

DUL4-03

Steelholme

A One-Round D&D LIVING GREYHAWK[®] Dullstrand Regional Adventure

Version 2

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A rich, reclusive scholar wishes to leave the hustle and bustle of city life and retire to an isolated estate by the sea. His agent has asked you to investigate the ruins of Steelholme, former stronghold of the pirate Steel Eyes, to see if it would be a good location to build and settle.

An adventure for APL's 2-8.

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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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

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

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

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

easier for the players (and the DM) to keep track of who is playing which character.

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

LIVING GREYHAWK Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a DC 10 Handle Animal or Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted

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

each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round regional adventure, set in Dullstrand. Characters native to Dullstrand pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Adventuring in The Dullstrand

In 593 CY, PCs adventuring in The Dullstrand had an opportunity to receive an AR entry that could hinder them in The Dullstrand.

For the DM's convenience this is replicated below.

Blood Feud with the Gatts Clan: The PC is involved in a Blood Feud with the Gatts Clan. From now on, whenever the PC participates in an adventure set in, or passing through, The Dullstrand, there is a chance that the Gatts Clan will recognise the PC and demand revenge.

On entering The Dullstrand, the DM rolls a 1d20 secretly to determine whether or not the PC is recognised and pursued. This roll can be modified by the use of the Luck domain or a similar luck-based reroll power at the encounter should it happen. On a roll of a 1 the PC has been recognised and at some point during the scenario is faced with irate members of the Gatts clan baying the PC's blood. This point will be noted in the encounters.

If the PC makes a DC 10 Disguise check as soon as the PC enters The Dullstrand the PC will not be recognised at all.

The Gatts will demand a Blood payment from the PC of 5000 gp, indentured servitude or the PC's life. If the PC is unable or refuses to pay and refuses servitude then the PC will be killed, but may be raised and the Blood feud is considered over and may be crossed off the certificate.

Servitude to pay off the debt is one year (52 TUs) working for the Gatts Clan. These TUs must be paid in one go but may be taken off next year's TUs. You may pay off part of the servitude at a cost of a blood price of 100 gp per TU. Paying or taking servitude will also remove the Blood feud. The DM must sign and cross this off from the certificate.

If at anytime you gain a favour with the Gatts Clan, you may exchange it in return for the removal of the Blood Feud.

If this should occur during the module, the PC ends the adventure when it happens, gaining XP and treasure up to that point.

👑 **Hard Beach (Considered a village):** Conventional; AL N; 200 gp limit; Assets 1,200 gp; Population 1,200; Isolated (Human 1152, Halfling 24, Elf 12, other races 12).

Authority Figures: Elthar Induchine (LN male human, Exp9), Mayor; Kanrik Oltenmark (N human male, Ari3) Merchants' Guild headmaster; Janus Haltenmark (NG human male, Com4) Town council leader.

Important Figures: Yellena Fortenbrau, (NG human female, Exp9) Librarian; Karina Vermark (CG human female, Brd3) Owner, Induchines' Rest.

In Planting 584 CY, about 2,000 refugees came from Medegia and settled along the northern coastal region, though disease and starvation have reduced this number to around 1,200 at present. The ragged community calls its current home Hard Beach, in part for their suffering and in part for the rocky overhangs along the shore which have been turned into crude shelters. The town was built around the remnants of an old fort building and temple, many stones of which have been used for the foundations and walls of other buildings.

The town would have disappeared had they not been incorporated into the Induchine holdings in 586 CY, though the refugees are not considered clan members. The building of a small fishing wharf and its proximity to one of the few standing concentrations of freshwater in the region has also contributed to its survival though it has been touch and go, especially as the town as suffered quite a few disasters. The latest being the fire which destroyed the newly built temple to Rao and many of the slum buildings that had been built up around it. Some hope that the destruction of the temple will mean better times for the town.

The settlement is starting to take on a more permanent look these days, though most of the dwellings are still made of wattle and adobe with thatch roofs. There are only three stone buildings in the town; the town hall, the library and the main Inn, the 'Induchines' Rest'.

The library is the only building left from the original constructions and is of much superior manufacture to the rest of Hard Beach. It has been rededicated as a place of learning with small shrines to Boccob, Delleb and Lydia, though only Boccob has any sort of major following in the region.

The inhabitants of the town are sullen and many have a pessimistic outlook on life, just waiting for the next disaster that the gods seem fit to send them. Most of the people manage to scrape together a meagre living as fishermen or farmers, but quite a few have turned to other occupations and anyone giving an ostentatious display of wealth becomes a prime target for the thieves of the area. The rumour would have it that Hard Beach

has more rogues and thieves per head than any other place in The Dullstrand.

The Induchine Clan: The Induchine are a northern clan, found up on the north-east coast. Unlike most of the other clans, the Induchine are not readily identifiable by looks as they have been seeking fresh blood, swelling their numbers by marriages with the many refugees that have arrived from the north over the years. This has also lead to them being the largest of the clans.

The Induchine are mostly herders and fishermen, maintaining a large fishing fleet based along the coastline and having large tracts of grazing lands inland. They also control the largest single lake of fresh water in the Dullstrand, which gives them a constant yearly water supply.

At the moment, the clan is currently being swamped by the number of refugees in Hard Beach and are hampered by the rise in disease and crime in the town.

The Induchine are currently considered the most progressive of the Clans, and would like to set up Hard Beach as a northern capital. This is being hampered by the poor port facilities, finances and the general attitude of the inhabitants.

The clan maintains a steading within Dullstrand City and have a very interesting relationship with the Gatts, going from allies to enemies and back.

The Induchine colours are green and yellow with their emblem being a red tower.

Adventure Background

In 205 C.Y. the pirate Steel Eye, so named for his gray eyes and cold glare, established the fort of Steelholme north of the location were Hard Beach now stands. From this fort he preyed on Aerdi shipping. In 212 C.Y. the Aerdi successfully stormed the fort. Capturing the fort, they shackled Steel Eyes alive to the fort walls, before sailing off, leaving Steel Eyes to bake in the hot tropical sun.

Local legends, told around campfires, have it, that as seagulls pecked out his steely glare, Steel Eyes cursed the Aerdi, all of whom were from Medegia, and the walls of Steelholme to which he was shackled. Legend also reports that a sudden storm struck and sunk the Aerdi fleet as they sailed for Pontylver. Not a single sailor made it home alive.

Steelholme is currently the base of operations for a group of local bandits. The bandits find the reputation of Steelholme as a haunted ruin useful as it keeps people away from their hideout. They take every opportunity to remind people of the legend of Steel Eyes. They occasionally goad local young men into proving their bravery by spending the night in the Steelholme ruins. While the other bandits rattle chains or make moaning noises, Dominal, a sorcerer, creates illusions of the ghost of Steel Eyes. The terrified teens return to Hard Beach with tales of Steel Eyes' ghost. Deeper within the trapped

corridors of the ruins, the bandits keep their loot, plan raids, and hide out from pursuers if things get a little too hot. Most of the time they live within Hard Beach.

Unbeknownst to the bandits, the legend of Steel Eyes is true. However, Steel Eyes' wrath is only directed towards descendants of the Medigian naval officers who had him shackled to the wall. Others, including the bandits, can traipse about the ruins without difficulty but if a Medigian enters the ruins, Steel Eyes' ghost will manifest to seek vengeance.

Troval the Transmuter has been delving into the secrets of life, experimenting with and changing various life forms. Unfortunately, last year one of his experiments, a blink dog-displacer beast hybrid escaped and wrecked havoc on a local village. The villagers and some local adventurers killed the beast, traced its origins back to Troval, and stormed his tower. Troval escaped with his life, some loyal henchmen, and a considerable fortune. He left the area looking for a new place to settle and continue his "important" work.

One of Troval's henchmen, Novaise (a descendant of the Medigian admiral who had Steel Eyes shackled to the wall of his own fort), is seeking a party of adventurers to scout out and map the Steelholme ruins, to determine if it would be a suitable location to rebuild a small fort. There, Troval could, in a new land free from the prying eyes of the "unenlightened", continue his experiments.

Adventure Summary

Introduction: The adventure begins with Novaise and the party meeting in the back room of The Induchines' Rest in Hard Beach. Novaise explains that he is looking for an isolated locale for a rich reclusive scholar to settle in. He would like them to investigate the Steelholme ruins north of town, map out the ruins, remove any vermin that may have taken residence in the ruins, and once they've determined that it is safe, escort him to the ruins and show him around. He suggests that the party may want to talk to locals about the ruins before going.

Encounter 1: Truth or Dare: Checking around town, the party soon discovers the local legend of Steel Eyes and the belief that the Steelholme ruins are haunted. They are directed to speak with a local teenage lad, Bergki who attempted to spend the night in the ruins and was scared off by Steel Eyes' ghost. Their investigation also attracts the attention of local bandits who have using the ruins as a base of operations.

Encounter 2: Scarecrow: Dominal, the bandit sorcerer and a few bandits attempt to frighten the party off with an illusionary Steel Eyes' ghost. If unsuccessful, they flee the fort.

Encounter 3: What's for Lunch: Exploring the fort's secret passageway the party encounters the bandit's

guardian Phantom Fungus and discovers the bandit "treasure trove."

Encounter 4: Vengeance is Mine: The party report back to Novaise and escort him to the ruins so he can look them over. Meanwhile, Dominal and the rest of the bandit gang plan an ambush within the ruins. However, their ambush is a bigger surprise than even they anticipated. When Novaise enters the ruins, the real ghost of Steel Eyes will awaken and when the bandits spring their ambush the ghost will also attack, attempting to kill Novaise.

Introduction

Because the adventure takes place on Induchine land, the 'Blood Feud with the Gatts' encounter will not take place.

Read aloud or paraphrase the following:

Hearing of possible employment, you've traveled to Hard Beach to meet with a man named Novaise. Though most of the dwellings are made of wattle and adobe with thatched roofs, but the village is now starting to take on a permanent look. So far you have only seen three stone buildings in the village; the town hall, the library and the main Inn, "The Induchines' Rest", your destination.

The inhabitants of the town are sullen and look you over suspiciously. You've been advised to keep a close watch on your pouch strings. Rumor has it that Hard Beach has more rogues and thieves per head than any other place in The Dullstrand.

After negotiating the half-orc guard at the main door, who insisted that everybody was clean, you entered the main bar.

The doorman, Kronk, is also the bouncer for "The Induchines' Rest", his job is to keep out beggars, scum and Gatts from the Inn. Any characters that are 'living off the wild' are informed that they must wash before they enter the Inn. Kronk can tell them where the local bathhouse is. Failing that, they can always use the horse trough behind the Inn. If anyone objects, Kronk has been known to pick up the objector and dump them in the trough himself.

👤 **Kronk;** male half-orc, Bbn6, hp 71, see Appendix One

If anyone attacks and kills Kronk then they will receive a Blood Feud with the Induchine Clan, same conditions as that with the Gatts Clan.

Read aloud or paraphrase the following:

You are shown to a large private alcove on the first floor balcony. Two well-armed guards stand at the entrance to the alcove. A flagon of fine Sunndian wine and cuts of delicately roasted boar await you -very much out of place in Hard Beach. It's clear that Novaise must have brought the fine fare with him, as Karina, proprietor of "The Induchines' Rest", as good as she is, would not have been able to assemble the feast presented to you.

Novaise, an immaculately groomed and finely dressed man, addresses you in a rich cultured voice. "I'm glad you've met with me here today. I represent a rich, reclusive scholar who wishes to leave the hustle and bustle of city life and retire to an isolated estate by the sea. He has a romantic dream of rebuilding an ancient ruin and using it as his abode. While I've explained the faults with such a plan he remains firm in his resolve and has charged me with finding a suitable set of ruins.

"I've learned of a set of ruins about an hour north of town here called Steelholme. It's located on a cliff overlooking the Aerdi Sea. I thought those ruins just might meet his needs. However, before I examine the ruins for myself, I thought it wise to send a group of able adventurers to scout and map out the ruins, make sure it is safe, and eliminate any vermin that may have taken up residence. Once you've accomplished this I'd like you to return to town and escort me to the ruins and show me around.

"What do you say? Are you up to the task?"

🗡️ **Novaise** CN, male human (Oerdian), Rog2/Sor2/Ari2;

Physical Description: Novaise is 5'9" with black hair and goatee, he is immaculately groomed and finely dressed. He wears a rapier on his right hip.

Give the party a chance to reply and ask questions. Answers to typical questions are presented below:

How much are you willing to pay?

Novaise will offer to pay each member of the party 10 gp per APL for completing all the tasks listed above. He does not offer an advance. The party can increase the fee to by 25% with successful negotiations (and a DC 22 Diplomacy check). The DM should feel free to add circumstance bonuses for good role-playing.

Can you supply us with any supplies?

"I assumed that I was hiring seasoned professional who would already have the equipment need to successfully complete this sort of task."

Who is the man who wants to restore the ruins?

Novaise will respond,

"As I stated, it is a scholar from The Dullstrand and that is all the information that I may disclose."

If the party is unwilling to explore the ruins without knowing whom their employer is, Novaise will reply:

"I'm sorry to have wasted your time. Obviously you are not the people I need for this job. Enjoy the meal and have a good day."

Novaise will then leave and the adventure will be over, unless the PCs very quickly change their tune.

What can you tell us of Steelholme?

"Not much. It was a fort used by the pirate Steel Eyes in the early 200's. He was captured and executed by the Aerdi fleet and the fort has been a vacant ruin since then. Some of the locals may know more about the fort."

Once the characters have responded (presumably favorably) and asked any questions they might have, Novaise will continue:

"Good. Here are instructions on how to get to Steelholme."

Novaise hands you a paper with directions to Steelholme and then continues:

"I have to leave for business, my ship is currently waiting off shore and will return in a week. Hopefully that will give you plenty of time to complete your task. I'd suggest that you might want to talk to the locals about Steelholme. I understand that it has acquires something of a romantic mystique."

If the PCs take Novaise's advice and do some research in town, go to **Encounter 1: Truth or Dare**. If the PCs leave and go to the ruins without making enquiries, go to **Encounter 2: Scarecrow**.

Encounter 1: Truth or Dare

Steelholme is currently the base of operations for a group of local bandits, including a sorcerer, Dominal. The bandits find the reputation of Steelholme as a haunted ruin to be useful as it keeps people away from their base. They take every opportunity to remind people of the legend of Steel Eyes. They occasionally goad local teenagers into proving their bravery by spending the night in the Steelholme ruins. While the other bandits rattle chains or make moaning noises, Dominal creates illusions of the ghost of Steel Eyes. The terrified teens return to Hard Beach with tales of Steel Eyes' ghost.

Before checking around town it is possible that the characters may know something of Steelholme themselves. If a character can make a successful DC 25

Knowledge (Splintered Sun) check read the party the Legend of Steel Eyes (Player Handout #1); if there is a bard in the party and they can make a DC 20 Bardic Knowledge roll give the character the handout and encourage them to relate the Legend of Steel Eyes in their own words.

Novaise Info: If the characters attempt to find out information about Novaise, have them make a DC 15 Gather Information check. With a successful roll read the following:

A young lad in tattered clothing, named Lars, tells you:

"That Novaise, he came sailing into town a couple of weeks ago. Spends most of his time on that ship of his. Thinks he's too good for the likes of us. Walks around with his nose in the air, spending money like there's no tomorrow."

Lars pantomimes strutting around tossing out imaginary gold, while the local kids who have gathered around giggle hysterically.

Lars continues:

"Anyways, he always has these two goons following him around whenever he's in town. One of the local lads, Schnide, decided Novaise had too much money and that it was his civic duty to relieve him of some of it. Anyway when he grabbed Novaise's pouch, it started screaming, 'Thief, thief!'" One of Novaise's goons almost killed Schnide right then and there. Novaise just kept right on a walking like nothing had happened."

Have characters make DC 15 Spot checks to notice one of the kids trying to lift one of their pouches. Chose a character at random. (If no one makes a successful Spot check, wait until the characters have moved on to a different area and then tell that character that one of his pouches is missing (-2d6 gp). After any fervor this may cause settles down, continue on.

Steelholme Info: If the characters try talking with the locals about Steelholme, read the following:

Talking with the locals you learn that Steelholme has a reputation for being haunted. One old codger, Zerch will state:

"Steelholme, why, that was Steel Eye's old fort. What you want to know 'bout that for?"

Give the characters a chance to respond and then continue.

"What? You don't want to go there! You crazy or sometin? Steelholme is haunted by old Steel Eyes himself. You fancy-dancy adventurers think you know everything. You comes rolling into town, stir up all kinds of trouble, and then ride off leaving us normal folk

to deal with the mess. You listen to old Zerch and leave well enough alone."

With that he stalks off. His wife, Matha, cackles gleefully, "Guess he really told you. Didn't he?"

After the characters respond, she'll respond to anything they have to say and then continue on.

"Back when the Medigians thought they owned the world, a pirate named Steel Eyes preyed on Medigian shipping and even attacked Medigian navy ships. He did pretty well for himself, too. So well that he built himself a fort and named it Steelholme.

"Well one day, after Steel Eyes captured a particularly valuable shipment of spice and sank the navy ships a-guarding it, the Medigians got fed up with him and sent a whole fleet after him. He holed up in Steelholme and tried to fight them off. He did well for a while and he and his men killed a whole bunch of them Medigians before they finally got him.

"The naval captain in charge was pretty mad. He had old Steel Eyes shackled to the walls of the fort. They made him watch as his surviving men were hung, and then sailed off leaving Steel Eyes to bake in the sun.

"As the sea gulls were pecking out his eyes, Steel Eyes mutter a horrid curse. He cursed the walls to which he was shackled, but mostly he cursed the Medigian navy.

"As Steel Eyes breathed his last breath a powerful storm arose. It smashed the Medigian fleet against the cliffs and not one Medigian sailor made it home alive.

"There's some that say old Steel Eyes still haunts the halls of Steelholme. Don't know that I credit the idea much myself but that boy, Bergki swears he saw of Steel Eyes. He's usually hanging about somewhere down by the pier. He's more than eager to tell anyone who will listen to him the tale."

If the party goes down by the pier they can soon locate Bergki. Two months ago, one of the local bandits dared Bergki to spend the night in the Steelholme ruins. Once night fell, some of the bandits rattled chains and made moaning noises, While Dominal, the bandits' sorcerer created an illusion of the ghost of Steel Eyes. The terrified teen ran from the ruins, tripping over obstacles in the dark he managed to break his arm. Two days later his friends who had camped well outside the ruins to witness that he had actually spent the night, brought him back to Hard Beach with a tale of battling Steel Eyes' ghost and barely escaping with his life. The bandits, on the other hand, still regale each other with tales of Bergki's terrified flight from the ruins.

Read the following:

Going down to the pier it's easy to find someone to point out Bergki, a gangly red headed, freckled boy of around

fifteen. He and two other teenage boys are standing at a stone trough supposedly cleaning fish. The stench as you approach makes your eyes water. A stack of fish lies to the side awaiting the attention of the boys. However, they've obviously forgotten the task they're suppose to be engaged in and are currently engaged in a more entertaining enterprise, a fish gut fight. Fish entrails and eyeballs are flying through the air.

As you approach the boys an eyeball smacks (chose a character with the highest potential comic value, a pretty female, a half-orc barbarian, etc.) in the forehead. As a purple ichor flows down the side of (character name) face, the boys turn and spot you. Their mouths gape open with a look of horror. What do you do?

The boy's reactions will depend on who was hit and what the party's reaction is. If the victim was a pretty female, they will stammer apologies and try to clean off her face with a dirty rag. If the victim was an intimidating fighter or the party responds with anger the boys will take off running and if the party wants to speak with Bergki, they'll have to catch him. If Bergki eludes the party its easy to discover where he lives. Once the party explains the eyeball incident to Bergki's mother she will be more than happy to bring him to the party to make amends.

However, this incident is resolved the party will then be able to question Bergki about Steelholme and he will relate the following tale:

"A couple months back some of the guys dared me to spend the night at the Steelholme. So we hiked out there and set up camp. Dav and Vortov stayed outside while I took my bedroll and went inside to spend the night. At first things were quiet but toward the middle of the night I heard this rattling and moaning. First I thought it was just the wind or something but than I saw this green light headed toward me. When it got closer I saw that it was old Steel Eyes himself. He still had chains shackled to his hands and feet. I grabbed a brand from the fire and tried to drive him off but it went right through him. Then he knocked me across the room breaking my arm. I tell you. I got out of there as fast as I could."

A DC 15 Sense Motive check will reveal that Bergki's tale up to the point that he grabbed a brand from the fire is accurate but his attacking Steel Eyes with a firebrand and the battle that followed is pure bravado.

Bergki will have no useful information about Steel Eyes or the ruins. He stayed at the courtyard and never actually entered the ruins themselves. If the characters mention that they plan on investigating the ruins themselves, he will tell them they're crazy and urge them to abandon their plan.

The Library: The Library is a small but ornate building in the center of the town. Age-worn carvings of learned figures adorn the walls and on either side of the main doors is a statue. The one on the right represents Lydia, while the one on the left, slightly smaller, represents Delleb.

A beautiful staircase with elaborate carvings of scrolls and books leads up to the double door. On each door is fixed a large iron knocker.

The library looks completely out of place with the rest of the town and also looks much, much older.

If the party goes to the library the librarian, Yellena Fortenbrau and her helper Fare will meet them.

🔮 **Yellena Fortenbrau**, female human (Flan/Oeridian), Exp 9, AL NG

🔮 **Fare**, male halfling, Exp 2, AL NG

Yellena is a middle-aged woman, very intelligent and very friendly. She has maintained her good looks, though she seems more interested in books than anything else. Yellena comes over as a motherly figure, especially to Fare (pronounced Far-é) who could be mistaken for her grandson.

Fare is an ex-indentured servant who had his debt paid off by Yellena and even though she insists he does not owe her anything, Fare has stayed at the library and become her assistant, beginning to learn the profession of archivist.

If the party asks about Steelholme or Steel Eyes then they will be told that it will take sometime to find the information. It will take two days and all that will be found is the information in Player's Handout 1.

The party will find no other information in town. However, the party's activities will draw the attention of the local bandit group who is using the ruins as a base of operations.

The trip to Steelholme will take a little more than a day and the party will have to camp for the evening. The next morning they can approach Steelholme.

Before the party gets to Steelholme, have them roll a Will save and a Listen check, these are for the encounter in the courtyard with the illusion. Just smile nastily after they have rolled and record the results for later.

Encounter 2: Scarecrow

Read aloud or paraphrase the following:

Nearing Steelholme, you are forced to travel a narrow path along the face of a seaside cliff. While the road used to be ten feet wide along its entire length, erosion and time have taken their toll and in places the path is less than a foot wide and loose rocks and scree make the

footing treacherous. Fifty feet below, waves pound against the cliff side.

Medium sized characters and animals will be able to travel this path relatively safely. However at one narrow point along the path the DM needs to have characters make a DC 12 Balance or Climb check. Large characters and animals need to make a DC 17 Balance or Climb check. In addition, anyone trying to bring a large animal along this path will need to make a successful DC 15 Handle Animal check at this point or the animal will balk and refuse to travel past that point.

If a character fails a roll by more than five they will slide off the path. Characters on either side of a falling character may attempt to grab the falling character by making a successful flat-footed touch attack. A character grabbing a falling character must then make a DC (10+1 per 25 pounds of falling character and equipment) Strength check or be pulled from the path themselves.

Give characters that fall from the path a DC 15 Reflex save to grab hold of the rough cliff surface 4d6 feet below the path. Characters that are then clinging to the cliff side may attempt to DC 15 (DC 5 if someone throws them a rope) Climb back up to the path (moving at ¼ speed).

Characters that fall from the cliff will fall 50 ft. into the turbulent surf below, taking 2d3 points of nonlethal damage and 1d6 points of lethal damage.

Each round that a character is caught in the surf they must make a DC 20 Swim check or be slammed into the side of the cliff taking 1d6 points of damage each round. The good news is that each time a character is slammed into the side of the cliff, if they make a DC 15 Reflex save, they can grab hold of the rocks. They can then attempt to climb back up to the path on a DC 15, (DC 5 if someone throws them a rope) Climb check.

Characters in the surf that make a successful Swim check may attempt to cling to the rocky surface of the cliff (DC 15 Reflex save) or swim far enough out from the cliff that they are not in danger of being tossed into the cliff. A character can safely dive from the path to the sea below by making a successful DC 15 Swim or Tumble roll. If they do so they are automatically far enough away from the cliff to avoid being tossed into the side of the cliff.

Once in the water, the only way out is to swim to the rocks and climb out or swim ½ mile down the coast to a beach.

Once the characters have made it past the narrow spot, they can see the entrance to Steelholme (see the DM Map of Steelholme). Read from the descriptions below as the characters reach the indicated areas.

A: Entrance:

Coming around a bend in the path you see the gates of Steelholme. On your right, ten feet wide weather worn stone stairs lead downward. Straight ahead, on either side of the gate, are two stone towers, their crumbling tops around twenty feet up. The left tower is built right into the side of the cliff at the bottom but is free standing near the top. A ten-foot high stone wall is abutted to the right tower and runs to the southeast. In the distance you can see two more ragged towers, their worn and partially collapsed silhouettes looking like the last two teeth in an old hag's mouth.

The stone floor between the towers slants upward so that what is a ten foot stone wall on the outside of the fort is only a three foot stone wall from the inside. It looks like there may have been gates mounted to the towers at one point in time but they are absent now.

If anyone checks the outside wall they will find two rusting iron rings in the wall facing the sea between the second and third towers. This is where Steel Eyes was shackled to the walls.

B. Dock: If the characters decide to go down the stairs read the following:

The ten-foot wide stairs curve down to the left, hugging the face of the cliff. On the left, the stairs fall away to the sea below. While weathered and worn, they look like they could be traversed safely.

Allow characters to make any safety measures they want and then continue.

Heading down the stairs, you turn a corner and then continue downward to a flat 20-foot wide, stone ledge, five feet above the surface of the sea. The ledge continues on for about 60 feet. Sea spray has coated the stone with salt water and the surface is pitted and worn. Along the seaward edge, mussels cling to the surface from the top to below the water line.

With a series of barks, several slick black shapes dive from the ledge into the dark waters below.

This is the dock where Steel Eyes use to moor his ship, the Swift Scimitar when he wasn't out patrolling for Medigian prizes. The remains of the Swift Scimitar, a few rusted metal fittings, ballast stones, some old wine and oil pottery jars and 200 gps worth of coins and jewels, now lies on the sea floor 30 feet below the surface.

There is nothing of interest on the dock but if the characters DC 5 Search the area, they will discover a series of water and sea urchin filled, foot and a half diameter, holes spaced at ten-foot intervals along the

edge of the dock. There used to be wooden poles embedded in these holes, to tie a ship off to, but they've long since rotted away.

The slick black shapes are no more than a colony of seals that has set up their home here. Anyone looking for them will eventually spot them surfacing and swimming around.

C. Towers: There are four towers, two at either side of the entrance and two along the south wall. They are around twenty feet tall but their tops are ragged and collapsed in spots. Each tower has an entrance into the courtyard. There used to be stairs winding around the inside of each tower leading up to a wooden floor above, but both the stairs and the floor have rotted away. The floor of each tower is covered in three to five feet of earth and rocks. Other than spider webs and centipedes, there is nothing of interest in the towers.

D: Lower Interior Fortress: The lower fortress areas consisting of the stable, kitchen/dining hall, and crew barracks are now empty stone chambers. The walls are of the limestone native to this area and the ceilings are eight feet high. All the furnishings and even the doors have rotted away. Other than minor vermin, rats, crabs, raccoons and the like, there is nothing of importance in these chambers.

D1. Stable: This area used to be the stable but it is now an empty 20 ft. x 40 ft. stone chamber with a 10 ft. wide doorway. There is a watering trough in the back fed by a system that still feeds rainwater down to the trough.

D2. Kitchen/Dining Hall: This area used to be a dining hall with a kitchen area in the back. A wooden wall used to separate the two areas but it has rotted away. It is now a 30 ft. by 20 ft. stone chamber. In the back is a small basin fed by the same water system that keeps the trough in the stable full. In the back corner, near the basin are a fox vixen and four kits. The vixen will growl and act threatening but if pressed will run away leaving the kits.

D3. Crew Barracks: A 5 ft. wide hallway leads back into the cliff 30 ft. 5 ft. in, there are corridors leading off on both sides and the hallway ends in a T-intersection. Each of the four corridors leads to a small 10 by 15 ft. room. There is nothing of interest in any of the rooms.

E. Blacksmith: This area was a smithy. Over the years, various visitors carted off most of the tools that were used here. The door and the roof made of wood and thatch have both rotted away. However, there is still a stone block oven, used for heating metal and a large rusty iron anvil. The anvil weighing 150 lbs. and is embedded into the stone floor. Beneath the anvil is a small chamber containing Steel Eyes' most prized possession, a *+1 ghost*

touch scimitar, (see Steel Eyes in the appendix), which he retains as a ghost. He hid it when he realized that the Medigians were going to defeat him but before they entered the fort. If a character specifically searches the anvil and makes a DC 20 plus APL Search check, they may determine that the floor directly beneath the anvil is hollow. Moving the Anvil takes a DC 30 Strength check (DC 25 with a crow bar). Doing so is the one activity other than having Novaise enter the fort that will cause Steel Eyes to manifest (see Appendix).

The scimitar is in a wooden case, laid on velvet. Both the wood and the velvet have suffered with time. If Steel Eyes does manifest, he will try to recover his sword and then flee into the cliff face (remember that Steel Eyes has Improved Disarm). Thus his primary target will be the person carrying the scimitar.

Treasure:

Magic: *+1 ghost touch scimitar* (693 gp)

Courtyard: The bandits know that the party is coming to investigate Steelholme. Dominal, the bandit sorcerer has been tracking the progress of the party by utilizing his familiar, a seagull. With the hundreds of other seagulls filling the coastal skies, his seagull is completely unremarkable. He and his helpers are going to attempt to scare the party off with the same ploy that has worked for them on many other occasions. When the party approaches the X on the map, one of the bandits will begin clanking chains. The sound echoing back and forth between the cliff and the fort walls will make it very hard to determine where the sound is coming from. A DC 35 Listen check will determine that the sound is coming from the Upper Courtyard. Dominal, who has already cast an *invisibility* spell on himself, will cast a silent *silent image* and the "Ghost of Steel Eyes" will manifest.

Read the following:

You are about half-way across the courtyard, when the sounds of the surf, wind, and gulls screeching is joined by a metallic clinking sound like that of chains on stone. Slowly, a wavering form appears chained against the stone cliff of the courtyard. An emaciated form of a sun-burned man glares at you with blue glowing eyes. Pulling his chains from the cliff he lands on the courtyard floor and begins advancing on you.

As the "Ghost of Steel Eyes" advances on the party, have each of the players make a Will save (a disbelief roll for later on). Record the results of the roll for latter use. Smile wickedly at those players that rolled below 20 and tell the players that nothing seems to have happened yet.

Have the players roll for initiative and run this encounter as if it were an actual combat with the "Ghost of Steel Eyes" acting on Dominal's initiative. When a

character rolls an attack roll that seems that it should hit (AC 13 plus APL), ask them to roll 1d10. Regardless of what they roll, inform the player that the blow seemed to pass right through their opponent:

As your blow passes through your opponent without effect, he grins at you wickedly and blows you a kiss.

When a player starts to question why their blow had no effect when they rolled high on 1d10 roll one time and low the other, consult their earlier Will save (DC 18 (14 plus 4 circumstance modifier). If it is high enough inform that player that they notice that they can see through their opponent.

If the “Ghost of Steel Eyes” makes a good attack roll, roll 1d10. Scowl briefly and inform them:

The blow passes through you without effect. Your opponent silently scowls in frustration and continues his attacks.

Have the battle continue as long as the party continues to attack the “Ghost” or until someone begins to climb the stairs. Once it becomes clear that the party has figured out that the ghost of Steel Eyes is an illusion, Dominal and the bandits with him will dart into the Captain's chamber (F1), closing the door behind them. Have players make a DC 15 Listen check to hear the sound. Dominal and his three bandit pals will then flee through the secret door and down the passages.

If the party manages to prevent Dominal and his bandits from fleeing, run the combat now. Otherwise don't worry; we'll see them again when the characters return with Novaise.

APL 2 (EL 5)

- ☛ **Dominal:** male human, Sor4; hp 21(see Appendix 2).
- ☛ **Thugs (4):** male human, War1: hp 10 (see Appendix 2).

APL 4 (EL 6)

- ☛ **Dominal:** male human, Sor4; hp 21 (see Appendix 3).
- ☛ **Fighters (2):** male human, Ftr1: hp 12 (see Appendix 3).
- ☛ **Rogue:** female human, Rog2: hp 12 (see Appendix 3).

APL 6 (EL 8)

- ☛ **Dominal:** male human, Sor6; hp 31 (see Appendix 4).
- ☛ **Fighter:** male human, Ftr2: hp 20 (see Appendix 4).
- ☛ **Rogue:** female human, Rog4: hp 22 (see Appendix 4).

APL 8 (EL 11)

- ☛ **Dominal:** male human, Sor8; hp 41 (see Appendix 5).
- ☛ **Fighters (2):** male human, Ftr3: hp 28 (see Appendix 5).
- ☛ **Rogue:** female human, Rog6: hp 32 (see Appendix 5).

Treasure:

APL 2: Loot: 69 gp;
APL 4: Loot: 65 gp;
APL 6: Loot: 253 gp;
APL 8: Loot: 452 gp; Magic: *+1 rapier* (110 gp); *cloak of charisma* +2(333 gp).

Upper Courtyard: Thirteen feet above the Lower Courtyard is the Upper Courtyard. This is the area where Dominal and his bandit friends were. It can be reached by climbing the stone stairs to the side of the smithy. When they reach the top of the stairs they can see three closed wooden doors. If the characters examine the doors, they may note that they are much newer than the rest of the ruins. The wood, while gray, is sound and solid and the hinges have only a light coating of rust. If a character with the Track feat checks for tracks (a DC 19 Survival check) they will note that people have been using this area recently. Making a DC 24 Survival check will reveal that the most recent tracks entered the door on the left.

F1: Captain's Quarters: This 15 by 15 ft. room was formally the quarters of Captain Steel Eyes himself. Dominal and his bandits have been using the area as sleeping quarters. There are four bedrolls, and some loose items scattered about, a dirty shirt, a torn pair of pants, a small bag with three dice, and three short lengths of rusty chain. A DC 19 Survival check will indicate fresh tracks all about the chamber and coming to and from this chamber. If a character makes a DC 24 Survival check, they will note there are several sets of tracks leading to and from the center of the rear wall of the chamber.

There is a secret stone door at the rear of the chamber (be sure to roll secretly for any elves or dwarves in the party). The door can be located with a DC 15 plus APL Search check. The door can be opened by pushing a small section of stone to the right of the door, locate with a DC 23 plus APL Search check).

☛ **Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; DC 28 Break

F 2 & 3: Mate & Wizard Quarters: These two 15 by 15 ft. rooms were formerly the quarters of Steel Eyes' first mate and ship's wizard. While the bandits sometimes use them as quarters or hideout, currently they are empty.

If the characters find and go through the secret door in F1, then go on to **Encounter 3: What's For Lunch**. This route will eventually lead them safely outside. If the character do not find the secret door or can't find away to open it, they can return back to Hard Beach via the same route they came. Go to **Encounter 4: Vengeance is Mine**.

Encounter 3: What's for Lunch

Once the party has made it past the secret door in room F1 they will find themselves in a pitch-dark corridor that winds to the left and up and down. The corridor is mostly natural, although it has been widened and smoothed in spots to make travel easier. A successful DC 19 Survival check will reveal that a group of people has traveled this way quite recently. A DC 24 Survival check will reveal how many (see above - Dominal and his bandit friends) were in the group.

G: Phantom Fungus: When the party nears area G they will notice a soft blue glow coming from ahead. Have them make a DC 15 Listen check. On a successful roll they notice a series of crunching and slurping sounds. The sound is that of the chamber's guardian phantom fungi. The bandits keep the partially trained fungi here as a guardian. When they come through the chamber, they blow a whistle and toss the fungi something edible. The fungi leave them alone while it devours the offering. Unfortunately for the PCs, if someone enters the chamber without first blowing a whistle, the fungi will stop what it is doing and attack.

When someone moves forward, read the following:

After traveling up and down and mostly to the left for about 50 feet, the corridor opens up in to a somewhat round 30-foot diameter chamber. Stalactites hang from the ceiling 40-feet above you. Water drips from the ceiling into small puddles with a constant dripping sound. Patches of some strange fungi bath the area in an eerie blue glow.

A strange and somewhat disturbing sight greets your eyes. Hanging about four feet in the air is the rear half of a goat. As you watch a large chunk of the goats disappears and you hear a crunching slurping sound. Abruptly, the goat carcass falls to the ground.

APL 2 (EL 3)

☛ **Phantom Fungus:** hp 19; see *Monster Manual* page 207.

APL 4 (EL 5)

☛ **Advanced Phantom Fungus:** hp 53; see Appendix 3.

APL 6 (EL 7)

☛ **Advanced Phantom Fungus (2):** hp 60; see Appendix 4

APL 8 (EL 8)

☛ **Advanced Phantom Fungus (3):** hp 60; see Appendix 5.

Tactics: *At APLs 2 & 4:* The phantom Fungus charges for the nearest character (its original position is directly opposite the entrance). From here on it will not move and always strike at the last character that did it damage. If two PCs hit it in the same round it will attack the one that hurt it the most. At APL 4 the Fungus will stop its charge when the character is within reach (i.e. it has a 10 ft reach).

At APLs 6 & 8: The Phantom Fungus is unable to see invisible creatures, so it will not know where its companions are. Thus they are positioned to take maximum advantage of their reach, without having to move.

At APL 6 there is a Fungus on either side of the entrance, so the PCs will see the carcass on their left.

At APL 8 in addition to the Fungus either side of the door there will be one opposite the entrance. In this case it will not charge, waiting for dinner to come to it, and its friends.

Remember that these are not animals but plants, so *charm animal* or *calm animals* will not work on them.

H: Treasure Chamber: Once the characters have made it past the Phantom Fungus, they will continue on through a winding corridor an additional 80 feet when the corridor opens up in to a large bi-level chamber. The first part of the chamber is 15 feet higher than the lower part of the chamber. The two parts are connected by a stairway. Against one wall of the lower chamber is stacked a collection of barrels and crates--the loot from the bandit's raids. They contain barrels of wine, bolts of cloth, and crates of other trade goods. The goods are bulky and would require a wagon to transport. If the characters do not find Steel Eyes' scimitar, use these goods to supplement the treasure the character receive (50 gp per APL per character). On the far side of the chamber the corridor continues on.

Treasure:

APL 2: Loot 100 gp

APL 4: Loot 200 gp

APL 6: Loot 300 gp

APL 8: Loot 400 gp

DM Note: If the characters bring Novaise back to the ruins via the secret tunnel, this is where they will encounter the bandits and the real Steel Eyes ghost. The bandits have left the caves and will not return for 4 days, so the party, may, if they wish set up an ambush and wait for them.

Once the characters have searched through the bandit's loot, they can continue on through the tunnels and emerge outside. From there it is a trip of a little over of day to reach Hard Beach to the south.

Encounter 4: Vengeance is Mine

Assuming the characters took a little over a day to get to Steelholme, a day to investigate the ruins and a little over a day to get back the party will have three days to kick around Hard Beach before he arrives back in town.

Arriving back at Hard Beach, you have a few days to wait for Novaise to arrive back in town. The Innkeeper at "The Induchines' Rest" informs you that rooms have been arranged and paid for so you're free to wait there if you wish.

Two days have passed when word spreads that Novaise's ship has dropped anchor off shore.

The party can go down to the shore and wait for Novaise's long boat to be rowed to shore are they can wait and "The Induchines' Rest". Whichever course they choose, Novaise will greet them warmly.

"Greetings, my friends, I see that you've made it back. I hope things have gone well. Tell me about Steelholme and what you found there."

Note: The stats for Novaise are in Appendix 1.

Allow characters to tell Novaise about Steelholme in their own words. Novaise's response will depend upon what the characters tell him and well be up to you, the DM.

Novaise will ask whether they think it would be safe for him to see Steelholme now. Provided the character respond a somewhat reassuring response, Novaise will respond with:

"Excellent, I'm sure that with such experienced adventurers acting as my guide, that things will be just fine. We'll leave first thing tomorrow morning."

The trip back to Steelholme will take place without incident. Party members may then take Novaise through the secret tunnel, if they discovered it or they might escort him along the path.

While the party has been waiting for Novaise, Dominal and his bandits have been busy. They have planned a little surprise for Novaise and the PCs. The location of this surprise depends on whether the party takes the cliff-side path or the secret entrance. If they take the cliff-side path then the bandits will attack while the party is in the courtyard. If they take the secret entrance, the bandits will attack in room H.

However, the bandits are in for a surprise themselves. The ghost of Steel Eyes is more than just a local legend. However, the circumstances of his manifestation are rather specific. He will only manifest if a descendant of the Medigian naval officers who had him

shackled to the walls enters the ruins (or if someone tries to pry up the anvil in the smithy where his possessions are stored). Unfortunately for Novaise, one of those Medigian naval officers left behind quite a few children, and Novaise just happens to be a descendant. Shortly after Novaise enters the ruins the ghost will manifest and attempt to kill Novaise.

When party members enter the appropriate areas have them make Spot checks vs the bandits worst Hide check. Those that make the check can act on the surprise round. The bandits will attack the party while Dominal on the level above will attack with spells or crossbow.

Three rounds after the initial full round of combat, the Ghost of Steel Eyes will manifest.

Read the following:

As you fight your foes, suddenly a translucent image of a man with glowing blue eyes rises up through the floor. With a look of pure hate, he glares about at everyone.

At APLs 6 & 8, this is his Horrific Appearance affecting PCs and bandits alike.

Finally his gaze settles upon your employer, Novaise. The ring of steel on steel rings out as he draws a very real looking scimitar and advances on Novaise.

Note to DM: At lower APL 2: Novaise has access to the 1st level magic spell *magic weapon* in case none of the player characters have access to a magic weapon. His first action will be to cast this spell on the weapon of the party fighter closes to him. He will then cast *expeditious retreat* and flee.

Steel Eyes' goal is to use his Malevolence ability to possess Novaise and then have Novaise kill himself. He will ignore the bandits and the party unless they attack him. If the party attacks the ghost, he will respond by attacking them.

The bandits will at first assume that the Ghost is another of Dominal's illusionary ghosts. However, when it begins attacking and doing real damage (immediately at APL's 6 & 8) the bandits will realize their error and attempt to flee.

Bandits:

APL 2 (EL 5)

- ☛ **Dominal:** male human, Sor4; hp 21; see Appendix 2.
- ☛ **Thugs (4):** male human, War1: hp 10; see Appendix 2.

APL 4 (EL 6)

- ☛ **Dominal:** male human, Sor4; hp 21; see Appendix 3.
- ☛ **Fighters (2):** male human, Ftr1: hp 12; see Appendix 3.
- ☛ **Rogue:** female human, Rog2: hp 12; see Appendix 3.

APL 6 (EL 8)

- ☛ **Dominal:** male human, Sor6; hp 31; see Appendix 4.
- ☛ **Fighter:** male human, Ftr2: hp 20; see Appendix 4.
- ☛ **Rogue:** female human, Rog4: hp 22; see Appendix 4.

APL 8 (EL 11)

- ☛ **Dominal:** male human, Sor8; hp 41; see Appendix 5.
- ☛ **Fighters (2):** male human, Ftr3: hp 28; see Appendix 5.
- ☛ **Rogue:** female human, Rog6: hp 32; see Appendix 5.

Steel Eyes:

APL 2 (EL 4)

- ☛ **Steel Eyes:** medium undead (ghost, augmented human) (incorporeal), Ftr2; hp 19; see Appendix 1.

APL 4 (EL 7)

- ☛ **Steel Eyes:** medium undead (ghost, augmented human) (incorporeal), Ftr5; hp 40; see Appendix 2.

APL 6 (EL 9)

- ☛ **Steel Eyes:** medium undead (ghost, augmented human) (incorporeal), Ftr7; hp 54; see appendix 3.

APL 8 (EL 11)

- ☛ **Steel Eyes:** medium undead (ghost, augmented human) (incorporeal), Ftr9; hp 68; see Appendix 4.

Treasure:

- APL 2: Loot: 69 gp;
- APL 4: Loot: 65 gp;
- APL 6: Loot: 253 gp;
- APL 8: Loot: 452 gp; Magic: *+1 rapier* (110 gp); *cloak of charisma* +2(333 gp).

All APLs: Magic: *+1 ghost touch scimitar* (693 gp)

Conclusion

If Novaise survives the encounter with Steel Eyes, he will be very grateful.

"Thank you, my friends! I don't know why that ghost attacked me, but without your intervention, he would have had me for sure. Rest assured, I will do everything within my power to see that your bravery is suitably rewarded."

Novaise will pay party members double the agreed upon fee. He will also use his influence to grant party members access to certain items.

- ☛ **Influence of Novaise:** If the character stopped the Ghost of Steel Eyes from killing him, Novaise is very

grateful that you saved him from the Ghost of Steel Eyes. He has used his influence to grant you one time regional access to one of the following items:

- immovable rod* (DMG p. 231) 5,000 gp
 - ioun stone, pale blue rhomboid* (DMG 260) 8,000 gp
 - rope of climbing* (DMG 266) 3,000 gp
 - vest of escape* (DMG 268) 5,200 gp
 - ring of swimming* (DMG 233) 2,500 gp
- Upgrade a weapon with the *screaming* Special Ability (A&EG 97) +1 bonus

If Novaise doesn't survive there will be no one left to pay the party. They can take his body back to Hard Beach and notify his ship. The ship will take Novaise's body to a place where he can be raised and Novaise will send the party the agreed upon fee.

After the battle, if no one thinks of it on their own, have a party member make a DC 20 Knowledge (religion) roll to realise that ghost must have the actual physical object of items they use near to them. With that knowledge they may decide to search the ruins to find Steel Eyes stash beneath the anvil in the smithy.

Novaise's Payment: The characters can earn more gold if they used Diplomacy to negotiate a higher fee at the start of the adventure. In addition Novaise will pay the characters a bonus, double the agreed upon fee, if they save him from Steel Eyes' Ghost.

- APL 2: Base: 20 gp
Negotiated up: 24 gp
Base w/ Bonus: 40 gp
Negotiated up w/ Bonus: 48 gp
- APL 4: Base: 40 gp
Negotiated up: 50 gp
Base w/ Bonus: 40 gp
Negotiated up w/ Bonus: 100 gp
- APL 6: Base: 60 gp
Negotiated up: 75 gp
Base w/ Bonus: 120 gp
Negotiated up w/ Bonus: 150 gp
- APL 8: Base: 80 gp
Negotiated up: 100 gp
Base w/ Bonus: 160 gp
Negotiated up w/ Bonus: 200 gp

The End

Campaign Consequences

1. Was Steel Eyes destroyed? If so did he rejuvenate?
2. Was Novaise killed?
3. Did any bandits survive? If so which ones.
4. Did the players find the sword?

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 3: What's for Lunch

Defeat the Phantom Fungi

APL2	90 XP
APL4	150 XP
APL6	210 XP
APL8	240 XP

Encounter 4: Vengeance is Mine

Defeat Steel Eyes

APL2	120 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP

Encounter 2: Scarecrow OR

Encounter 4: Vengeance is Mine

Defeat the bandits

APL2	150 XP
APL4	180 XP
APL6	240 XP
APL8	330 XP

Save Novaise

APL2	45 XP
APL4	67 XP
APL6	90 XP
APL8	112 XP

Discretionary Role-playing Award

APL2	45 XP
APL4	68 XP
APL6	90 XP
APL8	113 XP

Total Possible Experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1125 XP

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly

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

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

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

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

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

Bandit Equipment:

APL 2: Loot: 69 gp;
APL 4: Loot: 65 gp;
APL 6: Loot: 253 gp;
APL 8: Loot: 452 gp; Magic: *+1 rapier* (110 gp); *cloak of charisma* +2(333 gp).

Bandit Loot (Trade goods):

APL 2: Loot 100 gp
APL 4: Loot 200 gp
APL 6: Loot 300 gp
APL 8: Loot 400 gp

Steel Eyes' Scimitar: (at all APL's)

Magic: *+1 ghost touch scimitar* (693 gp)

Novaise's Payment: The characters can earn more gold if they used Diplomacy to negotiate a higher fee at the start of the adventure. In addition Novaise will pay the

characters a bonus, double the agreed upon fee, if they save him from Steel Eyes' Ghost.

APL 2: Base: 20 gp

Negotiated up: 24 gp

Base w/ Bonus: 40 gp

Negotiated up w/ Bonus: 48 gp

APL 4: Base: 40 gp

Negotiated up: 50 gp

Base w/ Bonus: 40 gp

Negotiated up w/ Bonus: 100 gp

APL 6: Base: 60 gp

Negotiated up: 75 gp

Base w/ Bonus: 120 gp

Negotiated up w/ Bonus: 150 gp

APL 8: Base: 80 gp

Negotiated up: 100 gp

Base w/ Bonus: 160 gp

Negotiated up w/ Bonus: 200 gp

Total Possible Treasure

APL 2: Loot: 169 gp; Coin: 48 gp; Magic: 693 gp -

Total: 910 gp

(Cap 450 gp)

APL 4: Loot: 265 gp; Coin: 100 gp; Magic: 693 gp -

Total: 1058 gp

(Cap 650 gp)

APL 6: Loot: 553 gp; Coin: 150 gp; Magic: 693 gp -

Total: 1,396 gp

(Cap 900 gp)

APL 8: Loot: 761 gp; Coin: 200 gp; Magic: 1220 gp -

Total: 2181 gp

(Cap 1300 gp)

Special

☛ **Influence of Novaise:** If the character stopped the Ghost of Steel Eyes from killing him, Novaise is very grateful that you saved him from the Ghost of Steel Eyes. He has used his influence to grant you one time regional access to one of the following items:

immovable rod (DMG p. 231) 5,000 gp

iron stone, pale blue rhomboid (DMG 260) 8,000 gp

rope of climbing (DMG 266) 3,000 gp

vest of escape (DMG 268) 5,200 gp

ring of swimming (DMG 233) 2,500 gp

Upgrade a weapon with the *screaming* Special Ability (A&EG 97) +1 bonus

☛ **Blood Feud with the Induchine Clan:**

The character named above is now involved in a Blood Feud with the Induchine Clan. From now on, whenever your character participates in an adventure set in, or passing through, The Dullstrand, there is a chance that the Induchine Clan will recognise you and demand revenge.

On entering The Dullstrand, the DM rolls a 1d20 secretly to determine whether or not you are recognised and pursued. This roll can be modified by the use of the Luck domain or a similar luck-based reroll power. On a roll of a 1 you have been recognised and at some point during the scenario are faced with irate members of the Induchine clan baying for your blood.

If you make a DC 10 Disguise check as soon as you enter The Dullstrand you will not be recognised at all.

The Induchine will demand a Blood payment from you of 5000 gp or your life. If you are unable or refuse to pay you will be killed, but may be raised and the Blood feud is considered over. You may cross this off the certificate.

If at anytime you gain a favour with the Induchine Clan, you may exchange it in return for the removal of the Blood Feud.

☛ **Wraithreaver (+1 *ghost touch* scimitar):** Novaise has the famed pirate Steel Eye's +1 *ghost touch* scimitar, Wraithreaver. He has agreed to sell it back to you once you can afford it. Wraithreaver is a cutlass forged in the bladeshop of the famed Hurgrenn the Artificer in Rel Astra in the 2nd century CY. It bears platinum inlaid runes along the curving black steel blade and has Hurgrenn's sun and anvil hallmark embossed into the pommel. (Regional; CL 9th; DMG 224 8,315 gp).

☛ **Blood Feud with the Induchine Clan:**

The character named above is now involved in a Blood Feud with the Induchine Clan. From now on, whenever your character participates in an adventure set in, or passing through, The Dullstrand, there is a chance that the Induchine Clan will recognise you and demand revenge.

On entering The Dullstrand, the DM rolls a 1d20 secretly to determine whether or not you are recognised and pursued. This roll can be modified by the use of the Luck domain or a similar luck-based reroll power. On a roll of a 1 you have been recognised and at some point during the scenario are faced with irate members of the Induchine clan baying for your blood.

If you make a DC 10 Disguise check as soon as you enter The Dullstrand you will not be recognised at all.

The Induchine will demand a Blood payment from you of 5000 gp or your life. If you are unable or refuse to pay you will be killed, but may be raised and the Blood feud is considered over. You may cross this off the certificate.

If at anytime you gain a favour with the Induchine Clan, you may exchange it in return for the removal of the Blood Feud.

Items for the Adventure Record

☛ Influence of Novaise: If the character stopped the Ghost of Steel Eyes from killing him, Novaise is very grateful that you saved him from the Ghost of Steel Eyes. He has used his influence to grant you one time regional access to one of the following items: <i>immovable rod</i> (DMG p. 231) 5,000 gp <i>ioun stone, pale blue rhomboid</i> (DMG 260) 8,000 gp <i>rope of climbing</i> (DMG 266) 3,000 gp <i>vest of escape</i> (DMG 268) 5,200 gp <i>ring of swimming</i> (DMG 233) 2,500 gp Upgrade a weapon with the <i>screaming</i> Special Ability (A&EG 97) +1 bonus	☛ Wraithreaver (+1 <i>ghost touch</i> scimitar): Novaise has the famed pirate Steel Eye's +1 <i>ghost touch</i> scimitar, Wraithreaver. He has agreed to sell it back to you once you can afford it. Wraithreaver is a cutlass forged in the bladeshop of the famed Hurgrenn the Artificer in Rel Astra in the 2nd century CY. It bears platinum inlaid runes along the curving black steel blade and has Hurgrenn's sun and anvil hallmark embossed into the pommel. (Regional; CL 9th; DMG 224 8,315 gp) ☛ Blood Feud with the Induchine Clan: The character named above is now involved in a Blood Feud with the Indichine Clan. From now on, whenever your character participates in an adventure set in, or passing through, The Dullstrand, there is a chance that the Induchine Clan will recognise you and demand revenge (see module for full details).
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Item Access

APL 2

- ❖ +1 *ghost touch scimitar* (8,315 gp, Regional, CL 9th, DMG 224) One time access only

APL 4 (All of APL 2 plus the following)

APL 6 (All of APLs 2-4 plus the following)

- ❖ Mithral shirt (1,100 gp, Adventure, DMG 220)

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

- ❖ *cloak of charisma* +2 (4,000 gp, Adventure, DMG 253)
- ❖ Heavy Darkwood shield (257 gp, Adventure, DMG 283)

Appendix 1: All APLs

Novaise: Male human, Rog2/Sor2/Ari2; CR 6; HD 2d4+2d6+2d8+6 (33); Int +2; Spd 30 ft; AC 19, touch 14, flat footed 17; Base atk +3; Grp +4; Atk +6 melee (1d6+2/16-20, *+1 keen rapier*) or +6 melee (1d4+1/19-20, dagger) or +6 ranged (1d4+1/19-20, hand crossbow); Full Atk +6 melee (1d6+2/16-20, *+1 keen rapier*) or +6 melee (1d4+1/19-20, dagger) or +6 ranged (1d4+1/19-20, hand crossbow); SA Sneak attack +1d6; SQ Evasion; AL CN; SV Fort +1, Ref +5, Will +6; Str 12, Dex 14, Con 12, Int 14, Wis 10, Cha 15.

Skills and Feats: Appraise +7, Bluff +13, Concentration +6, Diplomacy +15, Gather Information +9, Hide +4, Knowledge (arcana) +9, Knowledge (geography) +7, Knowledge (nobility) +7, Listen +2, Move Silently +4, Open Locks +4, Search +4, Sense Motive +6, Sleight of Hand +6; Dodge, Negotiator, Persuasive, Weapon Finesse.

Evasion: On a successful Reflex save against an attack that normally deals ½ damage you take no damage.

Sneak Attack: Any time someone you attack is denied their Dexterity Bonus or you are flanking them, you inflict an extra 1d6 damage.

Possessions: *+1 mithral shirt, ring of protection +2, +1 keen rapier, wand of magic missile* (3rd level).

Spells Known (6/5; base DC = 12 + spell level): 0—*acid splash, detect magic, detect poison, prestidigitation, read magic*; 1st—*expeditious retreat*, (At APL 2 *magic weapon*), (at other APL's *magic missile*).

Physical Description: Novaise is 5'9" with black hair and goatee, he is immaculately groomed and finely dressed. He has a rapier on his right hip.

Kronk: Male half-orc Bbn6; CR6; Medium Humanoid (half-orc); HD 6d12+24; hp 71; Init +1; Spd 30ft.; AC 17, touch 11, flatfooted 16; Base Atk +6/+1; Grp +10; Atk +11 melee (1d12+6, greataxe); Full Atk +11/+6 melee (1d12+6, greataxe); SA Rage; SQ Darkvision 60ft, uncanny dodge; AL N; SV Fort +9, Ref +3, Will +0; Str 19, Dex 13, Con 18, Int 8, Wis 6, Cha 9

Skills and Feats: Climb +3, Jump +1, Listen +6, Survival +6, Swim +1; Blind-Fight, Power Attack, Weapon Focus (greataxe)

Possessions: Greataxe, splint mail.

Appendix 2: APL 2

Bandits:

Dominal: Male human (Oeridian), Sor4; CR 4; HD 4d4+8 (21); Int +5; Spd 30 ft; AC 15, touch 11, flat footed 14 Base atk +2; Grp ++2; Atk +2 melee (1d8/x3, longspear) or +2 melee (1d4+1/19-20, dagger) or +3 ranged (1d8, light crossbow); Full Atk +2 melee (1d8/x3, longspear) or +2 melee (1d4+1/19-20, dagger) or +3 ranged (1d8, light crossbow); SQ Seagull familiar; AL CN; SV Fort +3, Ref +2, Will +4; Str 10, Dex 12, Con 14, Int 12, Wis 10, Cha 17.

Skills and Feats: Bluff +10, Concentration +9, Diplomacy +5, Intimidate +5, Knowledge (arcana) +8, Spellcraft +10; Eschew Materials, Improved Initiative, Silent Spell.

Possessions: Longspear, light crossbow, dagger.

Spells Known (6/7/4; base DC = 13 + spell level): 0—*detect magic, detect poison, ghost sound, mage hand, read magic, touch of fatigue*, 1st—*mage armor, magic missile, silent image*, 2nd—*invisibility*

Physical Description: Dominal is 5'6" with black hair and green eyes. He is wearing no armor and carries a longspear and crossbow.

Thugs: Male human, War1; CR 1/2; HD 1d8+2 (10); Int +1; Spd 30 ft; AC 17, touch 11, flat footed 16; Base atk +1; Grp +4; Atk +5 melee (1d8+3/19-20, longsword) or +2 ranged (1d8/x3, longbow); Full Atk +5 melee (1d8+3/19-20, longsword) or +2 ranged (1d8/x3, longbow); AL CN; SV Fort +4, Ref +1, Will -1; Str 16, Dex 12, Con 14, Int 10, Wis 9, Cha 10.

Skills and Feats: Climb +3, Handle Animals +2, Jump +1; Power Attack, Weapon Focus (longsword).

Possessions: Longsword, longbow, chain shirt, heavy wooden shield.

Encounter 3: What's for Lunch

Phantom Fungus: CR 3; Medium plant; HD 2d8+6; hp 19; Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14; [+4 natural]; Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); SQ Low-light vision, plant traits, greater invisibility; AL N; SV Fort +6, Ref +0, Will +6; Str 14, Dex 10, Con 16, Int 2, Wis 11, Cha 9.

Skills and Feats: Listen +4, Move Silently +6, Spot +4; Alertness.

Greater Invisibility (Su): This ability is constant, allowing a phantom fungus to remain invisible even when attacking. It works like *greater invisibility* (caster level 12th) and last as long as the phantom fungus is alive. This ability is not subject to the *invisibility purge* spell. A phantom fungus becomes visible one minute after it is killed.

Monster Manual page 207.

Encounter 4: Vengeance is Mine

Steel Eyes: Medium Undead (Augmented Human) (Incorporeal), Ftr2; CR 4; HD 2d12 (19); Int +1; Spd Fly 30 ft. (perfect); AC 14 (touch 14, flat footed 13); Base atk +2; Grp +5; Atk +7 melee (1d6+4/18-20, +1 *ghost touch scimitar*); Full Atk +7 melee (1d6+4/18-20, +1 *ghost touch scimitar*); SA Frightful moan, malevolence, telekinesis; SQ Turn resistance +4, manifestation, incorporeal traits, rejuvenation; AL CE; SV Fort +6, Ref +1, Will +0; Str 16, Dex 12, Con -, Int 14, Wis 10, Cha 16.

Skills and Feats: Climb +8, Hide +9, Intimidate +8, Jump +8, Listen +8, Profession (sailor) +2, Search +10, Spot +8, Swim +8; Combat Expertise, Power Attack, Cleave, Weapon Focus (scimitar).

Possessions: +1 *ghost touch scimitar*.

Incorporeal Traits: only other incorporeal creatures, magic weapons or creatures, spells, and spell-like abilities harm Steel Eyes. He is immune to all non-magical attack forms. Even when hit by spells or magic weapons, there is a 50% miss chance (except for positive energy, negative energy, force effects, and attacks made with ghost touch weapons).

He has no natural armor bonus but a deflection bonus equal to his Charisma bonus.

He can enter or pass through solid objects, but must remain adjacent to the object's exterior, and cannot pass through an object whose space is larger than his own. He can sense the presence of creatures or object within a square adjacent to his location, but they have total concealment (50% miss chance). In order to see further or attack normally he must emerge. While inside an object Steel Eyes has total cover, but when he attacks he only has cover and creatures outside with a readied action could attack. He cannot pass through a force effect.

Ghost attacks pass through (ignore) natural armor, armor, and shields. Deflection bonuses and force effect still apply. Ghosts pass through and operate in water as easily as air. Ghost cannot fall. Ghost cannot trip or grapple or be tripped or grappled. They cannot move or manipulate an opponent or its equipment. Ghosts have no weight and do not set off traps triggered by weight.

Ghosts make no sound unless they wish to. Ghost can move at full speed even when they can't see. Except for ghost touch weapons, a ghost uses its Dexterity modifier to melee and ranged attacks.

Rejuvenation (Su): With a successful level check (1d20+2) (DC 16), Steel Eyes' "destroyed" spirit will restore itself in 2d4 days.

Turn Resistance (Ex): Steel Eyes has +4 turn resistance.

Manifestation (Su): Steel Eyes dwells on the Ethereal Plane as an ethereal creature; he cannot be affected by anything in the material world. When manifested he can be harmed only by other incorporeal creatures, magic weapons, or spells with a 50% chance to ignore damage from a corporeal source (see incorporeal traits above).

Frightful Moan (Su): As a standard action, Steel Eyes can emit a frightful moan. All living creatures within a 30 ft. spread must succeed on a DC 14 Will save or become panicked for 2d4 rounds.

Malevolence (Su): Once per round while manifested, Steel Eyes can merge with a creature on the material plane and take control. To do so he must move into the creatures space (this does not provoke an attack of opportunity). The creature can resist the attack with a successful DC 18 Will save. If a creature successfully saves it is immune to Steel Eyes malevolence for 24 hours and the ghost can't enter the creatures space. If the save fails Steel Eyes vanishes into its body.

Telekinesis (Su): Steel Eyes can use *telekinesis* as a standard action (caster level 12). Once he has used this ability he must wait 1d4 rounds before he can use it again.

Appendix 3: APL 4

Bandits:

Dominal: Male Human (Oeridian), Sor4; CR 4; HD 4d4+8 (21); Int +5; Spd 30 ft; AC 15 (touch 11, flat footed 14) Base atk +2; Grp +2; Atk +2 melee (1d8/x3, longspear) or +2 melee (1d4+1/19-20, dagger) or +3 ranged (1d8, light crossbow); Full Atk +2 melee (1d8/x3, longspear) or +2 melee (1d4+1/19-20, dagger) or +3 ranged (1d8, light crossbow); SQ Seagull familiar; AL CN; SV Fort +3, Ref +2, Will +4; Str 10, Dex 12, Con 14, Int 12, Wis 10, Cha 17.

Skills and Feats: Bluff +10, Concentration +9, Diplomacy +5, Intimidate +5, Knowledge (arcana) +8, Spellcraft +10; Eschew Materials, Improved Initiative, Silent Spell.

Possessions: Longspear, light crossbow, dagger.

Spells Known (6/7/4; base DC = 13 + spell level): 0—*detect magic, detect poison, ghost sound, mage hand, read magic, touch of fatigue*, 1st—*mage armor, magic missile, silent image*, 2nd—*invisibility*

Physical Description: Dominal is 5'6" with black hair and green eyes. He is wearing no armor and carries a longspear and crossbow.

Fighter: Male human, Ftr1; CR 1; HD 1d10+2 (12); Int +1; Spd 30 ft; AC 17, touch 11, flat footed 16; Base atk +1; Grp +4; Atk +5 melee (1d8+3/19-20, longsword) or +2 ranged (1d8/x3, longbow); Full Atk +5 melee (1d8+3/19-20, longsword) or +2 ranged (1d8/x3, longbow); AL CN; SV Fort +4, Ref +1, Will -1; Str 16, Dex 12, Con 14, Int 10, Wis 9, Cha 10.

Skills and Feats: Climb +3, Handle Animals +2, Jump +1; Power Attack, Cleave, Weapon Focus (longsword).

Possessions: Longsword, longbow, chain shirt, heavy wooden shield.

Rogue: Female human, Rog2; CR 2; HD 2d6+2 (12); Int +3; Spd 30 ft; AC 16, touch 13, flat footed 13; Base atk +1; Grp +2; Atk +4 melee (1d6+1/18-20, rapier) or +4 ranged (1d6/x3, comp. shortbow); Full Atk +4 melee (1d6+1/18-20, rapier) or +4 ranged (1d6/x3, comp. shortbow); SA Sneak attack +1d6; SQ Evasion; AL CN; SV Fort +1, Ref +6, Will -1; Str 12, Dex 16, Con 12, Int 12, Wis 9, Cha 10.

Skills and Feats: Balance +10, Climb +6, Disable Device +6, Hide +8, Jump +8, Move Silently +8, Open Lock +8, Search +6, Swim +6, Tumble +10; Dodge, Weapon Finesse.

Possessions: Rapier, comp. shortbow, masterwork studded leather.

Evasion (Ex): On a successful Reflex save you take no damage.

Sneak Attack: When someone you attack is denied their Dex bonus or you are flanking them, you inflict an extra 1d6 points of damage.

Encounter 3: What's for Lunch:

Advanced Phantom Fungus: CR 5; Large Plant; HD 5d8+25; hp 53; Init +0; Spd 20 ft.; AC 14, touch 8, flat-footed 14 [[-1 Dex, +6 natural, -1 size]]; Base Atk +3; Grp +10; Atk +10 melee (1d8+7, bite); Full Atk +10 melee (1d8+7, bite); SQ Low-light vision, plant traits, greater invisibility; AL N; SV Fort +9, Ref +0, Will +2; Str 22, Dex 8, Con 20, Int 2, Wis 12, Cha 9.

Skills and Feats: Listen +4, Move Silently +9, Spot +4; Alertness, Weapon Focus (Bite).

Greater Invisibility (Su): This ability is constant, allowing a phantom fungus to remain invisible even when attacking. It works like *greater invisibility* (caster level 12th) and last as long as the phantom fungus is alive. This ability is not subject to the *invisibility purge* spell. A phantom fungus becomes visible one minute after it is killed.

Encounter 4: Vengeance is Mine:

Steel Eyes: Medium Undead (Augmented Human) (Incorporeal), Ftr5; CR 7; HD 5d12 (40); Int +1; Spd Fly 30 ft. (perfect); AC 14 (touch 14, flat footed 13); Base Atk +5; Grp +8; Atk +10 melee (1d6+6/18-20, +1 *ghost touch scimitar*); Full Atk +10 melee (1d6+6/18-20, +1 *ghost touch scimitar*); SA Corrupting gaze, frightful moan, malevolence; SQ Turn resistance +4, manifestation, incorporeal traits, rejuvenation; AL CE; SV Fort +7, Ref +2, Will +1; Str 16, Dex 13, Con -, Int 14, Wis 10, Cha 16.

Skills and Feats: Climb +11, Hide +9, Intimidate +11, Jump +11, Listen +8, Profession (sailor) +4, Search +10, Spot +8, Swim +11; Combat Expertise, Improved Disarm, Power Attack, Cleave, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: +1 ghost touch scimitar.

Incorporeal Traits: only other incorporeal creatures, magic weapons or creatures, spells, and spell-like abilities harm Steel Eyes. He is immune to all non-magical attack forms. Even when hit by spells or magic weapons, there is a 50% miss chance (except for positive energy, negative energy, force effects, and attacks made with ghost touch weapons).

He has no natural armor bonus but a deflection bonus equal to his Charisma bonus.

He can enter or pass through solid objects, but must remain adjacent to the object's exterior, and cannot pass through an object whose space is larger than his own. He can sense the presence of creatures or object within a square adjacent to his location, but they

have total concealment (50% miss chance). In order to see further or attack normally he must emerge. While inside an object Steel Eyes has total cover, but when he attacks he only has cover and creatures outside with a readied action could attack. He cannot pass through a force effect.

Ghost attacks pass through (ignore) natural armor, armor, and shields. Deflection bonuses and force effect still apply. Ghosts pass through and operate in water as easily as air. Ghost cannot fall. They cannot trip or grapple or be tripped or grappled. They cannot move or manipulate an opponent or its equipment. Ghosts have no weight and do not set off traps triggered by weight.

Ghosts make no sound unless they wish to. Ghost can move at full speed even when they can't see. Except for ghost touch weapons, a ghost uses its Dexterity modifier to melee and ranged attacks.

Rejuvenation (Su): With a successful DC 16, level check (1d20+5). Steel Eyes' "destroyed" spirit will restore itself in 2d4 days.

Turn Resistance (Ex): Steel Eyes has +4 turn resistance.

Manifestation (Su): Steel Eyes dwells on the Ethereal Plane as an ethereal creature; he cannot be affected by anything in the material world. When manifested he can be harmed only by other incorporeal creatures, magic weapons, or spells with a 50% chance to ignore damage from a corporeal source (see incorporeal traits above).

Corrupting Gaze (Su): Steel Eyes can blast living being at a glance, at a range of 30 ft. Creatures that meet his gaze must succeed on a DC 15 Fort save or take 2d10 points of damage and 1d4 points of Charisma damage.

Frightful Moan (Su): As a standard action, Steel Eyes can emit a frightful moan. All living creatures within a 30 ft. spread must succeed on a DC 15 Will save or become panicked for 2d4 rounds.

Malevolence (Su): Once per round while manifested, Steel Eyes can merge with a creature on the material plane and take control. To do so he must move into the creatures space (this does not provoke an attack of opportunity). The creature can resist the attack with a successful DC 18 Will save. If a creature successfully saves it is immune to Steel Eyes malevolence for 24 hours and the ghost can't enter the creatures space. If the save fails Steel Eyes vanishes into its body.

Appendix 4:

APL 6

Bandits:

Dominal: Male Human (Oeridian), Sor6; CR 6; HD 6d4+12 (31); Int +5; Spd 30 ft; AC 15, touch 11, flat footed 14; Base Atk +3; Grp +3; Atk +4 melee (1d8/x3, mw longspear) or +3 melee (1d4+1/19-20, dagger) or +5 ranged (1d8, mw light crossbow); Full Atk +4 melee (1d8/x3, mw longspear) or +3 melee (1d4+1/19-20, dagger) or +5 ranged (1d8, mw light crossbow); SQ Seagull familiar; AL CN; SV Fort +4, Ref +3, Will +5; Str 10, Dex 12, Con 14, Int 12, Wis 10, Cha 17.

Skills and Feats: Bluff +12, Concentration +11, Diplomacy +5, Intimidate +5, Knowledge (arcana) +10, Spellcraft +12; Eschew Materials, Improved Initiative, Silent Spell, Spell Focus (Illusion).

Possessions: Master work longspear, masterwork light crossbow, dagger.

Spells Known (6/7/6/4; base DC = 13 (14 illusions) + spell level): 0—*detect magic, detect poison, ghost sound, mage hand, open close, read magic, touch of fatigue*, 1st—*mage armor, magic missile, shield, silent image*, 2nd—*invisibility, touch of idiocy*, 3rd—*haste*.

Physical Description: Dominal is 5'6" with black hair and green eyes. He is wearing no armor and carries a longspear and crossbow.

Fighter: Male Human, Ftr2; CR 2; HD 2d10+4 (20); Int +1; Spd 30 ft; AC 17, touch 11, flat footed 16; Base Atk +2; Grp +5; Atk +7 melee (1d8+3/19-20, masterwork longsword) or +3 ranged (1d8+3/x3, comp. longbow); Full Atk +7 melee (1d8+3/19-20, masterwork longsword) or +3 ranged (1d8+3/x3, comp. longbow); AL CN; SV Fort +5, Ref +1, Will -1; Str 16, Dex 12, Con 14, Int 10, Wis 9, Cha 10.

Skills and Feats: Climb +4, Handle Animals +2, Jump +2; Point Blank Shot, Power Attack, Cleave, Weapon Focus (longsword).

Possessions: Masterwork longsword, comp. longbow (+3 str.), chain shirt, heavy wooden shield.

Rogue: Female Human, Rog4; CR 4; HD 4d6+4 (22); Int +3; Spd 30 ft; AC 17, touch 13, flat footed 17; Base Atk +3; Grp +4; Atk +7 melee (1d6+1/18-20, masterwork rapier) or +6 ranged (1d6/x3, comp. shortbow); Full Atk +7 melee (1d6+1/18-20, masterwork rapier) or +6 ranged (1d6/x3, comp. shortbow); SA Sneak attack +2d6; SQ Uncanny dodge, evasion, trap sense; AL CN; SV Fort +2, Ref +7, Will +1; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +10, Climb +7, Disable Device +8, Hide +9, Jump +8, Listen +5, Move Silently +8, Open Lock +10, Search +8, Spot +5, Swim +6, Tumble +12; Dodge, Mobility, Weapon Finesse.

Possessions: Masterwork rapier, comp. shortbow, mithral chainshirt.

Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

Trap Sense (Ex): +1 to Reflex saves and AC vs traps.

Evasion (Ex): On a successful Reflex save you take no damage.

Sneak Attack: When someone you attack is denied their Dex bonus or you are flanking them, you inflict an extra 2d6 points of damage.

Encounter 3: What's for Lunch:

Advanced Phantom Fungus: CR 5; Large Plant; HD 6d8+30; hp 60; Init +0; Spd 20 ft.; AC 14 (touch 8, flat-footed 14) [[-1 Dex, +6 natural, -1 size]]; Base Atk +4; Grp +14; Atk +11 melee (2d6+7, bite); Full Atk +11 melee (2d6+7, bite); Space/reach, 10 ft./10 ft.; SQ Low-light vision, plant traits, greater invisibility; AL N; SV Fort +10, Ref +1, Will +3; Str 22, Dex 8, Con 20, Int 2, Wis 12, Cha 9.

Skills and Feats: Listen +4, Move Silently +10, Spot +4; Alertness, Weapon Focus (Bite), Improved Natural Attack.

Greater Invisibility (Su): This ability is constant, allowing a phantom fungus to remain invisible even when attacking. It works like *greater invisibility* (caster level 12th) and last as long as the phantom fungus is alive. This ability is not subject to the *invisibility purge* spell. A phantom fungus becomes visible one minute after it is killed.

Encounter 4: Vengeance is Mine:

Steel Eyes: Medium Undead (Augmented Human) (Incorporeal), Ftr7; CR 9; HD 7d12 (54); Int +1; Spd Fly 30 ft. (perfect); AC 14, touch 14, flat footed 13; Base atk +7; Grp +10; Atk +12 melee (1d6+6/18-20, +1 *ghost touch scimitar*); Full Atk +12/+7 melee (1d6+6/18-20, +1 *ghost touch scimitar*); SA Frightful moan, horrific appearance, malevolence; SQ Turn resistance +4, manifestation, incorporeal traits, rejuvenation; AL CE; SV Fort +8, Ref +3, Will +2; Str 16, Dex 13, Con -, Int 14, Wis 10, Cha 16.

Skills and Feats: Climb +13, Hide +9, Intimidate +13, Jump +13, Listen +8, Profession (sailor) +5, Search +10, Spot +8, Swim +13; Combat Expertise, Improved Disarm, Dodge, Mobility, Power Attack, Cleave, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: +1 *ghost touch scimitar*.

Incorporeal Traits: only other incorporeal creatures, magic weapons or creatures, spells, and spell-

like abilities harm Steel Eyes. He is immune to all non-magical attack forms. Even when hit by spells or magic weapons, there is a 50% miss chance (except for positive energy, negative energy, force effects, and attacks made with ghost touch weapons).

He has no natural armor bonus but a deflection bonus equal to his Charisma bonus.

He can enter or pass through solid objects, but must remain adjacent to the object's exterior, and cannot pass through an object whose space is larger than his own. He can sense the presence of creatures or object within a square adjacent to his location, but they have total concealment (50% miss chance). In order to see further or attack normally he must emerge. While inside an object Steel Eyes has total cover, but when he attacks he only has cover and creatures outside with a readied action could attack. He cannot pass through a force effect.

Ghost attacks pass through (ignore) natural armor, armor, and shields. Deflection bonuses and force effect still apply. Ghosts pass through and operate in water as easily as air. Ghost cannot fall. They cannot trip or grapple or be tripped or grappled. They cannot move or manipulate an opponent or its equipment. Ghosts have no weight and do not set off traps triggered by weight.

Ghosts make no sound unless they wish to. Ghost can move at full speed even when they can't see. Except for ghost touch weapons, a ghost uses its Dexterity modifier to melee and ranged attacks.

Rejuvenation (Su): With a successful DC 16 level check (1d20+7), Steel Eyes' "destroyed" spirit will restore itself in 2d4 days.

Turn Resistance (Ex): Steel Eyes has +4 turn resistance.

Manifestation (Su): Steel Eyes dwells on the Ethereal Plane as an ethereal creature; he cannot be affected by anything in the material world. When manifested he can be harmed only by other incorporeal creatures, magic weapons, or spells with a 50% chance to ignore damage from a corporeal source (see incorporeal traits above).

Frightful Moan (Su): As a standard action, Steel Eyes can emit a frightful moan. All living creatures within a 30 ft. spread must succeed on a DC 16 Will save or become panicked for 2d4 rounds.

Horrific Appearance (Su): Any living creature within 60 ft that views Steel Eyes must succeed on a DC 16 Fort save or immediately take 1d4 pts of Str damage, 1d4 pts of Dex damage, and 1d4 pts of Con damage. A creature that successfully saves cannot be affected by his horrific appearance for 24 hours.

Malevolence (Su): Once per round while manifested, Steel Eyes can merge with a creature on the material plane and take control. To do so he must move into the creatures space (this does not provoke an attack of opportunity). The creature can resist the

attack with a successful DC 18 Will save. If a creature successfully saves it is immune to Steel Eyes malevolence for 24 hours and the ghost can't enter the creatures space. If the save fails Steel Eyes vanishes into its body.

Appendix 5: APL 8

Bandits:

Dominal: Male Human (Oeridian), Sor8; CR 8; HD 8d4+16 (41); Int +5; Spd 30 ft; AC 15, touch 11, flat footed 14; Base Atk +4; Grp +4; Atk +5 melee (1d8/x3, mw longspear) or +4 melee (1d4+1/19-20, dagger) or +6 ranged (1d8, mw light crossbow); Full Atk +5 melee (1d8/x3, mw longspear) or +4 melee (1d4+1/19-20, dagger) or +6 ranged (1d8, mw light crossbow); SQ Seagull familiar; AL CN; SV Fort +4, Ref +3, Will +6; Str 10, Dex 12, Con 14, Int 12, Wis 10, Cha 18 (20).

Skills and Feats: Bluff +16, Concentration +13, Diplomacy +5, Intimidate +5, Knowledge (arcana) +12, Spellcraft +14; Eschew Materials, Improved Initiative, Silent Spell, Spell Focus (Illusion).

Possessions: Masterwork longspear, masterwork light crossbow, dagger, *cloak of charisma* +2.

Physical Description: Dominal is 5'6" with black hair and green eyes. He is wearing no armor and carries a longspear and crossbow.

Spells Known (6/8/7/6/4; base DC = 15 (16 illusions) + spell level): 0—*acid splash, detect magic, detect poison, ghost sound, mage hand, open close, read magic, touch of fatigue*, 1st—*enlarge person, mage armor, magic missile, shield, silent image*, 2nd—*invisibility, scorching ray, touch of idiocy*, 3rd—*fireball, haste*; 4th—*phantasmal killer*.

Fighter: Male Human, Ftr3; CR 3; HD 3d10+6 (28); Int +1; Spd 30 ft; AC 17, touch 11, flat footed 16; Base Atk +3; Grp +6; Atk +8 melee (1d8+3/19-20, masterwork longsword) or +4 ranged (1d8+3/x3, comp. longbow); Full Atk +8 melee (1d8+3/19-20, masterwork longsword) or +4 ranged (1d8+3/x3, comp. longbow); AL CN; SV Fort +5, Ref +2, Will +0; Str 16, Dex 12, Con 14, Int 10, Wis 9, Cha 10.

Skills and Feats: Climb +7, Handle Animals +3, Jump +7, Swim +6; Point Blank Shot, Precise Shot, Power Attack, Cleave, Weapon Focus (longsword).

Possessions: Masterwork longsword, comp. longbow (+3 str.), masterwork chain shirt, heavy darkwood shield.

Rogue: Female Human, Rog6; CR 6; HD 6d6+6 (32); Int +3; Spd 30 ft; AC 18, touch 13, flat footed 18; Base Atk +4; Grp +5; Atk +8 melee (1d6+2/18-20, *+1 rapier*) or +8 ranged (1d6+1/x3, masterwork comp. shortbow); Full Atk +8 melee (1d6+2/18-20, *+1 rapier*) or +8 ranged (1d6+1/x3, masterwork comp. shortbow); SA Sneak attack +3d6; SQ Uncanny dodge, evasion, trap sense; AL CN; SV Fort +3, Ref +8, Will +2; Str 12, Dex 16, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Balance +12, Climb +9, Disable Device +10, Hide +11, Jump +10, Listen +7, Move

Silently +8, Open Lock +10, Search +10, Spot +7, Swim +8, Tumble +14; Dodge, Mobility, Spring Attack, Weapon Finesse.

Possessions: *+1 rapier*, comp. shortbow (+1 str), mithral chainshirt.

Uncanny Dodge (Ex): You retain your Dexterity bonus to AC even if flatfooted or struck by an invisible attacker.

Trap Sense (Ex): +2 to Reflex saves and AC vs traps.

Evasion (Ex): On a successful Reflex save you take no damage.

Sneak Attack: When someone you attack is denied their Dex bonus or you are flanking them, you inflict extra 3d6 points of damage.

Encounter 3: What's for Lunch:

Advanced Phantom Fungus: CR 5; Large Plant; HD 6d8+30; hp 60; Init +0; Spd 20 ft.; AC 14 (touch 8, flat-footed 14) [[-1 Dex, +6 natural, -1 size]]; Base Atk +4; Grp +14; Atk +11 melee (2d6+7, bite); Full Atk +11 melee (2d6+7, bite); Space/reach, 10 ft./10 ft.; SQ Low-light vision, plant traits, greater invisibility; AL N; SV Fort +10, Ref +1, Will +3; Str 22, Dex 8, Con 20, Int 2, Wis 12, Cha 9.

Skills and Feats: Listen +4, Move Silently +10, Spot +4; Alertness, Weapon Focus (Bite), Improved Natural Attack.

Greater Invisibility (Su): This ability is constant, allowing a phantom fungus to remain invisible even when attacking. It works like *greater invisibility* (caster level 12th) and last as long as the phantom fungus is alive. This ability is not subject to the *invisibility purge* spell. A phantom fungus becomes visible one minute after it is killed.

Encounter 4: Vengeance is Mine:

Steel Eyes: Medium Undead (Augmented Human) (Incorporeal), Ftr9; CR 11; HD 9d12 (68); Int +2; Spd Fly 30 ft. (perfect); AC 14, touch 14, flat footed 13; Base Atk +9; Grp +12; Atk +14 melee (1d6+6/18-20, *+1 ghost touch scimitar*); Full Atk +14/+9 melee (1d6+6/18-20, *+1 ghost touch scimitar*); SA Frightful moan, horrific appearance, malevolence; SQ Turn resistance +4, manifestation, incorporeal traits, rejuvenation; AL CE; SV Fort +9, Ref +5, Will +3; Str 16, Dex 14, Con -, Int 14, Wis 10, Cha 16.

Skills and Feats: Climb +15, Hide +10, Intimidate +15, Jump +15, Listen +8, Profession (sailor) +6, Search +10, Spot +8, Swim +15; Combat Expertise, Improved Disarm, Dodge, Mobility, Spring Attack, Power Attack, Cleave, Weapon Focus (scimitar), Weapon Specialization (scimitar), Elusive Target.

Possessions: +1 ghost touch scimitar.

Incorporeal Traits: only other incorporeal creatures, magic weapons or creatures, spells, and spell-like abilities harm Steel Eyes. He is immune to all non-magical attack forms. Even when hit by spells or magic weapons, there is a 50% miss chance (except for positive energy, negative energy, force effects, and attacks made with ghost touch weapons).

He has no natural armor bonus but a deflection bonus equal to his Charisma bonus.

He can enter or pass through solid objects, but must remain adjacent to the object's exterior, and cannot pass through an object whose space is larger than his own. He can sense the presence of creatures or object within a square adjacent to his location, but they have total concealment (50% miss chance). In order to see further or attack normally he must emerge. While inside an object Steel Eyes has total cover, but when he attacks he only has cover and creatures outside with a readied action could attack. He cannot pass through a force effect.

Ghost attacks pass through (ignore) natural armor, armor, and shields. Deflection bonuses and force effect still apply. Ghosts pass through and operate in water as easily as air. Ghost cannot fall. They cannot trip or grapple or be tripped or grappled. They cannot move or manipulate an opponent or its equipment. Ghosts have no weight and do not set off traps triggered by weight.

Ghosts make no sound unless they wish to. Ghost can move at full speed even when they can't see. Except for ghost touch weapons, a ghost uses its Dexterity modifier to melee and ranged attacks.

Rejuvenation (Su): With a successful DC 16, level check (1d20+9) Steel Eyes' "destroyed" spirit will restore itself in 2d4 days.

Turn Resistance (Ex): Steel Eyes has +4 turn resistance.

Manifestation (Su): Steel Eyes dwells on the Ethereal Plane as an ethereal creature; he cannot be affected by anything in the material world. When manifested he can be harmed only by other incorporeal creatures, magic weapons, or spells with a 50% chance to ignore damage from a corporeal source (see incorporeal traits above).

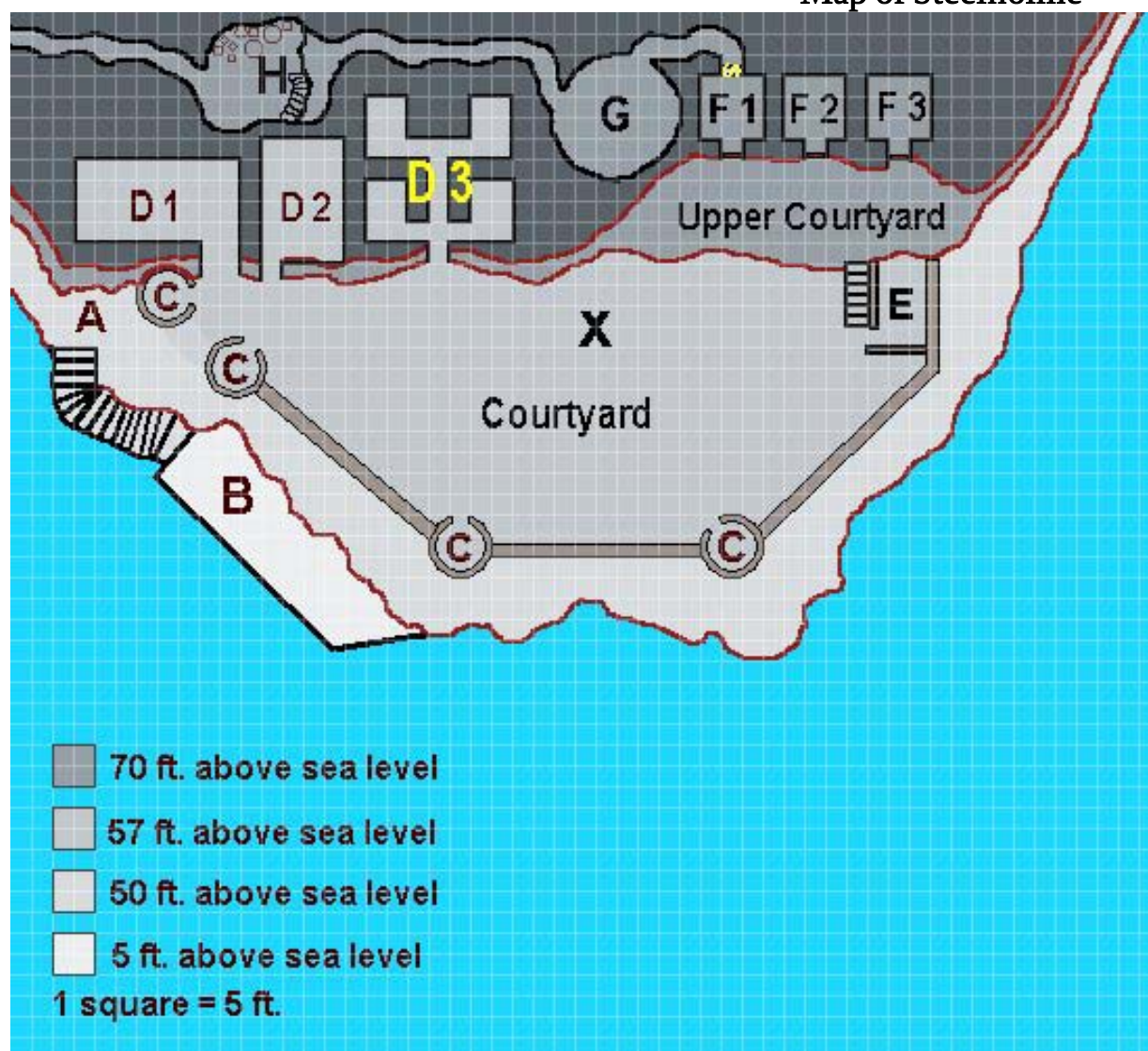
Frightful Moan (Su): As a standard action, Steel Eyes can emit a frightful moan. All living creatures within a 30 ft. spread must succeed on a DC 17 Will save or become panicked for 2d4 rounds.

Horrific Appearance (Su): Any living creature within 60 ft that views Steel Eyes must succeed on a DC 17 Fort save or immediately take 1d4 pts of Str damage, 1d4 pts of Dex damage, and 1d4 pts of Con damage. A creature that successfully saves cannot be affected by his horrific appearance for 24 hours.

Malevolence (Su): Once per round while manifested, Steel Eyes can merge with a creature on

the material plane and take control. To do so he must move into the creatures space (this does not provoke an attack of opportunity). The creature can resist the attack with a successful DC 18 Will save. If a creature successfully saves it is immune to Steel Eyes malevolence for 24 hours and the ghost can't enter the creatures space. If the save fails Steel Eyes vanishes into its body.

Appendix 6 Map of Steelholme



Appendix 7

New Rules Items

Elusive Target:

New Tactical Feat: from the *Complete Warrior* (p. 110):

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Player's Handout 1: Legend of Steel Eyes

In 205 C.Y. the pirate Steel Eyes, so named for his gray eyes and cold glare, established a fort, Steelholme, north of the location where Hard Beach now lies. From this fort he preyed on Medegian shipping. In 212 C.Y. the Medegian Navy successfully stormed the fort. Capturing the fort, they shackled Steel Eyes alive to the fort walls. They then sailed off leaving Steel Eyes to bake in the hot coastal sun.

Local legends, told around campfires, have it, that as seagulls pecked out his steely glare, Steel Eyes cursed the Medigians and the walls of Steelholme to which he was shackled. Legend also reports that a sudden storm struck and sunk the Medegian fleet as they sailed for home. Not a single sailor made it home alive.

Some say that the Ghosts of Steel Eyes and his not so merry men still roam the Steelholme ruins. Late at night Steel Eyes can be seen roaming the battlements and empty halls the chains with which he was shackled to the wall clanking along behind him.