Heal +13, Intimidate +8, Jump +6, Knowledge (arcana) +7, Knowledge (the Planes) +7, Spellcraft +9 (+11 decipher spells on scrolls), Survival +5 (+7 on other planes), Use Magic Device +7 (+9 scrolls); Exotic Weapon Proficiency (ribbon dagger)^B, Toughness, Quick Draw, Weapon Finesse, Weapon Focus (ribbon dagger), Weapon Specialization (ribbon dagger).

Spell-Like Abilities: 1/day—*alter self, color spray, feather fall, ray of enfeeblement, reduce, spider climb*. Caster level 2nd; save DC 14+ spell level.

Possessions: Resin scale armor, 2 ribbon daggers, 10 resin darts.

☛ **Kaorti Leader, Sor6**: CR 7; Medium outsider (evil, extraplanar); HD 6d4+2d8+8; hp 40; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +5; Grp +3; Atk +4 melee (1d6-2, bite), or +7 melee (1d4-2/x4, ribbon dagger), or +7 ranged (1d4-2, dart); Full Atk +4 melee (1d6-2, bite), or +7 melee (1d4-2/x4, ribbon dagger), or +7 ranged (1d4-2, dart); SA spell-like abilities, vile transformation; SQ material vulnerability, outsider traits, poison immunity; AL NE; SV Fort +6, Ref +7, Will +9; Str 7, Dex 14, Con 12, Int 14, Wis 12, Cha 16.

Skills and Feats: Concentration +8, Craft (armorsmith) +7, Craft (weaponsmith) +7, Heal +14, Intimidate +8, Knowledge (arcana) +7, Knowledge (the Planes) +9, Spellcraft +11 (+13 decipher spells on scrolls), Survival +5 (+7 on other planes), Use Magic Device +9 (+11 scrolls); Exotic Weapon Proficiency (ribbon dagger)^B, Point Blank Shot, Weapon Finesse.

Spell-Like Abilities: 1/day—*alter self, color spray, feather fall, ray of enfeeblement, reduce, spider climb*. Caster level 2nd; save DC 14 + spell level.

Possessions: Ribbon dagger, 10 resin darts, *wand of acid splash, robe of bones*.

Spells Known (6/7/6/4; base DC = 13 + spell level): 0—*daze, detect magic, ghost sound, message, prestidigitation, ray of frost, touch of fatigue*; 1st—*grease, mage armor, magic missile, shield*; 2nd—*invisibility, scorching ray*; 3rd—*fireball*.

APPENDIX 2: NPC BACKGROUNDS

This section contains expanded background descriptions of all of the NPCs of note in the town of Rowanfen. While brief personality notes are provided in Appendix 1, the DM is encouraged to be familiar with the personalities contained within to aid in roleplaying any chance encounters the PCs may have, and determining NPC reactions to unusual situations.

Collina Redfeather: The pleasant and world-wise half-elven owner of the general store is secretly the leader of the Syrulian cult in Rowanfen. To her, Rowanfen is the perfect place to begin her plans to spread the lies of the Oathbreaker. It is far enough from Greyhawk that she need not worry about the interference of powerful forces in the village, and small enough to corrupt or kill all those who live there. Collina started small, seeking out those who seemed likely to share her darker desires. However, she was not prepared for the interference of Brinoc. When the old scholar began to poke around, he quickly began to notice the activities of her cult. She was preparing to kill him in a sacrifice to her fell deity when he disappeared. Collina worries that he may return with aid and thus likely be very suspicious of anyone who comes looking for him.

Crelyf: The events in Rowanfen drove this flin to total paranoia. His farm is in clearly in disrepair, and it might appear abandoned except for the shadows moving behind shuttered windows and the occasional crossbow bolt that flies toward those who trespass. Crelyf became insane following an event of two years ago when the Galcet brothers broke into his home during the night and abducted his wife and two children for their own nefarious purposes. Gravely wounded, Crelyf barely survived. Now he hides in his dirty home, waiting for the monsters to come for him.

Galcet Brothers: The inbred gnomish Galcet brothers (Geryn, Glim, and Gworen) live in a their run down farm where their family lived in semi-isolation for decades. Throughout that time, their clan offered worship to hideous evil from beyond, and it further tainted them. Now the last of their line, they live, little better than animals, proffering themselves in mind shattering rites to unfathomable evil and feasting on whatever they catch—animal or man.

Gwena Damtiel: This flirtatious barmaid with sparkling eyes lives in one of the many rooms available at the Lark's Nest. She spends her days waiting on travelers who pass through Rowanfen, spreading tales and causing disputes. Gwena recently joined the cult of Syrul formed by Collina, seeing the religion as an extension of the hurtful relationship games she already plays.

Irok: Irok the superstitious half-orc runs a small but profitable farm. He is generally friendly, but intensely fears magic. His home is filled with various homemade charms meant to protect him from evil magic. He is willing to make such charms for others as well, if they seem to be true believers that all magic is evil.

Jonnap Kenten: This somewhat rotund but jolly innkeeper is the owner of the Lark's Nest Inn. He happily offers a room to any travelers, no questions asked; their coin used to buy him and his wife the finer things in life that caravans might bring past his inn. Despite his greed, he possesses a softer side that led him to take the boy Medwyn into his employ following the disappearance of his own son. Jonnap tries not to pay attention to anything in town, and that makes him more popular than most.

Kemb Yesald: This human cleric of Wenta is aware that evil infiltrated his boyhood village, but unable and afraid to deal with it himself he turned to the blessings of Wenta to quiet his worries. Now the small and seldom used temple to the goddess of autumn and brewing smells strongly of the drunken priest who rests in a stupor most hours of the day or night. If someone could convince Kemb that they were willing and able to save his village from the darkness that infests it, it might be possible to draw him forth from his depression and gain a useful ally. Until such time, he drinks heavily, mumbling to himself.

Kensa Kenten: Wife to Jonnap, Kensa cares for the food while he runs the rest of the inn. While a decent cook, all meat cooked by her inevitably ends up overly dry. This huge monster of woman dominates her kitchen, towering threateningly over any who might attempt to venture inside. Unfortunately, she possesses digestive problems that only add to her irritability. Many years ago, Kensa was a pleasant woman, but the disappearance of their young son Klous (taken by the Galcet brothers, unknown to her or Jonnap) soured her.

Linoc Nanelyn: Linoc is a perfectly normal human farmer with a large family of ten children. He is friendly, but perhaps a bit naïve about all the problems in Rowanfen. He and his family moved to Rowanfen two years ago from the County of Urnst when he inherited some gold from his uncle Tarja. He is only too happy to assist the PCs in anyway that is within his power; short of endangering his family. If asked about Brinoc, he is one of the locals that tells the PCs that Brinoc disappeared nearly a month ago. He knows Brinoc travels often, and just assumed he is away on a long trip.

Linsel Nanelyn: Linsel is wife to Linoc and mother of ten. She bears a weary air about her, as is to be expected of the matron of such a large brood, but it is generally a happy exhaustion punctuated by large pies and plentiful hugs. Linsel is perhaps even more naïve than her husband about the underhanded dealings in Rowanfen.

Marego Tallenstomp: Rowanfen never had a mayor, sheriff, or town-greeter, but one day Marego claimed the jobs. As no one else desired such titles or cared what Marego did, they let him continue as long as he does not bother the residents too much. Marego is generally helpful, but he takes his job very seriously; feeling it is his responsibility to know everything about everyone in Rowanfen. He's generally not very successful, but that doesn't stop him from trying and most think Marego is a bit nosey. Marego knows that some members of Rowanfen are involved in nighttime meetings in the swamp, but failed to discover what its purpose.

Marza Barcel: Marza spends her days in a haze, wearing black and rocking in a chair on her porch. Sometimes passer-bys hear her call to her missing children. Over the last five years, all three of her children disappeared or died. Five years ago, goblins that once inhabited the swamp, stole a daughter while out picking flowers. Two years ago, their son died in an apparent arson (really set by Medwyn). Less than a year ago, their youngest daughter was taken from her room (by the Galcet brothers). Blood was evident and she was never found.

Mayl: The younger of two sisters (the other being Werna), Mayl lives at the edge of town where she worships the earth mother Beory, and acts as a healer and midwife. Mayl's personality is friendly, but opinionated. Still young, Mayl is still beautiful and would make a worthy wife to someone able to cope with a strong woman.

Medwyn: Medwyn, the stable boy at the Lark's Nest, is an abandoned child, his parents having left him in the wild when he was six after he set fire to his baby sister. Later discovered wandering near town by Jonnap Kenten, the innkeeper took the boy in and gave him a place to stay in the stable. Unfortunately Jonnap and his wife are completely unaware of Medwyn's sadistic streak. Much of the random violence in town can be traced to this morally bankrupt teen. Medwyn is a member of the cult of Syrul.

Daseem: Two years ago, Daseem, a down on his luck Backlunish gambler, came to Rowanfen. Unable to afford to continue traveling, and really having nowhere to go, the charismatic but often intoxicated Daseem lived in town ever since. He survives by cheating the local farmers out of their coppers during late nights in the Lark's Nest common room.

Renoc Barcel: The carpenter spends much of his time making barrels and repairing wagons for the village. Despite the hardships seen in Rowanfen, Renoc does his best maintain his good nature for visitors that might increase his business. His house seems too large for just he and his wife (Marza), because over the last five years, all three of their children disappeared or died. He avoids thinking about it, concentrating on his work.

Strobus the Quiet: The woodsman is well known throughout Rowanfen; occasionally making himself known to sell furs or firewood collected from the swamp and surrounding woods. Most do not suspect the rage that fills his soul. Many years ago, his family was brutally lost to goblins in the swamp. Enraged, Strobus hunted them down one by one, and tortured them to death. Now he lives a wretched existence, barely surviving in the wild, and hating all others. Collina recognized his pain, and used it to turn him against the rest of town, bringing him into the cult of Syrul. Should the PCs come into conflict with the cult of Syrul, Strobus likely acts as the muscle of any Syrulian response.

Werna: The older of two sisters (Mayl, the younger), lives at the edge of town where she worships the earth mother Beory, and acts as a healer and midwife. Werna is much older than Mayl, and her hair already turned to gray. Those who do not know better often mistake Werna as Mayl's mother. She does not bother to correct this misconception, so it is common. Werna began to notice something wrong in Rowanfen—a darkness is spreading, and she only hopes to find her sister a good husband that could take her away from this place before the night comes to claim the both of them.

Zholan: The tall and lanky blacksmith is quiet and tends to keep to himself. Those that do deal with him often cannot shake the ill feelings they get when Zholan looks at them with his dead, staring eyes. Zholan fights an inner struggle. Each night he retires to the cellar of his small home where he worships the vile deity Beltar, slowly slipping into evil himself. Zholan hates all other living beings, but like everything else he keeps these feelings this to himself. It would not take much more to push him over the edge into a homicidal rage; particularly if the PCs are having an easy time with the rest of the module.

APPENDIX 3: NEW RULES

New Creatures

Kaorti

Reference: Fiend Folio, page 108, updated for v.3.5.

	Medium-Size Outsider (Evil, Extraplanar)
Hit Dice:	2d8 (9 hp)
Initiative:	+2
Speed:	30 ft.
Armor Class:	18 (+2 Dex, +2 natural, +4 resin scale armor), touch 12, flat-footed 16
Base Attack/Grapple:	+2/+0
Attack:	Bite +1 melee, or ribbon dagger +4 melee, or darts +4 ranged
Full Attack:	Bite +1 melee, or ribbon dagger +4 melee, or darts +4 ranged
Damage:	Bite 1d6-2, ribbon dagger 1d4-2/x4, darts 1d4-2
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, vile transformation
Special Qualities:	Material vulnerability, outsider traits, poison immunity
Saves:	Fort +3, Ref +5, Will +3
Abilities:	Str 7, Dex 14, Con 11, Int 14, Wis 11, Cha 16
Skills:	Concentration +5, Craft (any two) +7, Heal +13, Intimidate +8, Knowledge (arcana) +7, Knowledge (the Planes) +7, Spellcraft +9 (+11 decipher spells on scrolls), Survival +5 (+7 on other planes), Use Magic Device +7 (+9 scrolls)
Feats:	Exotic Weapon Proficiency (ribbon dagger)B, Weapon Finesse
Environment:	Any nocturnal (Far Realm)
Organization:	Solitary, patrol (2-9), cyst pilgrimage (10-20 plus 1-3 kaorti thralls), or cyst (21-60 plus 10-20 thralls and 1 skybleeder per 15 kaorti)
Challenge Rating:	1
Treasure:	Standard, items only
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+1

Ages ago, a group of curious wizards sought to pierce the boundaries of known existence and penetrate to a distant dimension on the other side of reality. This region, known to scholars as the Far Realm, is a realm of madness and nightmare. The explorers felt confident in their abilities and only intended to stay

for a few hours. Unfortunately their confidence was misplaced. Not moments after their arrival in the Far Realm, they were absorbed by a nameless entity. The explorers transformed into terrible natives of the Far Realm, becoming the first kaortis.

The explorers went mad and forgot all they knew of the Material Plane. The gateway between the Far Realm and the Material Plane disturbed them. The newly formed kaortis acted without thought, traveling back through the portal to destroy it. Doing so removed the source of the pain in the Far Realm, but it stranded the kaortis on the Material Plane—a realm now deadly to the very fabric of their being. Many of the new kaortis succumbed before they succeeded in encysting themselves within the secluded wizards' school from which they had set out. From that first cyst, the kaortis have spread out to menace the world.

Humanoid in shape, a kaorti must dress in form-fitting armor made of thick resins and tissues grown and cultivated by kaorti alchemists whenever one ventured from its cyst. A kaorti in a resin suit looks like an emaciated human with elongated arms and legs. It has three fingers and a long thumb on each hand, and its motions are slithery and undulant. It's bulbous head is affixed to its body by a long neck. A kaorti's almost always remains hidden behind windings of resin.

Outside its resin suit, a kaorti is decidedly nonhuman in appearance. Its skin, brownish green in color swirled with livid pinks and reds and purples, seems to be almost transparent and liquid slithers and runs over the creature's visible entrails. A kaorti's fingers are little more than boneless tendrils. Its face looks like that of a melted spider. Its palms constantly secrete a thick, green resin that can be crafted by kaorti "smiths" into weapons or armor or reinforcements for their lairs. The average kaorti is 7 feet tall and weighs 100 pounds.

Kaortis speak their own guttural language and have picked up smatterings of many other languages during their interrogations of prisoners. Most kaortis can speak Common and Sylvan.

Combat

Kaorti's prefer to use magic against their enemies, while their transformed minions and thugs engage in melee. When magic fails, a kaorti tries to fight with ranged weapons if it can; kaorti are proficient in all simple ranged weapons as well as shuriken. A kaorti caught in melee combat usually flees in an attempt to regain the needed distance for its spells and ranged attacks.

Kaorti can be summoned using a *summon monster II* spell.

Spell-Like Abilities: 1/day—*alter self*, *color spray*, *feather fall*, *ray of enfeeblement*, *reduce*, *spider climb*. Caster level 2nd; save DC 14+ spell level.

Vile Transformation (Su): A kaorti can infuse any living creature with otherworldly essence from the Far Realm, permanently transforming the target into a mockery of its previous form. This process takes 8 hours, during which time the kaorti's jaws must be locked onto the victim, who must be either willing or helpless for the duration. After 8 hours, the victim must make a Fortitude save (DC 11). Failure indicates that victim transforms into a kaorti (if the victim is human), or into a kaorti thrall. If the victim succeeds at the save, the kaorti can attempt the transform again; each attempt to transform a victim increases the save DC by +1.

Creatures transformed into kaortis retain any class abilities and modify their ability scores as follows: Str – 4, Dex +4, Int +4, Cha +6. They become neutral evil and embrace the racial ethos of the kaortis. They gain all of the other abilities and disadvantages of a standard kaorti. This transformation is the only way the kaorti can propagate their kind.

Material Vulnerability (Ex): The Material Plane is painful to an unprotected kaorti. An unprotected kaorti must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of subdual damage and become fatigued. This fatigued condition persists until the kaorti recovers all the subdual damage it took from its exposure to the Material Plane. Is a kaorti is rendered unconscious through the accumulation of subdual damage (from this ability or from any other source), the Material Plane environs begin to deal normal damage at the same rate (Fort save negates; save DC continues to increase per check as stated above). A kaorti wearing a resin suit, or a kaorti in a cyst, is protected from the effects of the Material Plane.

Outsider Traits: Kaortis have darkvision (60-foot range), and they cannot be raised or resurrected (though a *wish* or *miracle* can restore life).

Skills: Kaortis have a +8 racial bonus on Heal checks.

Kaorti Society

Kaortis live in remote regions, dwelling in captured forts, monasteries, or mines. They quickly coat the entirety of their lairs with the same resin they build their weapons and armor from, protecting themselves from the deleterious influence of the Material Plane. These lairs are known as kaorti cysts.

Kaortis have little interest in idle pastimes. They are consumed with one overriding goal: to pervert the natural world and feed it into the Far Realm. The kaortis understand that realization of this goal is likely centuries away, and may well be impossible. Nevertheless, they are dedicated to this goal, transforming one creature at a time if that's what it takes.

Kaorti greatly respect and admire arcane magic. Sorcerers and wizards are often found as leaders in kaorti cysts. These leaders are charged with expanding the race's territories and making sure the cyst is well defended. This leaves the bulk of a kaorti cyst's

population free to work on the transformation of creatures into kaorti or thralls. Nonhumanoid victims that are transformed into thralls make up the bulk of a kaorti cyst's defenses.

When a cyst's population reaches about five dozen kaorti, approximately two dozen of them strike out into the world to seek a place to build a new cyst. A few old cysts have ceased to calve off pilgrimages; the kaorti of these cysts work to perfect new thrall races designed to function on the Material Plane without danger. The skybleeder and the rukanyr are perhaps the most successful of these creations so far.

Prisoners taken by kaortis are fed and made comfortable by their captors, but only as long as the kaortis think that their captives have vital information about the outer world to impart. Once a prisoner is deemed to have divulged all pertinent information, he is quickly scheduled for transformation.

Kaortis encountered outside a cyst are either pilgrims looking for a new cyst site, spies gathering information about neighboring lands, or a small band charged with seeking out new victims for transformation. Kaortis make full use of their *alter self* ability to infiltrate villages and cities.

Kaorti Items

Kaorti devices are made from resins secreted by the creatures' palms. The resin is shaped while fresh, and then (if appropriate) alchemically treated to maintain flexibility.

The principle use for kaorti resin is to create a cyst, a space enclosed by walls of resin. Within such a space, kaortis are protected from the harmful effects of the Material Plane. A kaorti can produce roughly 1 cubic foot of resin each day, enough to coat 10 square feet of surface to a depth of 1 inch. It takes a kaorti about 1 hour to produce and apply this much resin. The substance dries to a rigid covering 1 hour after being applied. Walls and doors encrusted with this resin have their hardness increased by 2.

Untreated kaorti resin lasts for only about 500 days before crumbling to shards, so kaortis constantly maintain the walls of their cysts. A single kaorti can keep a 40-foot-square room 10 feet high covered in resin by spending 1 hour a day maintaining its cyst.

Resin Suit: A kaorti resin suit consists of thin straps of alchemically treated resin that are wrapped around the body fully, similar to a mummy's bandages. A resin suit is light armor with the following properties: +4 armor bonus, +3 maximum Dex bonus, -4 armor check penalty, 25% arcane spell failure chance. Creatures other than kaorti can wear resin suits, but the resin causes most humanoids to break out in hives. In addition to its armor qualities, a kaorti resin suit protects a creature on the Material Plane from the effects of the environment.

Resin suits are costly and time-consuming to make; ordinary kaorti (those with 1 HD) are only rarely allowed to use them as a result.

Cost: 250 gp; *weight:* 20 lbs.

Ribbon Dagger: A ribbon dagger is a Small exotic weapon crafted from alchemically treated kaorti resin. It consists of a resin handle to which is affixed a 1-foot-long flexible strip of resin. This ribbon of resin is razor-sharp and deals 1d4 points of damage on a hit with a critical multiplier of x4. The ribbon can wrap around objects with ease; disarm attacks made with a ribbon dagger gain a +2 bonus.

Cost: 50 gp; *weight:* 1 lb.

Kaorti Characters

A small number of kaortis turn rogue and abandon their native cysts. These characters have resisted the psychological transformation into kaorti, and struggle to survive in a hostile world.

Kaortis have a natural predisposition to become sorcerers. Kaorti sorcerers generally become the leaders of a kaorti cyst. Kaorti wizards do not keep ordinary spellbooks, they record their spells on long strips of resin that are hung from the ceiling in the kaorti's lair. Kaorti wizards or sorcerers never summon animal familiars. Most nonspellcasting kaortis are rogues, although fighters are not unheard of. Kaortis only rarely become barbarians, and no instance of divine spellcaster kaorti have been recorded.

Sorcerer is a kaorti's favored class. Because of its special abilities, a kaorti PC's effective character level (ECL) is equal to its class level +4. Thus, a 1st-level kaorti sorcerer has an ECL of 5 and is the equivalent of a 5th-level character.

Pseudonatural Creature (Template)

Reference: *Manual of the Planes*, page 212 and *Tome and Blood*, page 47, updated for v.3.5.

The simplest natives of the Far Realm are the pseudonatural creatures that roam the layers on unguessable errands. They dwell past the eons that lie beyond the stars, beyond the planes as we know them, nestled in far realms of insanity. When summoned to the Material Plane, they often take the form of and emulate the abilities of familiar creatures, they are more gruesome in appearance than their earthly counterparts. Alternatively, they may appear in a manner more consistent with their origins: A mass of writhing tentacles is a favorite, although other terrible forms are always possible.

Creating a Pseudonatural Creature

"Pseudonatural" is a template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to "outsider." It uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A pseudonatural creature retains all the special attacks of the base creature and also gains the following.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. On this attack, the creature is not affected

by the miss chance that applies when attacking a concealed target.

Special Qualities: A pseudonatural creature retains all the special qualities of the base creature and also gains the following abilities.

- Electricity and acid resistance (see table below).
- Damage Reduction (see table below).
- Spell resistance equal to double the creature's HD (maximum 25).

Hit Dice	Electricity and Acid Resistance	Damage Reduction
1-3	5	-
4-7	5	5/magic
8-11	5	5/magic
12+	10	10/magic

If the base creature already has one or more of these special qualities, use the better value.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque tentacled mass or another appropriately gruesome form determined by the Dungeon Master. But all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 moral penalty on their attack rolls against pseudonatural creatures in their alternate form.

Saves: Same as the base creature

Abilities: Same as the base creature

Feats: Same as the base creature

Climate: Any land and underground

Organization: Same as base creature

Challenge Rating: Up to 3 HD, as base creature; 4 HD to 7 HD, as base creature +1; 8+ HD, as base creature +2

Treasure: Same as the base creature

Alignment: Same as the base creature

Advancement: Same as the base creature

Spriggan

Reference: *Fiend Folio*, page 162, updated for v.3.5.

Natural Form

Small Fey

Hit Dice: 5d6+5 (22 hp)

Initiative: +9

Speed: 20 ft.

AC: 19 (+1 size, +4 Dex, +4 chain shirt)

Attacks: Short sword +6 melee

Damage: Short sword 1d6

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

Special Attacks: Sneak attack +3d6, spell-like abilities

Special Qualities: Low-light vision, size change

Saves: Fort +2, Ref +9, Will +3

Abilities: Str 10, Dex 20, Con 12,

Int 11, Wis 9, Cha 11

Skills: Climb +5, Disable Device +7, Hide +14, Listen +6, Move Silently +10, Open

	Lock +12, Sleight of Hand +10
Feat:	Improved Initiative, Weapon Finesse (short sword)
Climate/Terrain:	Any forest
Organization:	Solitary, or pack (3-12)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic (any)
Advancement:	By character class
Level Adjustment	+2
Enlarged Form	
Large Fey	
Hit Dice:	5d6+20 (37 hp)
Initiative:	+7
Speed:	30 ft.
AC:	16 (-1 size, +3 Dex, +4 chain shirt)
Attacks:	Short sword +6 melee
Damage:	Short sword 1d8+6
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	-
Special Qualities:	Low-light vision, size change
Saves:	Fort +5, Ref +7, Will +3
Abilities:	Str 18, Dex 16, Con 18, Int 11, Wis 9, Cha 11
Skills:	Climb +9, Disable Device +4, Hide +4, Listen +6, Move Silently +8, Open Lock +10, Sleight of Hand +8
Feat:	Improved Initiative, Weapon Finesse (short sword)
Climate/Terrain:	Any forest
Organization:	Solitary, or pack (3-12)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic (any)
Advancement:	By character class
Level Adjustment	+2

Spriggans are evil, nomadic gnomekin with the strange ability to grow to a large size at will. They wander in packs through wooded areas, sometimes venturing into towns and villages. Spriggans love to rob and pillage as they journey. They are a numerous people, but pose little threat to civilized races because of their inability to organize.

Spriggans resemble ugly, mean gnomes with greasy, reddish-brown hair and dull, yellow skin. They grow their hair to ridiculous proportions, proudly sporting bushy mustaches, sideburns, and ponytails. They are disgustingly unclean things, exuding the most nauseating smell of rancid flesh.

Combat: Spriggans employ tactics intended to startle or unnerve their foes. They swarm around opponents

when small, only to enlarge at the last minute. This allows spriggans to use their greater reach for attacks of opportunity on advancing enemies. More dexterous spriggans serve as back-up to their kin in melee, remaining in the shadows to thwart foes by sneak attacks, stealthy thieving, or casting their *shatter* ability.

A spriggan can be summoned using a *summon nature's ally IV* spell.

Sneak Attack (Ex): Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a spriggan, the spriggan deals an additional 3d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

Spell-Like Abilities: At will – *produce flame*, *fear*, *shatter*. Caster level 8th; save DC 10 + spell level.

Size Change (Su): At will, spriggans can change their size in a fashion similar to the effect of an *enlarge* spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a Large short sword when enlarged. An enlarged spriggan is unable to make a sneak attack or use its spell-like abilities.

Skills: Spriggans have a +4 racial bonus on Climb, Disable Device, Move Silently, Open Lock, and Sleight of Hand checks.

APPENDIX 4:

DIAMOND LAKE AND NEARBY TOWNS

Excerpted from Greyhawk Gem of the Flaness, page 22, in the City of Greyhawk boxed set

Mining Towns—Blackstone, Steaming Springs, Diamond Lake

These working communities are all governed and protected by the Free City of Greyhawk. See Ch2 of *Folks Feuds and Factions* for information about the Watch garrison in the Cairn Hills. While the mines themselves are scattered over this portion of the hills, the ore is carried to one of these three towns for assaying, smelting, and further transportation.

The communities, from west to east, are Blackstone, Steaming Springs, and Diamond Lake. They resemble each other in most particulars except location, and hence are described together.

Blackstone is nestled in a steep-sided canyon of dark gray granite. During wet weather, a slender waterfall, nearly 500 feet high, spills glistening water into the canyon to collect in a once-crystalline lake.

The mines of Blackstone bore into the canyon walls all around the town. Some of these tunnels entrances, several hundred feet up sheer walls of granite, are reached only by the most precarious of trails. Others, near the top of the wall, can only be entered by those first taking the steep switchbacks of the main trail up the side of the canyon. The miners then circle the rim to a point over their mine entrance. There they are lowered over the edge with huge cranes.

Steaming Springs lies in a wider valley, and draws its name from several geysers outside the town. These regularly spew hot water, steam, and occasionally mud into the air. The mines dig into the lower slopes of the hills to either side of the valley. Unlike Blackstone, which sits primarily on a stone formation, Steaming Springs is built upon dirt that has long since turned to mud. The town is visible from miles away as a brown smudge across the bottom of a once verdant valley.

Diamond Lake is the smallest and most remote of the three towns. It services the largest number of mines, over a wider territory than the other towns, but these mines tend to be much smaller than those among the lower operations.

The town stretches along the shore of a lake whose clarity once must have inspired the community's (and the lake's) name. Now it is as stained and muddy as the water around the other towns, soiled with vast heaps of mine tailings and churned by the busy commerce along the shore.

Excerpted from The Adventure Begins: Adventure Maps, page 3

Diamond Lake Mines

The smallest and most remote mining colony of Greyhawk, Diamond Lake is a lakeshore village of wooden buildings and a single, large blockhouse-vault

made of stone. The waters of Diamond Lake are murky with dirt, clay, and other materials stirred up by mining or left over from the ore-refining process. The worst external problem facing the town is occasional banditry against wagon trains of ore leaving the village for Greyhawk.

Some off-duty miners, amateur mountaineers, and novice adventurers found that the hills offer a different kind of danger. Across Diamond Lake sit two ancient cairns, one at the northeast end and one at the southwest end. Both cairns were looted long ago but are still extensive in size and impressive to the casual viewer. Most miners believe there other cairns nearby, but cairn hunters turned up only a few minor monster lairs (notably a cockatrice den in 587 CY). Several miners and explorers vanished without a trace in 590 CY while looking for cairns south of the lake.

APPENDIX 5: DARK NIGHT

Excerpted from *The Adventure Begins*, page 46

Dark Night

Both moons of Oerth are new on the night of Goodmont 11th (always a Godsdays), which earns this evening various titles such as the Dark Night, Black Night, or Star Night. More stars can be seen on this evening than other night of the year. This is, of course, a holy night for followers of Celestian, with long astrological ceremonies, learned speeches, and debates around the Grey College Observatory's grounds. Happily, lycanthrope activity is at its lowest for the year on this night.

However, this pleasant regard for the evening is not shared by most other people, who are uneasy at the absence of the moons and take it as a bad omen. All-night bonfires are commonly maintained by peasant farmers and herders, particularly in the towns of Elmshire and Narwell and in the small villages across the Domain of Greyhawk. In addition, some humanoid religions see this night as perfect for raiding local civilized settlements, leading to heightened military alerts. Criminal activity increases as well; several gods who oversee theft and other underhanded deeds take this night as holy as well, but require their followers to undertake special missions this evening to prove their skill and cleverness. Finally, certain evil cults hold this night as very unholy and perform kidnappings, murders, and vile rites at this time.

APPENDIX 6: FELL DEITIES

Two evil, but rarely discussed deities, are mentioned in this event. Their entries are reprinted here for your convenience.

Beltar

Excerpted from *Living Greyhawk Gazetteer*, page 166

CE (CN) lesser goddess of Malice, Caves, and Pits

The haglike goddess Beltar (BEL-tar), one of the stranger Suel deities, known to appear as a beholder, red dragon, or marilith demon (the likely cause of Suloise snake-cult rumors). She was once a goddess of mines and earth, but was supplanted by others in her pantheon and finally relegated to worship by nonhuman slaves. She hates most everything, even other gods. Her holy symbol is a set of monstrous fangs closing to bite. She takes many mates in her various forms, but she is known to eat them afterward, as well as her own young.

Mine and explore caves in pursuit of foes and riches. Fear is not acceptable in the face of adversity, and only hatred is allowed for those who stand in your way. Primarily worshiped by evil nonhumans and savage humans, Beltar pushes her followers to band together into armies and ally with more powerful creatures, such as red dragons, beholders, demons, or greater undead. They must wage war on hated foes.

Clerics of Beltar are expected to take positions of leadership in their tribes; those who cannot do so are cast out to find heathen tribes to convert or new enemies to fight. They inspire hatred in others and make examples of traitors or the weak-willed. Worship services involve sacrifices and are conducted in caves or points of low ground. Devoted clerics rise from the grave as undead within a year of their deaths, usually returning to aid their original tribe and show proof of the goddess' power.

Domains Chaos, Earth, Evil; **Weapons** claws of Beltar (unarmed strike or spiked gauntlet)

Syrul

Excerpted from *Living Greyhawk Gazetteer*, page 183

(The Forked Tongue, Night Hag, Oathbreaker), NE lesser goddess of Lies Deceit, Treachery, and False Promises

Syrul (SIGH-rul) appears as a dirty, smelly old hag in tattered clothing (an illusion covers her non-descript appearance). She is never without *Small Lie* (a *dagger of venom* made from an evil unicorn's horn) and *Harsh Truth* (a *rod of withering* made from a gold dragon's crystallized soul), and rides a great nightmare called Flamedevil. See can see from any deception or illusion, and her holy symbol is a forked tongue. Syrul avoids other deities except for Pyremius, whom she partners with many things.

The best way to protect what you know is to shield it in a lie. Speech is deadlier than any weapon; the greatest and smallest fall with a well-spoken untruth. Give your word to advance your cause, and break it when it is no longer of use. Trust is for fools, and betraying a fool is the greatest gift and lesson you can give them. Honesty and straightforwardness are for the dull-witted. Her churches get along well despite their communication obstacles.

Her clerics use their ability to lie effectively in situations where they can cause the most trouble: markets, courtrooms, embassies, and fortunetellers' booths. Many are skilled actors; performing in self-written plays that slander authority figures. They engage in debate, and are hired by leaders to confuse and misdirect spies and unwarranted foreign dignitaries. They travel to escape persecution, to find rumors to escalate, and to exploit the trust of greedy and foolish explorers.

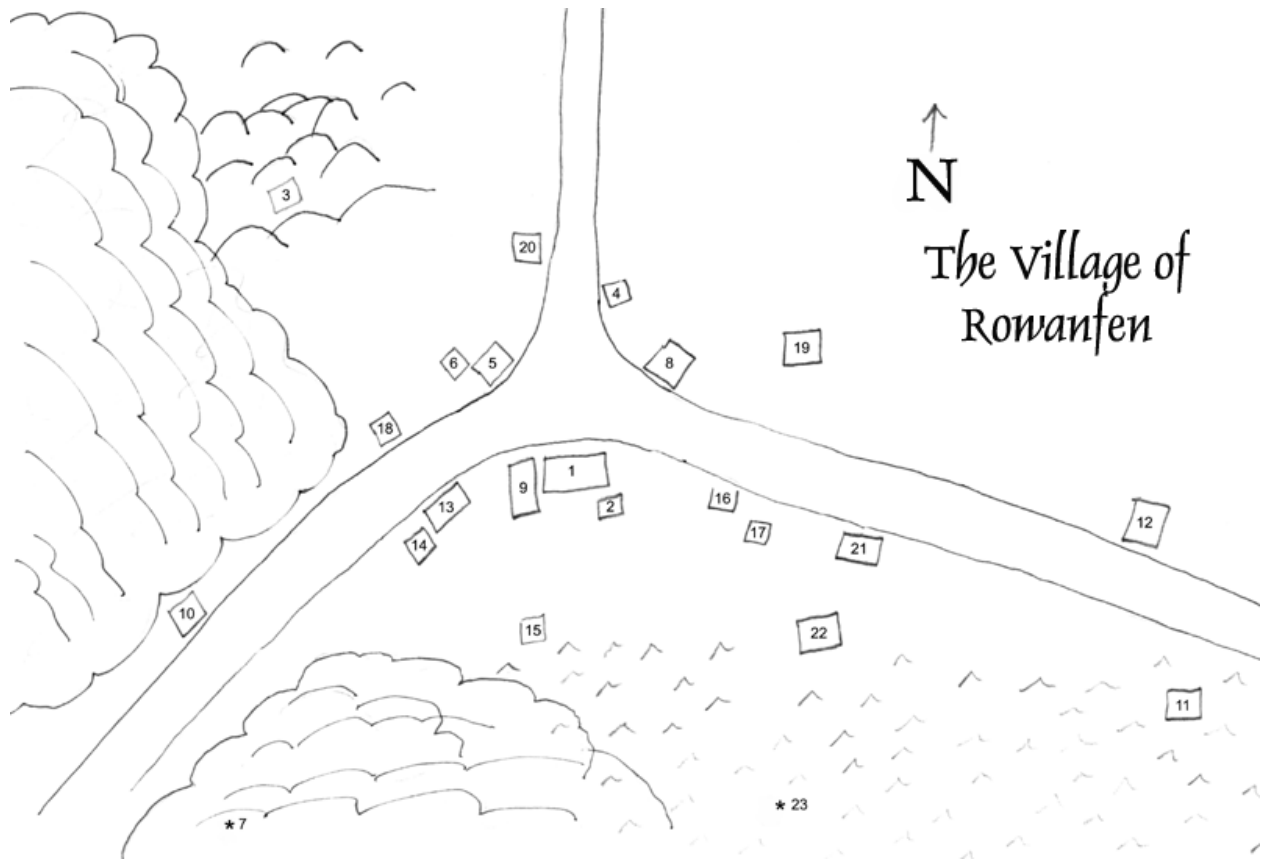
Domains Evil, Knowledge, Trickery; **Weapons** dagger

APPENDIX 7: MAP OF DIAMOND LAKE

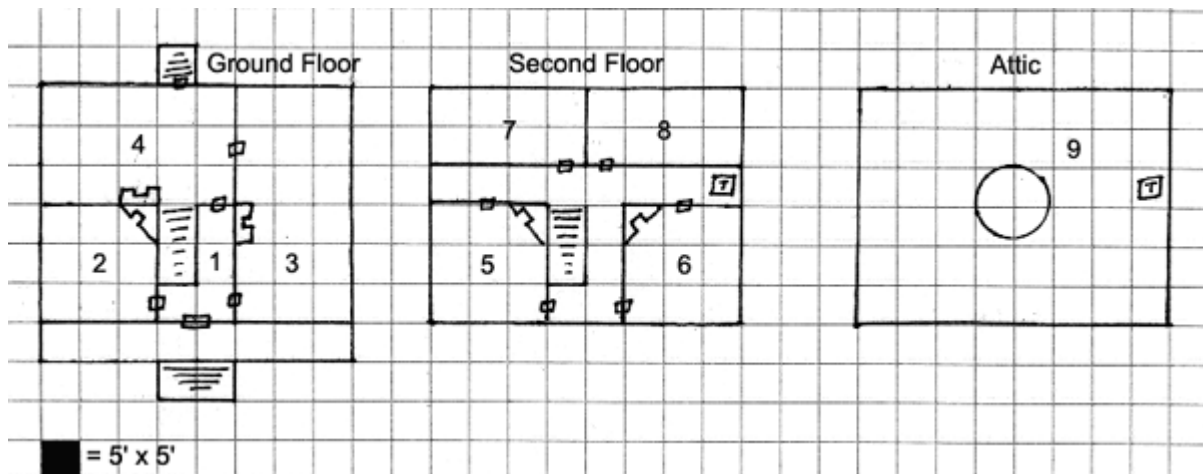
Reprinted from “*The Adventure Begins*: Adventure Maps,” page 9



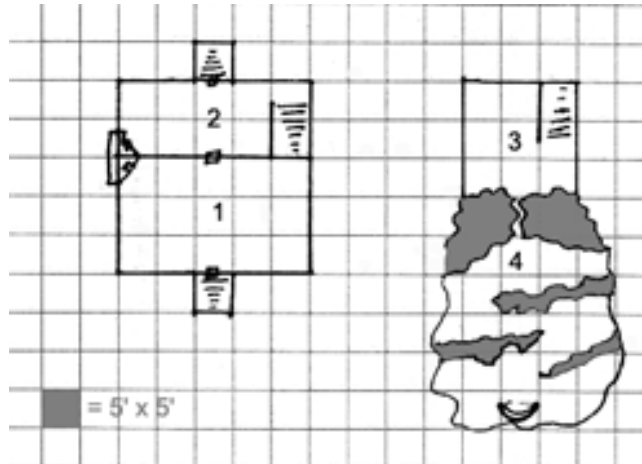
APPENDIX 8: MAP OF ROWANFEN



APPENDIX 9: MAP OF BRINOC'S ABANDONED HOUSE



APPENDIX 10: MAP OF THE GALCET HOUSE



PLAYER HANDOUT 1: LETTER TO BRINOC EVESSTEN

Dear Brinoc,

You are right, things do not sound well in Rowanfen. The decadence must be a result of the planar convergence. If you locate the source of the bedlam, call for us, and our brothers will come to your aid. I fear for the Domain should those from beyond come for us. They are unlike any of the horrors that we have battled in the past.

On another note, I have located several of the tomes you have been searching for. Eveth's "Master of the Gates" was especially difficult to procure, and I worry about the attention my inquiries may have drawn. When I have finished with it and the rest, I will forward them to you.

O.

PLAYER HANDOUT 2: SELECTED ENTRIES FROM THE JOURNAL OF BRINOC EVESSTEN

11 Planting, CY 591: My uncle Josian has passed away. I shall miss him. Of all of the members of my family, he understood my studies the best. The small inheritance he has left me will finally allow me to purchase a small home in the country and continue my studies into the esoteric.

14 Flocktime, CY 591: I have purchased a comfortable home in the small village of Rowanfen. I shall move my belongings, as well as uncle Josian's library, to the home within the week.

20 Coldeven, CY 592: This town seems to be experiencing a leaking across planar boundaries. The corruption of somewhere else is bleeding through into the surrounding lands and people. I believe that accounts for the often-unusual behavior of the people native to Rowanfen. I shall have to conduct a detailed study.

5 Patchwall, CY 592: I am concerned my library is not large enough to meet my new demands. If I am to understand the seething corruption, I will require several rare tomes. Perhaps my old colleagues in Greyhawk will be able to be of assistance? If not, I will need to make new acquaintances.

17 Fireseek, CY 593: I saw something last night, something that should not have been. It was an unholy creature from somewhere else. The problem here is far worse than I could have imagined. I will need to accelerate my studies.

30 Planting, CY 593: I found a sculpture of the creature I saw during mid-Fireseek. Among Uncle Josian's belongings. This is not the first time these beings have been to our plane. I hope to never see it again, but I know that it is unlikely.

2 Readyng, CY 594: The people of Rowanfen have become increasingly hostile. The corruption has grown worse. Fortunately I seem immune.

13 Coldeven, CY 594: Several of the dark tomes I required have arrived. They are fascinating. Perhaps these beings from beyond need not be feared. The tomes detail ways to entreat and possibly bind them. I shall have to study them in greater detail.

6 Planting, CY 594: I have begun to doubt my faculties. I see things in the corners of my home, but when I shine the light of my lamp upon them, there is nothing there. Perhaps I have attracted the attention of those beyond? I must discover a way to ward my home from the beings from the Far Realm, or surely they will consume me.

10 Flocktime, CY 594: I believe I can command the beings from beyond should I offer them suitable sacrifice. Which of my neighbors would be missed the least?

12 Flocktime, CY 594: It has me. I have burned all of Uncle Josian's dark tomes. I cannot be allowed to consider such horrible acts. I must close the planar convergence before it expands and corrupts others. No others can be endangered. I cannot ask for help. I must purge the evil by myself. I hope I can remain strong.

29 Wealsun, CY 594: I have determined a way to narrow the location of the convergence. While the destruction of the tempting books has saved my soul, the lack of resources has slowed my progress. To this day, I miss the smell and feel of those yellowed pages.

4 Reaping, CY 594: The convergence seems to be located in or on the farm of the inbred Galcet family of gnomes. None of my irritable or two-faced neighbors seem to know much about them. I shall be forced to investigate.

10 Reaping, CY 594: Their farm seems to be in a deplorable condition. Broken equipment rusts in the overgrown fields, and the home is nearly ruined. From what I have seen of the three boys, their grotesque similarity is disturbing. I question if they are truly gnomes anymore at all. Whatever they are, they are not friendly. They attacked me with crossbows when I approached. It was fortunate, as I noticed several crude traps littering the farm as I fled. Had I approached further, I may have died.

15 Reaping, CY 594: I have received several tomes from a colleague in Greyhawk. One in particular is especially valuable. I shall uncover its secrets as quickly as possible, as it should allow me to close the convergence and ward my home. The dark secrets contained within are truly horrible, and despicably enticing.

24 Reaping, CY 594: Tomorrow is Sotillion's Day, and the Idler's Festival will absorb most of the town's attention. With the large caravan that has arrived it will be quite the celebration. The time has come for me to discover who I might count as allies should I be forced to move against the gnomes. I must hurry, I have noticed horrid dark shapes moving in the night. I fear the gnomes and their unspeakable allies may come for me soon. I should have time. My books suggest they will not be able to act until The Dark Night, the 11th of Goodmonth. Boccob help us if the despicable Galcet gnomes are not stopped before them. They would doom us all.