

KEO2-07



GETTING THERE IS HALF THE FUN

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

Version 1

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Reviewers: Keoland Triad

A wine merchant needs an escort to Geoff. A tale of betrayal, deception, and Darkwatch who actually show up before the battles are over! And adventure for characters level 1-10. The first part of the *Don't Shoot the Messenger* series.

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

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

PREPARATION

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

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

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

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

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

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

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

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

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

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

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to join them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Keoland. All characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

ADVENTURE SUMMARY AND BACKGROUND

This adventure is designed to be the first in a regional series. It is possible that the consequences of this round can be so dire that the characters will not be able to progress onto future adventures in this series.

In an attempt to give a personal effect and additional opportunities to roleplay to characters that may come before the Dungeon Master, some suggestions are given to integrate some of the various Keoish and Gran March meta-gaming organizations interests into the plot. You should familiarize yourself with the documentation for the following groups before play: Darkwatch, the Keoland Barrister's Guild, and the Gran March Military - particularly the Pathfinders. You are encouraged to obtain background information from these organizations by visiting their websites at <http://www.keoland.com> and <http://granmarch.oerth.com/>

This adventure is based on a simple premise: a disguised nobleman needs to sneak to Geoff to deliver a belated wedding gift to Princess Calisse of Keoland, who has recently been betrothed to Brenin (Duke) Owen of Geoff.

If only it were that simple. This particular nobleman, Charlton Pental Dasco, is the descendant of two Keoish lines who have this knack for getting themselves into dire straits: House Dasco and House Pental. The following back history of the two houses would be known to anyone with Knowledge (history – Keoland) or Knowledge (nobility – Keoland). You should allow parts of this to be revealed as they see fit on any DC roll of 15 or higher. Give Keoish Noble PCs, and any Keoish Ambassador, Herald, or Barrister PC a +2 circumstance bonus. The full history would be known on a DC 30.

HOUSE PENTAL

One of the least known Noble Houses of Keoland, the Pentials are often referred to as “the Landlackers,” a derogative jibe at their history. House Pental is a younger house compared to many others, and it was this very quality that caused their fall from enfeoffment.

The patriarch of the House was Alistaire Pental, a servant to the Duke Tavish of Gradsul circa CY 286. The Duke’s son was a robust and aggressive lad who often would wander into the nearby Dreadwood on adventurous forays, bringing his servant Alistaire with him.

On one such excursion, the retinue was beset by a pack of lizardfolk. Tavish the Younger (as the Black Prince was then known) attacked immediately. Alistaire, sensing that these creatures may be reasoned with, tripped his liege so that the offensive would not find its mark. As the king-to-be brushed himself off, Alistaire successfully defused the hostility and preserved his Lord’s life.

Needless to say the young Tavish was not amused, but rather embarrassed. Especially so when the other servants reported the incident to his father, the Duke. Duke Tavish, in contrast, was overjoyed to discover that his son’s life was saved.

Alistaire was made a courtier and given a tutor – a task that was accomplished by having young Tavish’s teacher include another pupil in his lessons – further burning envy into his son’s heart. Alistaire took to formal learning like a fish to water, soaking up lessons on the Arts of Keoish History, Letters, Law and the Sciences. Indeed, he often found that he remembered his lessons by creating little songs to remind him. These ditties often enamored him with the ladies of the court through their cleverness and beauty.

Within a few years, Alistaire had earned the nickname, “The Barrister Bard,” after breaking into singsong soliloquies in the courts of law. Had his natural charisma not been so overwhelming, the stodgy judges would have held him in contempt. And after winning a case, Alistaire could be found reveling in his own brand of rhetoric at a nearby inn.

To Alistaire’s astonishment, Duke Tavish ascended to the throne of the Lion in CY 287, and he accompanied his master to their new court. In Niole Dra, Alistaire continued his wily and wanton ways, arguing on behalf of House Rhola by day and raising a ruckus at night.

Through the years since, Pentials have served in most if not all of the noble courts as lawyers, diplomats, advisors and courtesans. All of the following generations held the same natural gift for charisma – in some this manifested as sorcerous powers, other are successful bards, and even a few turned to the divine as successful paladins. Alistaire’s direct descendant, and last of his direct line, Alistaire XVII, has gone missing since a leaving on trip to Greyhawk to discuss a business matter with one known as Bwirse on behalf of the merchant Aldon Brendingund. One Pental, Drella (a great-granddaughter), is even known to have married the famed assassinated ambassador, Dartun Dasco. Charlton is directly descended from this union.

HOUSE DASCO

As mentioned above, Dartun Dasco perhaps the most well known of Keoland’s ambassadors to Geoff, was lost after being dispatched to find why the Duchy refused to send troops for Keoland’s Small War with Veluna. For further information, please be directed to the Geoff entry of the *Living Greyhawk Gazetteer* page 48. It was while Dartun was on his last mission, that his wife began showing the fruits of their union. Within the customary time, she gave birth to a child carrying both the best and worst traits of the combined lineages. And so many other Pental-Dasco’s came and went until we reach today.

CHARLTON PENTAL DASCO

Charlton, on the one hand, is a great diplomat: charismatic, diplomatic, handsome, intelligent, well-learned, with the Pental gift for song and persuasion and the Dasco sense for politics; on the other hand, he is impulsive, sometimes insecure, prone to too much drink and lechery.

Until recently, he was under the tutelage of his cousin Alistaire, but after Alistaire’s disappearance, he has taken upon many of his cousin’s duties as a legal advisor to Duke Luschan of Gradsul – by no means his head barrister, but gaining in importance.

That was until the fateful day this past spring at the wedding of Princess Calisse of Keoland and Owen Brenin of Geoff. On this day of such high importance, Charlton succumbed to the weakness that plagued his Pental ancestor’s for all their history – too much drink. Charlton had been drunk before – everyone at the wedding knew (some even expected) that – but what most didn’t know was that in his younger years during one of his moments of debauchery in Greyhill he had an affair with an equally young and naive Calisse, the daughter then of Kimbertos Skotti before he took the throne. It was not a serious affair, but the fling hit Charlton’s heart in its bull’s eye.

It was thus during his moments of insobriety, during the reception, and in the sight of all the gathered guests,

that he objected to perhaps the most important ceremony in all the Sheldomar in generations. When the audience startled, he gazed back in shock to see a very angry Duke Luschan staring him down. He immediately attempted to sprint out of the chamber, but was intercepted by the Royal guards and ejected from the ceremony in due course.

When Charlton sobered up, he felt great remorse for his actions and has since hidden himself in shame. He immediately left Niole Dra, made his way to Gradsul, cleared his things out of the Duke's lodgings and embarked upon the road, disguising himself in hopes of avoiding further embarrassment.

Scene I

Charlton has been hiding away in Plampton in March of Sedenna in recent weeks. As it happens, the Sedenna Wine Festival is about to begin, and already Charlton has indulged his vices. This has the unhappy byproduct of attracting unwanted attention: mainly of the jealous lover variety. Although not revealed identity-wise, the cuckold, a local lord's son, Restkin Rhola, has discovered him. The adventure begins when the PCs come upon the confrontation between these two men.

It is a result of this fight, that Charlton's memory is again jogged, when a piece of cloak is torn and an itemized tiny chest springs forth as the swath touches the ground. He will have his moment of clarity and recall was given to him by Duke Luschan to be presented as a wedding gift to Owen and Calisse. It was to be a cute little trick to pull it from his cloak. Of course, that's what Charlton has been led to believe, the actual person behind this gift will be revealed in the next scenario in this series. The PCs may attempt to intervene and stop the fight and/or retrieve the chest, but if they don't act quickly some scoundrel priest of Olidammara will beat them and scoop up the chest, leading to a possible wild chase through the town. Charlton will attempt to pass himself off as a merchant and attempt to hire the PCs as guards while he travels to Hochoch in Geoff.

What's in the box? That won't be revealed in this adventure, but it has been highly warded and magically protected. Details appear in DM's Aide 1.

SCENE II

While on the road to Regin in Maresmere, the PCs run into another group who claims that they are looking for someone to help their friend who has been accused of being the "Demon Mage of Cryllor" and will be tried and burned as a witch.

This group has following a map that is supposed to lead to a site of ancient Suloise artifacts from the time of the Great Migration. It is their hope that if they were to uncover them, they might be found acceptable to the Royal Society of Explorers, which they heard was accepting new members.

In fact, this is a trap for Charlton and company. One of Charlton's old enemies has been made aware of his misfortunes and wishes to capitalize on his separation

from family and friends. This villain, Thurlman Plard, was a schoolmate of Charlton's they started at the Royal Herald's College together, both given the opportunity to study under some of the greatest bards and music-mages in the kingdom. Whereas Charlton was a natural, Thurlman couldn't seem to grasp the concepts. Thurlman turned to other ways of trying to obtain the knowledge he sought – and so it was that Charlton discovered Thurlman late one night breaking into one of their professor's room to get at his spellbooks. Charlton immediately informed the headmaster, and Thurlman was expelled. It was for this same crime that Thurlman's application to the National Academy of Wizardry was denied; even Drwmij did not wish to bring him into the Sea Mages.

So it was that Thurlman went to where it seems all unwanted things in Keoland end up – Saltmarsh. While he dwelled over his lot in Salinmoor, he began having dreams of him achieving the great power he always wanted, of mastering the high magics that the imperial war wizards wielded. As his dreams began to grow grander, he began to sense something that wasn't in him before, then he noticed it – strange shapeless forms were always at his periphery in his dreams. In his later dreams, he began chasing these silhouettes, until one night his chase led him into a cave, where he was suddenly knocked unconscious in his dream. When he awoke, he found himself in the cave from his dream. It was then that he saw IT. IT did not devour Plard; in fact, IT did not even harm him. Rather, IT gave Plard exactly what he thirsted for, power – but at a price. Exposure to the fiendish magicks broke Plard's mind, and he is little more than an intelligent thrall to IT now. And as Plard has recently discovered, he is changing physically as well (he's becoming an oozemaster).

Divinely inspired, Plard has framed a woman who attended school with the two men. He has planted evidence that she is a priestess of Vecna in hopes that the obvious injustice would draw Dasco to him.

The PCs will come into the town of Shelswake in the Shelspring Barony where "trial" has already begun. The Darkwatch has captured the accused based on eyewitness testimony, but they can find nothing amiss with her. Still, the Darkwatch needs no evidence to convict, but the PCs will be given the time and the opportunity to clear her name.

It is here, if not sooner, that Dasco may reveal himself and offer the group's help to unravel the mystery and help the condemned. They should be able to eventually track down Plard in the Rushmoors and confront him. He may escape or fall to the swords and sorcery of the heroes.

Scene III

Scarlet Brotherhood agents in Plampton observed Dasco's scuffle and saw through his disguise. They wondered why Luschan's agent was in town, the mini-chest raised some eyebrows, and the group is being watched. Through their network, it was determined (perhaps even divined) that Dasco is doing something of great importance for Keoland. Having learned his family history and in light of

the important symbolism his family name holds, a plot has developed to assassinate him. Of course, the Brotherhood, ever aware of the ability for resourceful people to return from death, have decided that it is not the death itself that is important, but rather who is to blame that matters. Hence, they will attempt to frame the Gran March military, which is still sore at the recent loss of influence in Geoff in the past two years to a warmer Geoff-Keoland relationship.

To consummate this plot, the Scarlet Brotherhood has contacted one of their Gran March cell members, Rhoidin Lidion Thalm, an assassin (Rhoidin means such in Suel). He is posing as Captain Gulrm Hanston of the Gran March Pathfinders, a special missions unit of their military. He has through spells and persuasion convinced these special forces that they are engaged in an important mission to protect the interests of the Gran March in that Dasco is a Scarlet Brotherhood spy himself and that he cannot be allowed to make it into Geoff because he is carrying something in the box that will endanger both of their countries. Depending on the tier, he has either recruited those who would wish to join the Pathfinders or conned those already members.

He will set up an ambush in a wooded area between the Shelspring Barony lands and Fort Ravonnar. He will have the charmed soldiers attack while he attempts to get a bead on Dasco for three rounds and then let loose with a fatal flight of arrows. He will then attempt to escape in due haste.

Dasco will be greatly sobered by the experiences of the adventure and explain that he needs some time to recuperate and reflect. He wishes to help out the refugees, for a short while before again embarking on his journey to Hochoch in Geoff. He will ask the heroes if they can rejoin him in a short time and join him for further adventures.

GAME PREPARATION

Ask and record the characters bonuses and or have them pre-roll the following skills before beginning play: Listen, Scry, Sense Motive, and Spot. This way you do not let players know if their rolls were successful and can determine whether they made the DC "behind the screen". Scry will be of particular importance – Plard (Encounter 2) has been trying to scry Dasco for weeks. Even though he has scried his general location, he himself has not seen through Dasco's disguise due to his own insanity. This may change if Dasco reveals himself in the court scene.

Please note that all of the encounters in this module are highly challenging ELs, however, that does not mean that this should be a bloodbath for the PCs. Half of the encounters (notably, 1 and 3) can be greatly defused by good role-playing on the parts of the players. Encounter 4 can become easier at the highest EL, if the hospitalier is incapacitated or has the control over him removed. Encounter 2 should be considered defeated if the PCs can escape with evidence that will exonerate the accused. I recommend that you review the mod a few times, make

notes, and be prepared for the players to do the unexpected.

INTRODUCTION

There is nothing prettier than the leaves changing color in the town of Plampton at Harvest time . . . especially after some selections from the local vintages. The largest town in Sedenna is having its annual wine festival, and it appears that the joviality has already begun.

Give the PCs the chance to state why they may have come to town. In addition to being the pinnacle moment for the vintners of the season, there is a large trade and craft faire. PCs may be able to buy anything that would normally be available at a small city, despite the fact that Plampton is only a large town. The only cheap thing here is wine, which spills aplenty.

The PCs could be here for the Festival itself, as visiting merchants, caravan guards, entertainers, or even as prophets to the drunkards. The judge should help the PCs tailor a reason to make the role-playing more enjoyable.

The most notable presence is masked men in outrageous costumes wearing a symbol depicting a mask composed of half-white and a half-black face. A Knowledge: Religion check (DC 12) will identify these people as priests of Olidirrama. These priests are actually on a "pilgrimage." They make this annual trek to Plampton to enjoy the vintages and bring home some home for "Sacramental" purposes.

For this reason, the City Guard is likewise more noticeable. The PCs should feel that they are being watched while they are outside at the festival. Under these conditions, there is a +5 bonus to all Pick Pocket DCs listed RUP-3 due to their surveillance.

You should role-play with the PCs for about 5 minutes to allow them to get a feel for the festival. Use your imagination to flesh this out. If a PC has Profession: Brewer or some related skill, you can roleplay out some of their profession rolls for fun. Some suggested NPCs that the PCs could interact with might include:

Zarbingin Farflinger, A gnomish tinker and scrivener; Thellius the Soft-shoed, a halfling entertainer; Brothgar, a roving meat-on-a-stick vendor; and Dulcinea, a Hospitalier attending to the inebriated.

Use the following stats for the town guard:

ALL APLS

➤ **Town Guard (Up to 50): mix male and female human**
Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+5; hp 21; Init +1; Spd 20 ft.; AC 18 (touch 10, flat-footed 18); Atks + 5 melee (1d8+2/19-20, longsword); AL N; SV Fort +4, Ref +1, Will +3; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +7, Jump +7, Ride +6; Power Attack, Iron Will, Toughness Weapon Focus (longsword).

Possessions: Splintmail, large steel shield, longsword, signal whistle.

ENCOUNTER 1

Eventually the PCs should all be together in one place. Play out the following scene: Before reading this boxed text, assume that Charlton has a Disguise check of DC 24 and is trying to look like an older man.

Suddenly a loud crash interrupts the festivities as a well-dressed Suel man sprawls headfirst out the window of the tavern you happen to be passing. A voice can be heard from inside yelling, "Come back here! I'm not through with you yet," as an Oeridian male pokes his head out the newly created opening. Another similar looking man also pokes his head out. "Nobody does that to my brother's fiancée." The recently tossed man gets up groggily, reeking of alcohol, with his cloak over his head and face. He blurts out, "I did not know, sir." As he rights his outer garments, his cloak rips, dislodging a patch from the inner lining. The patch lands on the ground, and a small ornate chest the size of a man's palm, springs up where the cloth momentarily rested.

The two men looking out the window are the nephews of the local lord. Dasco has disguised himself as a passing merchant, and in one of his gallivants made a successful pass at the young lady who is to be the bride of that lord's son. Dasco honestly did not know of the betrothal, and in his drunken state nearly made a cuckold of the noble. Needless to say, the two lord's sons think he is of a lesser stature than they and are prepared to trash him quite solidly. At this point, allow any PC who played at the Gyri-Con interactive (July 2002), or any Keoish noble character, or any character in service to Duke Luschan of Gradsul to make a Spot roll to see if they can penetrate Charlton's disguise. Any Keoish character with Profession (barrister) or with more than 5 ranks of Knowledge (Local – Keoland) gets a +2 circumstance bonus on her check. A knowledge (Local – Keoland) check or a Knowledge (Keoish Nobility) (DC 10) will allow the PC to recognize that the Oeridians are Jhan Gringkled and his brother Harolm, nephews of a local noble.

Once the Spot rolls are made, ask the players what their character's intentions are. If any of them respond that they will intervene in any manner, ask them all to roll initiative and proceed to Fight or Flight, below; otherwise, read the following:

In the split second the three combatants take notice of the strange chest on the ground, two of the strangely masked men burst from the crowd and scoop it up. They depart quickly, tossing it back and forth between them as they scurry through the festival throngs. The Suloise man staggers to his feet and turns to follow them, but before he can take but two steps away, the two men jump from the tavern window onto him, sending the three sprawling onto the roadway.

Again ask the PCs what their intentions are. They may intercede on behalf of the obviously besotted and outmatched man. If they do, proceed to Flight or Fight. If they move on and leave the area with no intention of

catching the thieves or helping Dasco, go get a soda, because the adventure is over. The town guards respond and arrest Dasco, and his fate will be determined later. Mark the players' adventure cert indicating that they earned a "Failure", and inform them that this character cannot play the sequel adventure.

FLIGHT OR FIGHT (OR LET'S TALK)

Here the PCs might become involved in the melee that has unfolded before them. Roll initiative, and start calling actions. If the Olidammarans have not already snatched the chest, they may try to do so first. If the priests got to it first, PCs may wish to pursue, see Defrocking the Rogues, below. They may also try to make sure the Dasco doesn't get his lights put out. Make it clear that the combatants are unarmed and merely subduing him, but doing a good job of it. Keep in mind that the PCs should not use weapons to try to stop the pummeling; pulling weapons on nobles will get them arrested – see Encounter 1A Calling the Guard below. It is also possible that the PCs will attempt to use Diplomacy or Intimidate to deal with the nobles. Have the PCs appropriate skill checks as per the PH and DMG. Statistics for Dasco can be found in the Appendix. The statistics for the nobles and thieves can also be found there.

ROGUES DEFROCKED

If any of the PCs managed to beat these Olidammarans in initiative and snatch up the chest, good for them. They avoided an encounter; award them full experience and proceed to Encounter 1a: Calling the Guard, or to Encounter 1c: Introductions Please, as appropriate. Otherwise it's...

THE GRAB N' LAUGH

Tactics: The Olidammarans, depending on the APL of the party, will attempt to weave through the crowd and use misdirection to get away with the chest. Keep in mind that the priests all dress the same. Although not required, the DM is encouraged to use the tailing and related modifiers from *Song and Silence* at your discretion. In any event, if the priests snatch it, you should describe a slapstick chase through the festival.

Make it clear that any ranged weapons have a good chance of hurting innocent bystanders, of which there are many. The rogues get a +6 cover bonus to their AC as a result of the thick crowds. Assume innocents are 2nd-level commoners with 6 hit points each. Anyone who misses an Olidammaran because of cover strikes an innocent. If anyone so strikes an innocent, they will be arrested and sentenced for 4 TUs for assault (if the person lives) or sentenced to death if the innocent died. In this eventuality, the town guards respond *en masse* and arrest the offending PC(s). A fine equal to adventurer's standard for time served is also imposed in any case. Mark the player's or players' adventure cert indicating that they earned a "Failure" and inform them that this character cannot play the sequel adventure.

Give the chasing PCs three chances to catch the thieves – the revelers will use Bluff and Hide to fake throwing the chest to one another across the streets – with an occasional real toss thrown in, each time that the PCs snag the wrong one and chase after another, another reveler nearby will have seen the excitement and joined in on the fun. These revelers will not attack the PCs, but rather attempt to play keep away. Any priests who is physically attacked disengage and head to the inn where they are staying, attempting to lose his pursuer in the process (if they can make three successful Hide rolls in a row, they get away). They will defend themselves if they have no other choice.

If any of the revelers are captured and interrogated, they will reveal that any escaping priests will likely head towards their inn—The Bounty of the Loom—a horrible lie, there is no such inn in the city (which can be confirmed by a Knowledge (local) DC 5) A successful Intimidate or Diplomacy check gets those interrogated to reveal that they are actually staying at the Stern's Way—a popular tavern across town. A Gather Information check (DC 10) leads the PCs to that inn—many folks will have seen the rogues go in and out of there. A Knowledge (local) check (DC 10) reveals that the Stern's Way is owned by a dwarf name Adrian Hammertones. A better success (DC 15) reveals it is not very busy right now because he will only serve dwarven ale from Curget and no wine. A (DC 20) further reveals that a halfling bard by the name of Butteup Brightmeadow provides occasional entertainment. And that the halfling specializes in the Glockenspiel. If the PCs need to go to the Stern's Way, go to Encounter 1b: Hoist it Up.

If character decides to try to keep the box, they will encounter guards at the town gates who are searching all parties passing through. The guards will find the box – they use *detect magic* – as Dasco will have revealed himself while in custody and explained whom he worked for and why the box was important to him. If the offending character escapes Plampton without being captured, confiscate his character, tell him their adventure is over and that you are sending the character to the triad for final disposition. Mark the players' adventure cert indicating that they earned a "Failure" and inform them that this character cannot play the sequel adventure.

If the characters decide that they want to talk to Dasco proceed to Encounter 1c: Introductions Please.

ENCOUNTER 1A: CALLING THE GUARD

There are at least a few instances which will result in the guard being called: 1) The PCs heavily assault the nobles and the nobles call for the guard; 2) The PCs kill the nobles and onlookers call the guard and/or 3) the PCs call the guard. In the first instance, the PCs will be arrested and put in the jail for an additional 6 TUs (3 if Dasco can diplomatically convince a magistrate to release them early for coming to his defense (DC 20), assuming they did.

In the second instance, the PCs will be arrested, summarily tried, convicted and executed for high murder—kindly remove their character from the game.

In the final instance, the guards will attempt to help the PCs talk down the nobles (giving an additional check and a +2 circumstance bonus) and/or arrest the Olidammarans.

If the PCs resist arrest, use the 50 guards detailed above in packs of six to capture them. If the offending character escapes Plampton without being captured, confiscate his character, tell him their adventure is over and that you are sending the character to the triad for final disposition. Mark the player's or players' adventure cert indicating that they earned a "Failure" and inform them that this character cannot play the sequel adventure.

You may find that some characters may want to help the Olidammarans – if they act like they are in cahoots—they may get arrested as well—and will be out of the rest of the module as well as serve 2 TU for disturbing the peace and/or possible theft with the corresponding fine (adventurer's standard) per TU. Mark the player's or players' adventure cert indicating that they earned a "Failure" and inform them that this character cannot play the sequel adventure.

ENCOUNTER 1B: HOIST IT UP

The PCs will only need to come here in the event that the rogues managed to get away through the crowd. You can set the scene by explaining that the bar's main chamber is dominated by a strange piano entirely composed of metal. Although it very obviously looks like a piano, dwarves are reminded of the 'song' a forge makes when touched by the right hand, something the few patrons that are here, everyone of them dwarves, will attest to if asked."

Adrian will be playing the strange piano when the PCs come in; it emits a sound not unlike thunder when played by his hands. He is playing with his eyes closed and singing along to a tune he himself wrote and not paying any attention to the PCs as they come in.

The bar is currently tended by one of his underlings. Talking in the bar as it stands is nearly impossible. A Listen check (DC 15) is necessary to hear the person next to you; however, those who can Read Lips are at an advantage (+4 synergy bonus to their Listen check, or a Read Lips check, whichever is better). In addition, as soon as the PCs attempt to talk to anyone in the bar not of the party or attempt to go up the stairs, have them (preferably secretly by you asking them to make d20 rolls and adding the appropriate modifiers) roll a Listen check. On a DC 21 or better, they hear a loud explosion that was made from upstairs and not from the piano. In any event, by asking around, they can find out that the Olidammarans have rented three rooms upstairs at a cut rate. Getting upstairs, the PCs find the door to one of the rooms off kilter and there are soot marks on the hall floor and ceiling leading into the room. Around a blast radius away from the chest is/are the body(-ies) of the rogue(s) that got away. They are all on the crispy side. The tiny chest sits with its front

facing the door unscathed. A Spellcraft check (DC 33) reveals that a glyph of warding was set off. Once the PCs have the chest, they may return to Dasco and will likely have some questions to ask. Proceed to Encounter 1C: Introductions Please

Encounter 1C: Introductions Please

Adjust the following text based upon the players' actions. Remember that Dasco is protected by a ring of mind shielding.

Thank you my friends. My name is Pollut Zanst. I believe these gentlemen have allowed their gusto to overcome them. I would never cuckold the young master. I must admit that I did advance upon the young lady not knowing of her betrothed status, and I must apologize for the misunderstanding – as she did not bother to mention it to me. (pause) Please, take my hand as I take yours. (shakes each PC's hand).

Dasco is not lying, but he has done this before, so a Sense Motive check (DC 20) will give the listener the sense that this is a rehearsed speech.

As for you fine folk, my sincerest gratitude for intervening on my behalf. Surely such good folk as yourselves would do me the honor of allowing you me to have you as my dinner companions.

If the chest was stolen, add:

As you are aware, a special parcel was relieved of me in the melee. I would reward you further if you can help me retrieve it. Only the gods know what the priestly thieves will do with it.

How do you know they are Olidammarans? (He knows through Bardic knowledge, but answers as follows):
A merchant friend of mine described those masks to me before (Roll Bluff).

What's in the chest? What are you doing?

This is a special parcel that I have been contracted to deliver to a very important person in Geoff. My master has asked me to keep the identities confidential in my dealings, but if you were to help me in this endeavor I'm sure you could meet her.

Other questions should be answered over dinner. If the PCs need to retrieve the chest, go to Encounter 1B: Hoist it Up.

Other questions and responses:

- What's inside the box? **I don't know.** (True – he knows it's a gift but that's it.)
- Why is it so small? **That's how it was given to me, but I understand it is ensorcelled with wards.** (True)
- Where in Geoff do you need to go? **To Hochoch via the road past Ft. Ravonnar.** (True)

- Why don't we just teleport? **I don't know the exact location and I have heard that magic is dangerous and unpredictable. My late uncle tried it and was found with a horrible look on his face sticking out of a statue of Tavish the II in Niole Dra.** (False – Roll Bluff. He's just scared of this mode of transport)
- Why not let us take it? **I'm sorry this is something I have to do – you couldn't understand.** (Sense Motive DC20 indicates he's very uncomfortable with the suggestion)
- Why not? **I don't know you – I'd rather not say right now.** (True)
- How much will you pay us? **100 gp each for the whole journey if you will protect me along the way.**
- How do you intend to get there? **First to Regin in Maresmere, then to Ravonnar, past the Rushmoors and onto Hochoch. Simple really.**

ENCOUNTER 2: A TRYING EXPERIENCE

When the PCs are ready to set off to Hochoch, if time permits, roleplay a day or two of travel. Use this time for Dasco to feel out the PCs. He will want to inquire into their history, etc. Remember that he must renew his disguise once per a day. When you are satisfied with these interactions, read the following:

The rolling plains of Sedenna this afternoon carry a cool breeze. A merchant caravan, consisting of several horses and wagons, travels in your direction on the road.

They will hail the PCs in a friendly manner, and (unless the PCs give them a reason not to reveal news of the realm of the land) you can read or paraphrase the following:

We are returning from the Shelspring Barony. Horrid work there – the people have been plagued by a horrible creature. The Demon Mage of Cryllor has maimed the good folk of Shelswake. A good thing we left when we did, or we may have fallen into its clutches. I hope they hunt the witch down! Fortunately, they captured the foul creature. It had taken the form of a woman and the name Lacey Avpoural, or some such nonsense.

At the mention of this name, Dasco will turn pale. He knows the woman. The PCs can ask further questions, but the merchants don't know much else other than that they heard the witch was attacking people near the edge of the Rushmoors and that she had been captured. If the PCs do not yet know Dasco's true identity, and ask Dasco what to do, he should reply in this fashion:

You kind folk have been my heroes, why should I deny that to others? If you do not think it will delay the journey too much, please lead the way.

If Dasco's identity is known, he will reply as follows:

I suggest we investigate this further. Shelspring Barony is Neheli land. Some of them are a little too happy to declare fellow citizens as witches. I wonder what is actually going on.

If the PCs notice Dasco's reaction and press him on the matter, he will admit that he went to the academy with someone named Lacey Avpoual.

If the PCs decide to investigate the Demon Mage of Cryllor, continue. If they decide to carry on to Ravonnar, proceed to Encounter 3: Parting Shots.

As you continue down the country road towards the Neheli lands of the Shelspring Barony, you can hear the obvious sound of two heavily armored figures approaching quickly from ahead.

Allow PCs the opportunity to respond as they wish. Assuming at least one PC stays out in the open or otherwise attempts to make contact, and that PC nor any other PC is openly a member of the Darkwatch (if there are any Darkwatch – they will flee off the side of the road), proceed with the following:

“Help! Please help us!” Two figures, wide-eyed with lack of sleep, lumber at the highest speed their full plate will allow. The taller of the two men, a dark-skinned Flan, bears a religious symbol (Knowledge: Religion DC 10 – “of Wee Jas”) around his throat. His armor has a morose motif to it: segmented, almost as if some pieces were forged to resemble bone – the breastplate is ribbed, the gauntlets have well-defined finger bones, and the joint of the knees resembles kneecaps. His companion is slightly less intimidating, a Bear of an Oerdian man – nearly 7 feet in height, with a battleaxe tied to his back. His brownish hair hangs as long as his moustache – both lay across the edge of his shoulder plating. “The people of the lands behind us have gone mad; they intend to burn our friend at the stake.”

Hopefully this will have the PCs' attention. If they attempt to engage them in combat, their stats are in the Appendix.

Note: With the lowest APL, if you think that the party needs a little extra help taking on the next encounter, consider having these two available for that battle only, if the PCs can convince them to come back to the Shelspring area with a Diplomacy check (DC 10) or with good roleplaying. Vermilon does most of the talking. Some of the points that may come up in conversation:

- Who are you? **My name is Vermilon Mu'athal (in the segmented armor), and this is my companion Drufus.** (True)
- Who is that is going to be burned at the stake? **Our friend Lacey. She is a mage, but by no means a Demon.** (True)
- Then why do they want to burn her? **Well, y'see – they think she unleashed some fiendish creatures upon some of the townsfolk.** (True as far as he knows)
- What kind of fiendish creatures? **We didn't bother to stay long enough to find out.** (True)

- And where did they say this happened? **Drufus: Oh, that one's easy, over by the edge of the moors.** (True) **Vermilon:** (bops him on the head) **Shut up.**
- What's this about the moors? **We were gathering some wild herbs and things** (False)
- What's this really about? Your friend is in danger!? **Vermilon: Well, we wanted to be entered into the Royal Explorer's Guild, and . . .** **Drufus: There's this ruin, we figured if we could bring something back to Niole Dra, they'd let us in.** (T) **Vermilon:** (bop) **Now you've done it.**
- What does this have to do with her being captured by the Darkwatch? (both of them turn pale white in reflective thought for a moment). **Well, we were chased away by this thing.** **Drufus: It was a big oozy abomination it was, with spouts and eyes, and goo!** **Vermilon: Um, well, yeah.** (True) **We ran for our lives, and well, Lacey sort of got lost on our way out.** (True – but Sense Motive DC 15 to recognize that he is characterizing it better than it really was – he ran like a chicken, not looking back).
- Well, will you come with us? **APL2 & a successful Diplomacy check: Yes, if you'll help us, surely we might succeed at saving her.** **APL4+: We'll come to Shelswake, but only if you protect us from the mob. But we're not going back in that swamp ever again.**
- What's in it for us? **Lacey's father is a merchant in Cryllor, I'm sure he'll reward you if she gets safely home.** (True)

Use your discretion and creativity for any other questions or situations the PCs come up with. If they decide to proceed to Shelwake, proceed to Encounter 2A: Order in the Court. If they wish to continue onto Fortress Ravonnar, proceed to Encounter 3: Parting Shots.

ENCOUNTER 2A: ORDER IN THE COURT

The NPCs in this section should not enter into combat. In the event that they are so engaged, the statistics for Captain Doran and Calder can be found in DM's Aide 2 – Shelswake. Judge DuChamp should be considered an 8th-level expert (judge).

As you arrive in Shelswake, you see a large crowd of people gathered in the town square. An impromptu stage has been erected and it appears the preparations for a bonfire are being made. On the periphery stand three knights looking on with consternation. A large man sits behind an ad hoc podium on the stage, at command of the proceeding before him. He wears the traditional wig and robes of a Keoish jurist. It is obvious he is not a local, as he has an air of quality about him.

Any Keoish PC with at least 5 ranks of Profession (barrister), Knowledge (law), or Knowledge (nobility) will

immediately recognize his figure as “Hanging” Judge Beuragard DuChamp.

Read or paraphrase al of the following box text, adjusting it to the PCs’ actions.

He begins banging his gavel to bring the scene to order. So far there is no sign of the accused.

“Is the prosecution prepared to begin?”

The murmuring of the audience draws to an end as the Prosecutor stands up and faces the audience.

“Your honor, good people of Shelswake. We have in our custody a bane to the Kingdom – once only whispered in hushed tones while the children were sleeping. Its title can be now spoken without fear, for my good people we have captured the notorious Demon Mage of Cryllor.”

A gasp emerges from the crowd.

“And we will convince the court in this trial that her foul witchery ends end here. We ask for the proper penalty – burning at the stake.

The crowd cheers, many of them chanting, “Burn the witch” while shaking unlit torches.

“Order. Order! Order, or I’ll have you all jailed.”

The crowd grows deathly quiet.

“Don’t you folks light a twig until I tell you to! Alright then, bring out the accused.”

A young bewildered woman is led forth from a nearby building, her hands and feet shackled and her mouth gagged. She looks terrified. The dogs in the crowd begin to howl, and four of the children in the front row froth at the mouth and collapse.

This is a self-induced psychological effect that the children have brought upon themselves. While PCs try to attend to them, the following will continue as you see fit. A Heal check (DC 14) brings them back to their senses.

The Prosecutor jumps quickly up and faces the crowd.

“Behold the raw power of the Demon Mage! There is no need for a trial. Let’s burn her now.”

The crowd again begins to chant.

Once someone brings the children to, the following can continue. If no one moves to do so, the judge orders anyone and everyone to do so. Have fun with this – pick on priests first, then paladins.

The judge repeatedly bangs his gavel. “Order, order. Only I get to sentence. All of you sit down.” The crowd does so, as he turns to the young woman. “Now Demon Mage, how do you plead?”

Streams of tears run down the girl’s face as the muffled cries emit from her mouth.

Give the PCs a chance to do something dramatic and/or heroic at this point. I suggest staring each of them in the eyes for 5 seconds if none of them takes initiative. In the event that nobody does a thing to try to save her, read the following. In the event that they do speak up for the girl or act in some way to come to her defense, cater the following boxed text to suit the situation. Use it as a guide as to how the NPCs would react.

Suddenly your employer moves forward. “Not guilty, your honor.”

The judge looks perplexed. “And who in the blue blazes are you?”

Your employer rips off his moustache and pulls off a wig. “I, your honor, am Charlton Pendal Dasco, attache to Duke Luschan of Gradsul, and officer of the Royal Courts.”

You can have the PCs make the appropriate Knowledge (nobility), Profession (barrister), or History (Keoish) (DC 15) to learn something of his background as you feel appropriate.

The crowd looks not amused. Your employer digs into his bag and pulls forth out a court wig as he finishes his announcement.

“Court shall take a recess,” he points at the prosecutor and Dasco, “both of you back in my chambers, now!” He gets up from his chair and starts heading to the Duke’s Tavern.

“Your honor, may I please bring my assistants with me?”

The judge looks back with indignation. “Yeah whatever, get back here, all of you, before I lose my patience and hold you in contempt of court. And Doran, Calder, I want you back here too!”

This last command seems to be directed at a man who is bristling with impatience and seething dislike for the judge, and the second is a thin, wiry and weary-looking man who does not seem to consider hygiene an important aspect of his life.

The judge immediately continues on with an air of expected obedience.

Anyone who has played any of the Darkwatch adaptations of any of the adaptable modules might recognize these two gentlemen – further details of them are given under DM’s Aide 3 – Shelswake.

The PCs may want an explanation at this point. Have Dasco give them an uneasy smile and say something to the effect of “I know she’s innocent – I went to school with her. Now c’mon, it’s not best to keep this judge waiting.” If they demand an explanation, he ignores it and goes inside. If a demand is made that they be paid to do anything involving this matter, he says, “I’m doing this for free, couldn’t you?” If they persist, he adds, “Very well, mercenary, help me prove this girl innocent, and I will give you 50 gold pieces each, but I will remember your motivations later.”

The judge has already made it into the inn’s private room that now serves as his makeshift chambers. The judge takes a seat at a desk and stares at the lot of you before giving a slight shake of the head.

“Alright Dasco, let me bring you up to speed. The accused here is up on some serious charges. Supposedly she’s brought some demons and other fiendish creatures to attack the good townsfolk – or so the charges go. And they’ve got witnesses.”

He turns to the large man in platemail. “Doran, you arrested her. Kindly tell Dasco what you have learned.”

The disheveled man steps forward. “With all due respect your honor, he is really not at liberty to talk about some of the things that he has witnessed.”

The judge’s brows furrow as he gives a glare. “If I wanted your opinion at this point, Mr. Calder, I would have asked for it.

Now lookie here, case you forgot, I'm the one with the robes on here. You had your chance to clear this matter up, but I have jurisdiction now. The Baron of Shelspring, even though he's one of your Darkwatch types, wants to give everyone a fair shake. That's why he gave me this authority when he took over these parts. Now we're going to do this by the books. One more interruption, and I'll hold you in contempt."

Doran begins, "We responded to screaming coming from the north part of town. I was the first of the town guards on the scene. The herbwife Lashanna was screaming in pain and running into town from the Moors, and she was bleeding from the right eye. I asked her what had happened, and she stated she was attacked by a foul flying creature with red eyes. The last thing she saw was a woman break through the reeds screaming at her. My men and I immediately ran up the trail and found the witch on the ground laughing uncontrollably at the carnage she has wrought. I know the gnome Dweedle and Tobias the fisherman have also reported attacks, but only Kremelathe and Calder have talked to them."

The judge, seemingly satisfied with this answer, looks across the gathered people. "Alright Kremelathe, I know I can't force you to reveal what you have discovered by the rules of court . . ." The prosecutor looks relieved. "But Calder, I want you to tell me everything, and this time I'm asking for your opinion."

The disheveled guard once again looks at the judge in indignation. "I'm sorry. I cannot reveal what I know, I am duty bound . . ."

"As am I, now give me one damn good reason why I shouldn't have Doran put you in jail right now."

"Your honor, I am vowed as a Knight of the Malagari to reveal nothing about the alleged incidents for which this woman has been accused."

The judge sits back, holds his head for a moments, and then pulls himself out a flask and begins to pour out a foul-smelling whiskey while he stares into the sky.

Give the PCs another chance to say something creative or insightful. Have the judge reacts positively to anything that the PCs suggest that would allow for Calder to speak on her innocence.

"I understand you have your allegiances to your Lord Calder, but we all have our allegiances to the King and the Barony! As I am here to represent the Crown and Baron Jharmok Redlee Neheli, and witchcraft is a high crime, and she is entitled to a fair trial, I order you to inform us of anything that would indicate her as not culpable for the crime." He looks at the Darkwatch member with a strong antagonism. "Or you go to jail."

Calder grits his teeth, "Very well. Since the time we have put her under arrest, she has offered no resistance. It is strange — her power to obfuscate reality must be great — our priests and paladins report that her pleas of innocence ring true and our paladins detect no maliciousness in her heart. Her witchcraft must be very strong indeed."

The judge, again seemingly satisfied, turns to face your group, "So you see Dasco, there is something to support her plea, but then you have the problem with the witnesses. So here's the deal — I believe in the search for truth — but this trial isn't going to be prolonged either. I have a busy docket. Trial starts after breakfast tomorrow. You better get your case together." He finishes his whiskey and starts to rise.

Dasco asks, "One last thing your honor, may I have my assistants deputized to aid in the investigation."

The judge continues to rise, "Fine, fine, fine. Have the papers ready for when I get back from nature's calling."

Doran jumps up. "This is my jurisdiction!"

Calder joins in. "He's right, there are some places that they have no right to enter . . ."

Bouncing on one leg, the judge grimaces at the two of them. He gives a split second of reflection on their oppositions and says:

AT APLS 2-4

"Alright, this is your house. But you better treat them as guests. Escort 'em where they will. Y'hear me — make sure they stay out of trouble."

In this instance, the party will be accompanied by three of the town militia: Manny, Moe, and Jack. Their stats can be found in the Dramatis Personae. Keep in mind that they may also be accompanied by some of Lacey's companions they met on the road. If this is the case, make sure to roleplay the tension between the two groups.

AT APL 6+

"Don't you boys think you have done enough. Big City Barrister here feels his "Assistants" can find the evidence to save this girl's fanny from the fire — AND I say that she needs all the help she can get. So keep your noses out of it!"

Continue for all:

"If there's nothing else, you're all dismissed."

Allow the PCs to ask any further questions of the Kremelathe the Prosecutor, Captain Doran, or Calder. None of them will be cooperative as they feel that the PCs are infringing on their investigation. In any event the judge needs to go and won't entertain any further questions. If they wait around for him to returns, he will order them out and proceed to hit the whiskey hard until falling into a deep slumber. Tailor the following as appropriate:

As you leave, Calder sneers, "You may have the right to look further into this, but know that we will be watching you as well."

If there are any Darkwatch PCs in the party, he will wink at them. A Spot Roll of DC 20 or an untrained Innuendo check DC 10 by the Darkwatch target can see this.

Note: If a Darkwatch PC approaches Calder by herself later, he will convey a summary of the evidence that can be garnered below with the exception of Lacey's admission to being in search of relics. He will advise the PC that he truly believes that the girl is guilty but can't prove it. He will further advise that he also has his suspicions that she was after something in the swamp.

The PCs can discuss with Dasco how to proceed, but they will likely want an explanation for his deceit up to this point. Role-play this as suggested in his entry under Dramatis Personae. He will state that he wants to review

the case documents and seeks to use the judge's law books, and he will suggest that they investigate by interviewing the witnesses – 10 hours isn't a lot of time to prepare for the trial. Once the players decide how to proceed, go to 2b: The Investigation.

ENCOUNTER 2B: THE INVESTIGATION

Once the PCs leave the Duke's Inn, they have 10 hours until the trial begins and only 16 hours until the Defense will have the opportunity to present its side of the case. If the Defense cannot present any evidence that will show she is innocent, the court will find the testimony of the witnesses sufficient and compelling, and she will be convicted. The execution will begin 18 hours after the PCs leave in this circumstance. In this event, you may allow the PCs to attempt to rescue her by force in that event. In that instance, proceed to Encounter 2d: Jail Break. In any event, please make sure you keep careful track of in-game time for this and the next encounter.

There are three victim-witnesses to the attacks: the gnomish froghunter, Dweedle Forkspringer; Lashanna Twibble, one of the town's herbwives; and Tobias Zachary, a local fisherman. Outsiders coming in and disturbing the trial will likely put off the townsfolk. By asking around town, the PCs can determine their whereabouts by first making a successful Diplomacy check of DC 10, and then a successful Gather Information check of DC 10. This can also be accomplished by good role-playing. Refer to DM's Aide #3 – Shelswake.

Dweedle the gnome can be found in an old shack just on the edge of town. Similarly, Tobias owns a shanty near the edge of town where he has a small pier next on the lake where he was attacked. Lashanna however, has a small modest home in the middle of town.

THE INTERVIEWS

The party may save time if they split up and interview the witnesses individually or in groups. Remember this when calculating the time constraints. Note that none of these witnesses ever saw Lacey actually cast a spell.

Dweedle the Gnome

Dweedle can be found in his home, sitting on a deck chair on his porch. He can be seen as the PCs approach:

A middle-aged gnome dressed in a leather jerkin sits on a chair on a dilapidated porch. His hair is matted down to his face due to the humidity, and he nurses a tall glass of something – liquor you can smell several paces away. His one foot barely touches the floor, while his other is heavily bandaged and is nowhere as stumpy as it should be – even for a gnome. His left foot is in fact missing.

Dweedle is a bit downtrodden in his current state of affairs, but will warm up to any PCs immediately. If asked about his injury, he says:

“Cri-keys fellas, it was enormous! Biggest croc I’ve ever seen that close to town. The beastie was surely the Demon Mage’s work – it was hellish red with sharp rotting teeth and the reddest scales I ever saw. It caught me as I was checking my traps – frogging traps of course.” He reaches under his blankets and pulls out a strange repeating hand crossbow that seems to launch miniature tridents. “Ol’ STRAFE and I have enough of the hoppers under our belts – but the traps are a steady take. Good thing they caught her; she’ll pay for what she did to us honest folk. I seen her running away as I fought the croc off.”

If asked, he can provide the PCs with a rough map of the moors. Draw by hand a facsimile of DM's Aide 4. If given a description of where the others were attacked, he can also indicate those areas. If the party has some way to permanently restore his leg, he will thank them profusely and offer him STRAFE, which he will explain means “Strategic Torque-balanced Ranged Frog Eviscerator.” This will simply act as a repeating crossbow in the adventurer's hands.

Lashanna

This herbwife has remained cloistered in her home since the attack. She should exude vehement anger at her situation – she was an attractive woman until this attack. When the PCs approach her hut, a pot will come flying at them. Tell the leader to make a Reflex save (DC 16) to avoid it or suffer 1d3 points of subdual damage. This will be followed by:

“Go away! I don’t want to see anyone.”

Crying will follow from inside. Assuming that the PCs find some diplomatic way to communicate with her, she will relate the following. As she begins to speak with them she will insure that the left side of her face is kept in shadow:

Oh cruel fate, were you not satisfied by my sentence to old maidenhood, but now to seal it, you send the demon mage to mar my visage so that no man can bear to look upon your gift – my disfigurement.” She sits forward revealing a scratched face overshadowed by an empty eye socket. “Oh foulest of avians, was it my mousey ways that drew your ire? No, for it was with my remaining orb and saw her – dressed in black and rolling uncontrollably on the ground in laughter at my sorrow. I was able to retrieve the watch and have the beast arrested.”

If asked where this dread occurrence happened, she explains:

“I was collecting some cattails just outside town on the edge of the moors when I heard a screeching sound. I turned around and saw a horrible bird with purplish eyes and greenish feathers that dripped ichor. It was horrible, it was awful, it was witchcraft, I tell you.”

She has nothing else to tell the party, and will absolutely refuse to go out into public. If the party has some way to restore her beauty and not just hide her wound, she will be their friend for life.

Tobias Zachary

This middle-aged man of mixed Oeridian descent is in great mourning as he lost his son when the “Demon Mage” attacked. He will need some persuasion to talk unless approached by someone who shows that they have some type of authority. He is a very proud man and very depressed that he could not save his first-born son, Francis. When they finally break through his front and get him to swallow his pride, the PCs will learn through his sobs:

“We were on the north side of the pond outside town pulling in our nets when there was suddenly a snag on the line. I joked with my little one that he might have to go back to cutting bait, when suddenly the net come flying into the air, spilling its load of fish upon us. We laughed heartily.” He seems to almost break a smile when his face grows suddenly grim. “Then it attacked. Its slimy tentacles pulled the oar into the water on one side, while its suckers got my boy on the side of the face with another two and pulled’em right out of the boat. I only saw a bit of it – it was horrible. Black as night it was, with purple glowing eyes, and its beak, its beak . . . It got him with that . . . I smacked it with the other oar, but it was too late. I pulled in to shore, and there she was – I merely caught a glance of her as she ran away. Twas the damned Demon Mage, may her soul burn!”

There is not likely any way that anyone can help this man get his son back. He will be grateful if his death is avenged and remorseful if it is shown that Lacey wasn’t responsible.

Lacey

Lacey is also considered a witness even though she is the accused. She is scared witless, and it will require a Diplomacy check of DC 15 or some type of magic to calm her down. Her adventuring companions can help just by being there – give a +2 circumstance bonus if this is the case. If any Darkwatch are there or any of the town guard, apply a –2 circumstance modifier. While Lacey’s adventuring companions know how they got to the ruins, they do not know what happened to Lacey after she broke off from them.

Lacey and her companions were, as adventures often do, sticking their noses in places they didn’t belong. They were searching for a ruins in the Rushmoors that they believe held Suloise artifacts that might date back to the Great Migrations after the Twin Cataclysms. She found the map to the area in her father’s office; he is a trade goods importer in Cryllor. This map was placed by Plard in his grand scheme to lure out Dasco, a plan that seems, improbably, to have come to fruition – as if divinely, or fiendishly, guided.

If the PCs get her to talk, she may relate the following:

“Well, this whole mess started out when Drufus found this map in my father’s warehouse. We were unloading a crate to make some extra money when he spotted it in some of the packing hay. After we looked at it, we took it to Vermilion of Geoff, a friend of mine who had been an evacuee and settled in the area. He believed from the markings that the site would likely contain artifacts of the Suloise of the Great Migration. We knew that the Rushmoors are off limits and patrolled by the Darkwatch, but considering how close it was to Shelswake, it seemed too enticing, and besides, we heard that Royal Society of Explorers was recruiting again, and figured that the discovery could be our ticket into membership.

We picked up a fourth for our group in Middlebridge – a young halfling named Gillinham who represented that he was an experienced trapfinder. The four of us made it up to Shelswake about a week ago. We tromped our way through the moors. Luckily the map got us through – we would have been lost otherwise.

We came across this tower on a causeway in the swamp. It was barely standing; two or three floors seemed mostly intact. We chose to go up to the second floor. Here my memory gets a little blurry. As Drufus and I went up to the next floor and checked on a door, there was a sudden screaming from below. I turned and saw Vermilion looking down the stairs. He saw Gillinham fly out a door on the first floor with a strange book in his hands. We began to descend. That’s when we saw it. An ooze form was seeping out under the door and began to coagulate. This strange creature formed into a spout of water with eyes and began spraying a viscous liquid at us. It did this to me.” She raises her shirt and reveals a nasty burn mark on her right side.

“After that, the three of us ran. Ran hard. I tripped. I did not see them when I regained my footing. I heard arcane words behind me: summoning spells. I turned at a corner and saw a fiendish crocodile, and I avoided it, but an unfortunate gnome felt its fury. I didn’t stop for fear of losing my life.”

“I then turned directions after nearly falling into the mire, and found myself at the shore of a pond. I regained my breath, but heard more arcane words. I looked back behind me to find its source, but to no avail. Then I heard a scream from the water. Turning around, I spied a boy being snatched by a fiendish octopus from a small fishing vessel. Another figure, his father I think, wrestled with all his might to prevent the loss. I attempted to scream out to him, but my mouth was sealed shut with fear. I heard more arcane words behind me. I ran again, leaving the poor man to his fate.”

“The moors began to get less thick, and I realized that I must be close to town. I made my way with all my remaining strength. That’s when I heard something behind me screeching. I looked back and saw a demonic hawk coming through the cattails. I dove into the water-soaked earth and looked up in time to see it attack another woman. I saw it flap around her head. Then it pecked out her eye and flew back the way it came. It landed on the silhouette of a figure in the shadows. I never saw a face; there seemed to be a sack or something around the head. I heard a gurgling laughter, and something to the effect of “Come on out, take the bait. I know you will come now.” Then there were some more arcane words and I began to uncontrollably laugh. I’m not sure where the figure went – my

eyes watered I laughed so hard. Shortly thereafter, as I laid the ground laughing, the guards came and I was arrested.

None of her band have the map, and none are experienced enough to reconstruct it. If they try to retrace their steps, they will get lost. However, if shown the map created by Dweedle, any of them can give a vague approximation of where they found the tower.

Once all the info is gathered to the PCs' satisfaction, they may want to proceed to investigate the swamp. If informed of their departure, Dasco will want to accompany them, desiring to see for himself what the source of the trouble is. He can be convinced to stay in town – any reasonable argument will work: he needs his sleep, he should brush up on his case research, stay with Lacey, etc.

Once the party is prepared to enter the Rushmoors, proceed to **Encounter 2C: Rush Into the Moors**.

ENCOUNTER 2C: RUSH INTO THE MOORS

What has really happened?

Thurlman Plard, an adversary of Dasco's from earlier in his career, has plotted this entire scenario. It was Dasco's exposure of Plard's trespassing into their tutor's spellbook collection at the Herald's college that got Plard expelled, as well as denying him obtaining admission into the National Academy of Wizardry. His demonic sponsor has told him how to draw out Dasco. It seems that if the PCs have gotten this far, he was successful. What he didn't expect was the heroes to venture into the swamp with or without Dasco.

The story that Lacey described is accurate, although the following should be noted: the thief that accompanied the group ran off with Plard's spellbook that contained all of his spells of 4th level and higher – it and its bearer fell into one of the moor's many quagmires and will not be recovered.

When the adventurers split up, Plard decided to chase Lacey. He cast his summon monster spells – each creature summoned was drawn from a layer of the abyss where ooze-creatures are the main inhabitants, and thus they have some ooze physical qualities. He does not have full control of these creatures, so they mindlessly attack the first creature that they see: in this case, all the innocent bystanders that Lacey passed. When he came upon Lacey, he was divinely contacted: this would bring him Dasco. He laughed mercilessly and left Lacey for the local authorities.

When playing Plard, remember that he is absolutely insane but not stupid. He will attempt to trick, manipulate, and harm the PCs any way he can. He will take cheap shots and run. If he can get away, he will – and he will make his way back to another one of his hideouts in Salinmoor. If he gets away, the PCs will have to track him down some other time – doing so is outside the scope of the module. If they decide to go after him, the

module is over. Award experience as appropriate, and indicate a "Partial Success." Dasco will admire their temerity but find them unreliable.

One other note: Plard isn't the actual demon mage. Throughout Keoland and its surrounding lands, a legend has been made of a certain "Demon Mage of Cryllor" – an enigmatic bogeyman that has been the butt of many jokes and the scapegoat for some heroes' follies. Whether or not there actually is a demon mage is of no importance – what is important is that there are weak and unbalanced minds in Keoland who have heard the story and become obsessed with it.

For the rest of this encounter, the judge should refer to the Area Map, as well as the Dungeon Map set found in DM's Aides # 4. The party should eventually come to understand that there are three locations where they may pick up the trail of the Plard.

Anyone in town can take them to either the swamp boat or where the herbwife was attacked. To get to Dweedle's traps, an Intuit Direction (DC 18) must be made, or they must find Plard's trail from these locations – Dweedle's trail has been washed away by the rain in swamp.

At any one of these locations, the PCs may be able to find a single set of boot tracks (DC 15 Search) in addition to Lacey's obvious tracks. These tracks will be found near a discarded herbwife's basket, a swamped rowboat, and a triggered giant frog trap as appropriate. A further search around these areas will reveal a soggy than usual patch of land surrounding the bootprints as follows: APL2: DC 18, APL4: DC 20, APL6: DC 22, APL 8: DC 26, APL10: DC 30

If a Wilderness Lore (Track) check is made, this soggy ground indeed seems to form a trail – plant life seems to have been unnaturally pushed away in a definite pattern, and sometimes it appears as if parts of the plants have been dissolved in some fashion. APL2: DC16, APL4: DC 18, APL6: DC20, APL8: DC 24, APL10: DC 26.

A creature with scent can make this tracking check at half the DC, but it will require a successful Handle Animal check (DC 15) to make it proceed unless it is trained to attack unnatural creatures. It will sense the unnaturalness of the creature and refuse to continue otherwise. In addition, a druid who speaks with plants can be given directions by the local flora.

If the PCs just stumble blindly into the swamp without seeking directions, let them make a Spot check if they go near the north end of the pond or the south end of the moors near town. If they make a DC 12 Spot check, they will see either the overturned rowboat or the herbwife's basket as appropriate. For every hour spent wandering about the same area, allow another check. Once the specific item is spotted, proceed as above with regards to finding the trails. Keep careful track of game time.

If the PCs stumble past the trapper's attack site without a good sense of where they are going, make it hard for the PCs to get to where they are going, but allow any reasonable plan to come to fruition by the early dawn, e.g. using a flying animal to try and find the ruins, etc.

The party will likely be very tired by this point and will suffer penalties as appropriate to their level of fatigue.

In The Swamp

In the swamp, on the trail of Plard, the PCs will encounter a swamp denizen.

APL 2 (EL 2)

🐉 **Shocker Lizard** (1): hp 13; see *Monster Manual*.

Tactics: It will attempt to surprise from hiding and shock PCs.

APL 4 (EL 4)

🐉 **Shocker Lizard** (3): hp 13, 13, 13; see *Monster Manual*.

Tactics: They will attempt to surprise from hiding and shock PCs with their communal attacks.

APL 6 (EL 6)

🐉 **Tendriculos** (1): hp 94; see *Monster Manual*.

Tactics: This monstrosity has recently moved into the area and is ravenous. It will attempt to consume the party.

APL 8 (EL 8)

🐉 **Shambling Mound** (2): hp 60, 60; see *Monster Manual*.

Tactics: They try to hide and surprise the party.

APL 10 (EL 10)

🐉 **Trolls** (6): hp 63, 63, 63, 63, 63, 63; see *Monster Manual*.

Tactics: This hunting pack is on a mission to find food. The PCs will do nicely. They will charge right at them. This encounter should start 2d20+20 feet away from the party due to the limited visibility in the swamp.

I'M MR. OOZEMASTER

Plard is hiding out in an old tower of Suloise design that barely stands upright on an eroding causeway. Only a story and a half of the structure remain intact. Its once-solid stone construction is tumbling. All ceilings are 10' high, and the walls and floors are crafted flagstone. There is no illumination in any of these rooms unless otherwise noted. There are plenty of nooks and crannies for both small PC animal companions (rats, birds, weasels, etc.) as well as Plard's ooze "friends" to squeeze through. When you feel they are close enough to spot it, read the following:

Crossing over another mire, you see a structure starting to jut forth from the surrounding haze that defines the Rushmoors. Pushing a swath of cattails out of the way, you spy a ruined tower – it seems only about a story or so of it remain, and it appears to be teetering off the side of an eroding causeway.

Nothing guards the entrance into the ruins. Please refer to DM's Aide #5 – Tower Ruins Map.

1. MAIN HALL

This one-room tower is barely illuminated by the gloom from outside (and your own sources of light). The northern section of the ceiling is long gone, exposing displaced floor supports and jutting worked stone from what must remain of the floor above. Luckily, the same fate has not befallen this level, as evidenced by the large puddles collecting on the stone block floor. The area appears to have been stripped clean – not a bit of refuse about – and it shines with a gleam. There are two staircases, one leading up, the other down.

A portion of the floor is actually an ooze hidden by an illusion. If someone comes within 10' of the ooze, it attacks. There is also a 10' pit that lies before where the ooze is resting. If someone falls into the pit, they will land in the water in Area 5. The ooze will then drop on top of them.

🔮 **Illusion over pit trap** (20 ft. fall): CR 4; no attack roll necessary; Reflex save avoids (DC 20); Search (DC 20) to find.

APL 2 (EL 3)

🐉 **Gelatinous Cube** (1): hp 58; see *Monster Manual*.

APL 4 (EL 6)

🐉 **Gray Ooze** (2): hp 26, 26; see *Monster Manual*.

APL 6 (EL 7)

🐉 **Ochre Jelly** (2): hp 60, 60; see *Monster Manual*.

APL 8 (EL 9)

🐉 **Black Pudding** (2): hp 115, 115; see *Monster Manual*.

APL 10 (EL 11)

🐉 **Advanced black pudding** (2); see Appendix I.

2. Landing

Read the following if the PCs have light:

The stairs bring you to an enclosed landing. The stairs on the far side are clogged with rubble. Two doors lead off into the inner tower. Strangely, there is no dust or debris in this area.

There is nothing of interest in this area.

3. Bedroom

The door to this room falls off its hinges with a resounding thud when it is opened.

This room, or what remains of it, bears the ravages of exposure. The very support beams creak, and the stones grind against one another in an eerie melody. Warped support beams jut off into space above the ground floor. Whatever once could be found in this room has long since been looted or wasted away – except a

single glint coming from the groove between two of the beams at the very edge of the broken floor.

This is such a predictable trap, but may nonetheless catch the unwary or unlucky. The glint is that of a single copper coin. Any PCs weighing more than 30 lbs, with gear, will cause the remaining floor to collapse and fall for 2d6 points of damage due to the fall and the stones and beams coming down.

4. The Intact Room

Light is again needed to see the details of this room.

This room has seemed to have weathered the years better than the rest. Four stone posts mark what was once a bed – the sheets reduced to a pile of brownish rot. The walls are streaked with a slimy green coating and there is a yellowish growth on the remaining carpet. Above the bed carved into the wall is a mural depicting a number of – it's hard to tell with the chipping paint – possibly pale skinned humans with red and blonde hair in long robes gathered in a circle. There is a mountain – possibly a range, and beyond that what appears to be fire raining down upon darker skinned humans. Some type of inscription lies below the mural.

The mural was inscribed by a first generation Suloise artist who escaped the Invoked Devastation. Any PC with Ancient Suloise as a language can read the inscription – “Never forget the Past,” otherwise a Decipher Script (DC 20) roll is needed. The Royal Society of Explorers would indeed look kindly upon anyone who could bring a rubbing of this mural back with them. Anyone who actually takes steps to do so at the conclusion of this adventure should have it noted on their log sheet – it may help them gain a step into joining that organization.

The fungus and mold growing in the room is of the normal variety, although it is there to appear ominous. Paranoid parties may waste valuable time and resources dealing with the growths, assuming they are monstrous molds and fungus.

5. The Basement

Assuming the PCs have light, read the following:

The stairs lead down right into a dark pool of brackish, sludgy water. An “island” of stone remains on the far side of the basement. It appears there are bits of furniture and things over there. A part of the near wall has collapsed, revealing a natural cavern beyond – likewise waterlogged. From behind an outcropping you see a strange fluidic spire of stone jutting out.

It is here that Plard lairs. Try to make the players as paranoid about the water as possible. Plard is expecting them, as he will likely have heard the sounds of combat upstairs.

There are some bits of furniture in the dry area. This is where Plard sleeps and plots. The PCs will be able to find his treasure, as well as his diary and travelling spell books. **Please note that as a result of the combat, his crystal ball may be destroyed. Take note of where it is at**

the beginning of the combat, and determine if anything would disturb it, causing it to shatter.

The encounter begins with Plard and his pet hiding under the water behind some of the stalactites. Give him a +10 on his Hide check.

Consult the Appendix for the monster stats and tactics.

Once Plard has been dispatched, the PCs may thoroughly search the area.

The Strange Statue

Should they investigate the stone in the cavern, they will find a waterworn (or possibly worn by something else) stalagmite that has been formed to appear as a many-eyed watery abomination. Anyone laying their gaze upon should immediately make a Will save (DC 20) or suffer the effects of a special kind of insanity. This symbol was created by an entity other than Plard, and it was cast at 15th level. Depending in the APL, it can only affect so many hit points worth of creatures. Whether the save is made or not, subtract this from the remaining total: **APL2: 20hp; APL4: 40 hp; APL 6: 70hp; APL 8: 100hp; APL 10: 140hp**

Those who fail will develop a form of megalomania and a fondness for slimes, oozes, and jellies. For further info, refer to the Adventure Certificate. Those who make a Knowledge: Arcana or Religion (DC 28) or a Knowledge: Planes (DC 23) will recognize the form is that of the Demon Prince Jubilex.

If they search Plard's living area, they will find some personal items and effects, as well as treasure appropriate to the APL. In addition they will find his spellbooks for all spells he has for levels 1-4. They will also find his diary with entries detailing his acceptance to the Herald's College and application to the National Academy of Wizardry in 584. By 585 he complains of his inability to grasp the material as fast as everyone else. The entries that follow are typical schoolboy tribulations, until 8 Coldeven 586. Then the diary goes into how Dasco caught him trying to break into Professor Junif's study to sneak a peek at his spellbooks. Plard pled with him to not turn him in, even offering a bribe and threatening him physically. Dasco did not give in to these ploys, however, and it is apparent from the following entries that he was dismissed in disgrace and likewise that his application to the NAW was denied. The book has no more entries until 19 Readyng 588. There he begins to talk about an entity that contacted him in his sleep. It told him to come to Saltmarsh and it would bestow upon him the power of the ancients. He decided to explore this dream and the places he saw in it – although he does not describe them well. Another entry can be found in Readyng 591: this details about how he has clarity now and will seek his revenge upon Dasco and a whole other list of perceived enemies, including the entire faculty of the herald's college, the NAW, and for some reason, the Royal Guild of Bakers. The writing become more disorganized in the months leading up to this an encounter. Plard seems to have tried to track down Dasco at the wedding with no

avail. At the wedding he did overhear the tales of the demon mage, and his warped mind struck upon the idea that he could draw Dasco out by framing someone else as the demon mage and then destroying him when he investigated. He knew that Dasco hid after the wedding, but it was just a matter of time, and he would create as many demon mages as he needed to get what he wanted. The diary goes into detail how he scried upon Lacey and found her to be the perfect tool for his scheme. He planted the map and let her curiosity do the rest of the work.

If someone casts speak with dead upon Plard (he will resist), not only will they be tinkering with necromantic magic forbidden in Keoland, but they will also learn that Plard's mind is destroyed. He will rant about his interactions with the entity known as Jubilex, his Lord and Ooze Master. Whatever he is asked should be answered with mostly babble, but try to seed these points in where appropriate:

- He took it from me! He must pay!
- The plan was perfect!
- The Slime Lord said he would help me. His child told me so.
- Saltmarsh! Saltmarsh holds the answers.

Tactics: Plard will take a defensive position in waist high water, taking cover behind the hanging rocks, and have his elemental familiar defend him. If Dasco is not with the party, he will attempt to capture as many of the PCs as possible in order to learn where Dasco is. If Dasco is with them, he'll throw the fireball, then use his other offensive spells to full effect, targeting Dasco specifically. He will flee if the battle is turning against him.

Clean Up

What would an encounter be in the Rushmoors without the Darkwatch? This can happen in two ways. If any survived that entered with the party at APL 2 and 4, they will immediately begin torching everything in sight. At higher APLs they were tailing the PCs. They will of course go through the usual Darkwatch routine: What did you see and hear? What did you find? Show it to us? *detect evil, detect thoughts cast) Give the evil things to us. You saw nothing; you heard nothing! Do you understand? Any failure to cooperate will end up with the PCs being arrested. They may attempt to fight their way through, but in this instance, the Darkwatch was expecting trouble. Assume that that there are 6 6th level paladins, 4 5th level clerics, and 4 3rd level fighters in their troupe. If they wish to engage in combat with them, have fun rolling it out. One will try to escape and fetch reinforcements as well as warn the town of their actions. The adventures will be branded as "Outlaws of Keoland" and "Wanted by the Darkwatch," – both of which should be indicated on their adventure certs. If they surrender, they will be imprisoned. They will be placed in the Shelswake jail and interrogated by the Darkwatch. Please take the offending character sheets and turn them into the Triad for dispensation. If all the party is captured in

this matter - only offending PCs will be arrested. If the others try to break them out, please refer to **2D: Jail Break** below.

Assuming that the PCs get the mitigating evidence from Plard's lair (the diary or his body and evidence of his attacks), and that they arrive there in time and present the evidence, Lacey will be cleared of all charges. If you have enough time, feel free to dramatically roleplay this out. .

Assuming that nothing else unfortunate happens, proceed to **Encounter 3: Parting Shots**.

ENCOUNTER 2D: JAIL BREAK

If PCs try to break out Lacey by means of force, assume that she is guarded by 5 guards using the same stats as from Plampton in the beginning of this scenario. Try to have one escape to summon Captain Doran and others. They will be asked to surrender and will be imprisoned. They will be placed in the Shelswake jail and interrogated by the Darkwatch. Please take the offending character sheets and turn them into the Triad for dispensation. If all the party is captured in this matter - only offending PCs will be arrested – then Dasco will venture out into the swamp alone to find the evidence and will be killed. Please mark the offending PCs adventures certs indicating that they have failed, this character will not be allowed to play the next module in this series. If other PCs try to break their fellows out, the guards will have been doubled and you can run the encounter otherwise as indicated above. If any PC gets away, simply mark their adventure cert that they have failed the mission and that they cannot play the second part of the series with this character. In addition, note that they are a "Criminal of Keoland" as well as "Wanted by the Darkwatch" on their adventure cert and report the incident to the Triad. By no means will Dasco agree to help in an escape, nor will he want their further accompaniment to Hochoch. If anyone steals the chest, again mark them as a "Criminal of Keoland" and escapees, then take their character sheet away and give it to the Triad explaining that they were caught by a high level wizard who has an interest in the matter and to wait for Triad dispensation.

ENCOUNTER 3: PARTING SHOTS

Rumors travel fast in Keoland, particularly those involving a rogue noble going against the Darkwatch in a highly public trial. Eyes have focused on this event. These eyes have begun hatching plots. One such pair of amongst the many onlookers belongs to a certain member of the Scarlet Brotherhood, who is using his own abilities to gather information on Dasco and the PCs. He has plotted an ambush.

The villain is “Captain Gulrm Hanston,” aka Rhoidin Lidion Thaln, a true Suloise member of the Brotherhood. He has assumed the identity of captain of a squad of Gran March soldiers. He has disguised himself well in this new role. The soldiers (Pathfinders at higher APLs) are on a special mission to investigate a known threat to the Sheldomar countries – a noble who has conspired with the giant forces. Thaln has convinced the soldiers that the noble they are seeking is traveling toward Geoff. He and his band have taken up his positions in the trees on either side of the road to Fort Ravonnar.

Thaln only cares about landing one good shot on Dasco and then disappearing. If he is not caught, he will be very successful at sowing discord between the two kingdoms. Should he be captured, he will take a special poison that the wizards of his order have created. By biting hard on one of his molars, it will be released into his system – this is a free action. He must then make a Fortitude save (DC 28) or suffer immediate death. In addition, the poison has been magically treated to block efforts to speak with the corpse for a period of one year. An Alchemy check (DC 20) will reveal that the poison has a mundane base (black lotus extract), and Knowledge: Arcana (DC 20) will reveal that it is also magical (necromantic) but no spell will be identified that can reproduce the results.

As judge, you should definitely make the saving throw for this guy. If he makes the save, fortunes smile upon the PCs. He still dies but can be questioned with *Speak with Dead*. The following can be learned, but keep in mind that he does not want to willingly part with this information, he will try to avoid the answer by being evasive. These answers can also be obtained if the poison can be dispelled, removing the *Speak with Dead* restriction, at DC 20:

- Who are you? A Brother (Uncle)
- What are you called? Depends, many things.
- What is your name? He will answer fully.
- Why did you do this? To sow discord between two weakling nations.
- Who are you with? The proud line of the Suel Imperium, my brothers and sisters in arms.
- How many of you are there? More than you will ever know.
- What about the amnesty for your Order? Yes, convenient, wasn't it?
- Why this one? Why Dasco? History has a tendency to repeat itself, no? Besides he has strings that hold sway over many forces.
- Who do you report to? Oh, that would be too easy. I don't know.

Important Roleplaying Notes: The Gran Marchers are on a mission to capture a Keoish traitor who is aiding the giants. The Scarlet Brotherhood agent has infiltrated the group, and he has convinced his fellows that the agent has been identified and spotted. At higher APLs, these men are Pathfinders rather than just soldiers. They have been informed that the PCs accompanying the party are

assassins and masters of disguise who should not be trusted. Some may even be traitors to the Gran March Army. If any PCs are in the Gran March military, reward them: the PC will have actually served with one of the Marchers. And know them – in this event, they get a +2 circumstance bonus on any Diplomacy rolls made with respect to them. This could potentially turn them against the Scarlet Brother without little bloodshed –reward good roleplaying!!!

Tactics:

The following modifiers apply:

This is a lightly forested at the edge of a swamp, so sight and encounter distance is limited to 3d6 x 10 feet for Spot checks

The four Gran Marchers are hiding in the trees, 2 on each side of the path. The Scarlet Brother is hiding in a copse that is in front of the party where the trail bends around the corner. Adjust the size of the combat area by the levels of the NPCs and their distance modifiers. The Gran Marchers have been ordered to fire warning disarming shot in the first round and demand surrender. If they refuse, they are to mow them down in a hail of arrows. While the parley is going on, the Scarlet Brother will attempt to use his most damaging range attack (with poison) to try to take out Dasco. He will then try to escape by any means necessary. Should he be captured, he will poison himself – see the main encounter text for how to handle this once the combat is over.

When the shot is fired at Dasco, the Gran Marchers will become confused. The plan was to capture Dasco, not kill him. The PCs should see that this incident confuses some of the Gran Marchers.

Proceed to **Conclusion**.

CONCLUSION

Read the following as the PCs arrive at Fort Ravonnar. Adjust the text as you find appropriate.

You see what can only be Fort Ravonnar coming up above the next rolling hill. One of the Heartland's northernmost outposts before reaching the occupied lands of Geoff. Once its proud fields would stand witness to the parades the military banners of various Imperial Military Units as well as those of the Lion Throne's allies, but today it looks more like the outskirts of Flen or Cryllor. Hundreds of squatters are now the ones who have their hovels upon these fields. Those who have been dispossessed of their homes clutch above the base of the fort like infants at their mother's ankles. You are awe-struck to behold the upheaval the giants have caused.

Add the following if Dasco still accompanies the group:

I never thought I would have seen Keoish refugees. Why didn't they tell us it was this bad at Council.

There are a number of possible conclusions to this scenario. Hopefully, the PCs will come out hailed as

heroes of the land. They may also end up in jail, or hunted as outlaws, or worse.

A: Full success:

Assuming that they were successful in every encounter, and that Dasco is alive and well, read the following.

As you settle for a night of rest after a long and arduous journey, the sun sets over the Hellfurnaces Mountains to the west, the light glinting off the forbidding Stark Mounds. To the North of you lies the Rushmoors, and beyond the Giant-plagued lands of Geoff.

Your employer starts to pull a draught from his flask then hands it away to whoever of you wishes to before it reaches his lips. He looks wistfully at the setting sun then speaks:

"I must thank you for everything you have done. You have proven yourselves to be loyal and true companions, of the most compassionate heart and truly noble in your intentions."

If his identity has not yet been revealed, Add:

I must therefore be honest with you. My name is Charlton Pental Dasco, I am, or was the personal barrister to Duke Luschan of Gradsul.

Continue with the following:

My burden is an undelivered wedding gift to Princess Callisse. My uncle gave it to me to present to her at the day of her wedding. As you may know, she was ensorcelled by another admirer of hers to fall into a magical slumber. The key to unlocking the curse which had befallen her, revolved around retrieving her diary that revealed he true love for the Duke. This was, for me, a rather unfortunate occurrence, for this same document revealed that she no longer had feelings for me. In my moments of melancholia, I turned to drink for my comfort. It's a wonder I was able to walk in the procession. I forgot in my drunkenness to fulfill my duty. Were it not for the attack upon my person at the festival in Plampton, I may well have forgotten completely. What many did not see, was the scene I made after the noble procession left the wedding hall. For me to openly venture out would have brought shame to my family for my misdeeds, that is why I have deceived you

If Dasco has revealed himself or was revealed in public, he will add: *But now, it is too late for me to continue the charade.*

Continue:

The mission must be completed, for my own dignity and the honor of my liege and uncle. You have been good companions whether willing or no, if you wish to accompany me to Geoff for the rest I would be much obliged. However, my heart also pangs for these poor people. I wish to take a small time to write my Uncle and the Council of Niole Dra and inform them of what has happened here, and how we should focus on sending more support not only here to Mareman, but also to our friends in the Duchy. If you will meet me again in a few weeks, I would be most honored if you would accompany me further.

B. Failure

If Dasco did not survive the journey:

You stand about looking at one another looking down at the box that you had agreed to bring to the town of Hochoch in the contested lands of Geoff. As the sun falls in the west, it last remaining rays reflecting off the distant peaks of Hellfurnace Mountains, two question seems to race through all of your minds: What do we do with this thing? And who is it for?

The End

EXPERIENCE POINT SUMMARY

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

Encounter One

Retrieve chest from rogue-priests:

APL 2:	10 xp
APL 4:	30 xp
APL 6:	50 xp
APL 8:	70 xp
APL 10:	90 xp

Peacefully stop Dasco's beating (no attacks):

APL 2:	10 xp
APL 4:	30 xp
APL 6:	50 xp
APL 8:	70 xp
APL 10:	90 xp

Encounter Two

Defeat swamp denizens:

APL 2:	60 xp
APL 4:	120 xp
APL 6:	180 xp
APL 8:	240 xp
APL 10:	300 xp

Defeat ooze creatures:

APL 2:	90 xp
APL 4:	180 xp
APL 6:	210 xp
APL 8:	270 xp
APL 10:	330 xp

Defeat Plard:

APL 2:	120 xp
APL 4:	180 xp
APL 6:	240 xp
APL 8:	300 xp
APL 10:	360 xp

Encounter Three

Keep Dasco alive and defeat assassin without attacking Gran March soldiers

APL 2:	10 xp
APL 4:	40 xp
APL 6:	70 xp
APL 8:	100 xp
APL 10:	130 xp

Total possible experience

APL 2:	300 xp
APL 4:	580 xp
APL 6:	900 xp
APL 8:	1040 xp
APL 10:	1300 xp

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value

increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate..

Encounter 2

Looting Plard's lair

APL 2: L - 0 gp; C -20 gp; M 1050gp (wand of enfeeblement), 500gp (bracers of armor +1); 187gp (scroll: dispel magic), 350 (Scroll: confusion); 150gp (Potion of Cat's Grace); 21,000 (crystal ball)

APL 4: L - 0 gp; C -40 gp; M 1050gp (wand of enfeeblement), 500gp (bracers of armor +1); 187gp (scroll: dispel magic), 350 (Scroll: confusion); 150gp (Potion of Cat's Grace); 21,000 (crystal ball)

APL 6: L-0 gp; C -60 gp; M 1050gp (wand of enfeeblement), 500gp (bracers of armor +1); 187gp (scroll: dispel magic), 350 (Scroll: confusion); 150gp (Potion of Cat's Grace); 21,000gp (crystal ball), 375gp (potion of cure serious wounds), 500gp (cloak of resistance +1)

APL 8: L-0 gp; C -80 gp; M 1050gp (wand of enfeeblement), 2000gp (bracers of armor +2); 187gp (scroll: dispel magic), 350 (Scroll: confusion); 150gp (Potion of Cat's Grace); 21,000gp (crystal ball), 375gp (potion of cure serious wounds), 500gp (cloak of resistance +1)

APL 10: L-0 gp; C -100 gp; M 1050gp (wand of enfeeblement), 4500gp (bracers of armor +3); 187gp (scroll: dispel magic), 350 (Scroll: confusion); 150gp (Potion of Cat's Grace); 21,000gp (crystal ball), 375gp (potion of cure serious wounds), 2000gp (cloak of resistance +2), 2000gp (armbands of dexterity +2), 4000gp (Amulet of natural armor +2).

Special: Reporting the Mural in the Tower to the Royal Explorer's Society: 100gp for the group

Encounter 3

Capturing the Scarlet Brotherhood agent and taking his gear.

APL 2: L - 110 gp; C -10 gp; M -17,000 (amulet of proof vs. Detection and location), 75gp (potion of hiding)

APL 4: L - 110 gp; C -40 gp; M -17,000 (amulet of proof vs. Detection and location), 75gp (potion of hiding) (potion of cure serious wounds).

APL 6: L - 110 gp; C -10 gp; M -17,000 (amulet of proof vs. Detection and location), 75gp (potion of hiding), 6,480gp (cape of the mountebank).

APL 8: L - 110 gp; C -10 gp; M -17,000 (amulet of proof vs. Detection and location), 75gp (potion of hiding), 6,480gp (cape of the mountebank).500gp (leather armor +1), 1350gp (mighty composite longbow +1)

APL 10: L - 110 gp; C -10 gp; M -17,000 (amulet of proof vs. Detection and location), 75gp (potion of hiding), 6,480gp (cape of the mountebank).500gp (leather armor +1), 1350gp (mighty composite longbow +1), 4,651gp dagger of venom- although this is considered an illegal item in Keoland, the PCs may have trouble finding a buyer unless they go through a thieves' guild.)

Conclusion

Reward from Lacey's father: If Lacey is found innocent, she will have her father, a wealthy guildmaster in Cryllor

award them with the following amount in coin or goods per person:

APL 2: 50gp

APL 4: 100gp

APL 6: 150gp

APL 8: 225gp

APL 10: 300gp

Total Possible Treasure

APL 2: 200 gp

APL 4: 400 gp

APL 6: 600 gp

APL 8: 900gp

APL 10: 1200gp

Adventure Certificate Details

Please circle on the PCs adventure certificate one of the following. Use your best judgment in how the party fared.

Ultimate Success: Congratulations! Dasco will pay for luxury lifestyle if you should accompany him on the second half of his journey to Geoff in *Don't Shoot the Messenger Pt 2: Good Things Come in Small Packages?* Dasco treats you as his most trusted companions and will spread your name far and wide.

Great Success: Dasco will pay for high lifestyle if you should accompany him on the second half of his journey to Geoff in *Don't Shoot the Messenger Pt2: Good Things Come in Small Packages?* Dasco treats you with great respect and hopes that you will continue the heroic path.

Success: You have gotten Dasco halfway there. If you continue on, he will honor his part of the bargain. He will pay for adventurer's standard lifestyle if you should accompany him on the second half of his journey to Geoff in *Don't Shoot the Messenger Pt2: Good Things Come in Small Packages?* Dasco treats you as rather mercenary, not the caliber of people he was hoping for, but you'll do.

What do we do with this?: You have made it to Ravonnar with the box, but without the patron, You may still attempt to deliver it to its final destination if you wish. But you will have no guidance if you play *Don't Shoot the Messenger Pt2: Good Things Come in Small Packages?*

Failure: Through bad luck, bad planning, or other calamity, you have completely failed the mission. This character will not be able to play *Don't Shoot the Messenger Pt2: Good Things Come in Small Packages?*

Special Certed Items:

Spell Book Access (wizard's only): This character has copied *Lesser acid orb* from Thurlman Plard's spell _____ (DM sig) and has successfully learned it _____ (DM Sig) _____ (event) ____ (Date)

Favor of Charlton Pental Dasco

In appreciation for your help in protecting the innocent and in service to his liege, Charlton can do any of the following on behalf of the PCs:

1. **Name Dropping:** In any interaction that a DM feels appropriate at his discretion, if the player drops Dasco's name they can get a +2 circumstance bonus to a Diplomacy or Intimidate check. Should the name be dropped in an obviously illegal purpose, the DM should destroy the cert, as word will get back to Charlton and he will disavow his relationship with the character.
2. **Shorter Sentence:** Should the bearer of this certificate be arrested for any non-capital crime in Keoland, Charlton will represent him and testify to his good character. If he can make a successful Diplomacy check of DC 25, the sentence will be halved. Treat Charlton as if he

had a +12 to his Diplomacy roll. If the cert is used for this purpose, the cert should be voided.

Insanity: Ooze Obsession

You have developed megalomania from viewing a demonic symbol. In addition, you have developed a fondness for oozes, slimes, and jellies. You have an insane insight bonus of +4 to Knowledge (Planes) checks involving demonic or ooze creatures. If you are a bard, cleric, druid, sorcerer, or wizard, you are plagued by dreams of becoming an oozemaster. If you are a ranger, you cannot choose oozes as a favored enemy. If it already is so chosen, you may choose another creature. Only a *remove curse* cast by a 15th-level caster will remove these effects.

APPENDIX I: NPCS

ALL APLS

☛ **Town Guard (Up to 50) Fighter 2** (use Pikes and short swords)(mostly Human) Feats: Power Attack (Str 16); Toughness, Weapon Focus (Pike or Short Sword)

Encounter 1

ALL APLS

☛ **Jhan and Harolm, Lesser Nobles (Aristocrat2/Warrior1)**: CR 2; Medium Humans; HD 3; hp 12; Init +2; Spd 30 ft.; AC 14; Atk +3 rapier AL N; SV Fort +2, Ref +, Will +3; Str 10, Dex 15, Con 10, Int 14, Wis 11, Cha 12. Height 6'2" ft.

Skills and Feats: Bluff +5; Diplomacy +5; Forgery +6, Gather Info +5, Intimidate +5, Knowledge: Nobility +6, Knowledge: Law +6, Ride +6; Sense Motive +4
Equipment: masterwork rapier, masterwork leather armor,

Tactics: These brothers will attempt to beat Dasco down with subdual damage via fisticuffs - Jhan has been dishonored by Dasco's seduction of his wife to be and is quite steamed. Harolm can be reasoned with more so than his brother, and may be intimidated into convincing his brother to back down (+2 to any diplomacy check against Jhan). If either of them is attack for subdual damage, they will punch back – they have had a few and think highly of themselves. Butt if any PC pulls a weapon on either of them, they will retreat and call the Guards. Proceed to **Encounter 1A**.

NOTE: the Plampton town guards will not allow the PCs to confiscate items from the nobles or the revelers, if they are present. If PCs attempt to do so, they will be told to stop, and that they are tampering with evidence. Refusal to stop, will lead the guards to attempt to arrest the offending PCs.

APL 2

☛ **Olidammarran Revelers, (Rogue2)** (2-7): CR 2; Medium Humans; HD 2; hp 7; Init +6; Spd 30 ft.; AC 15; Atk +2 (rapier) AL N; SV Fort +1, Ref +5, Will +0; Str 12, Dex 15, Con 8, Int 14, Wis 11, Cha 12. Height 5-6 ft.

Skills and Feats: Appraise +6; Bluff +5; Disable Device +6 Hide +6; Listen +4; Move Silently +6; Search + +6; Spot +4; Tumbling +6; Use magic Device +3: improved initiative; weapon finesse (rapier)

Equipment: masterwork rapier; masterwork studded leather

APL 4

☛ **Olidammarran Revelers, (Rogue4)** (2-7): CR 4; Medium Humans; HD 2; hp 16; Init +7; Spd 30 ft.; AC 17; Atk +6 (rapier) AL N; SV Fort +3, Ref +8, Will +2; Str 12, Dex 16, Con 8, Int 14, Wis 11, Cha 12. Height 5-6 ft.

Skills and Feats: Appraise +9; Bluff +8; Disable Device +11 Hide +10; Listen +7; Move Silently +10;; Search

+9; Spot +7; Tumbling +10; Use magic Device +6: improved initiative; weapon finesse (rapier)

Equipment: rapier+1, masterwork studded leather; potion of spider climb (the Olidirrammans will not be wearing shoes and will climb walls)

APL 6

☛ **Olidammarran Revelers, (Rogue6)** (2-7): CR 4; Medium Humans; HD 2; hp 25; Init +7; Spd 30 ft.; AC 17; Atk +7 (rapier) AL N; SV Fort +4, Ref +9, Will +3; Str 12, Dex 16, Con 8, Int 14, Wis 11, Cha 12. Height 5-6 ft.

Skills and Feats: Appraise +11; Bluff +10; Disable Device +13 Hide +12; Listen +11; Move Silently +12; Search +11; Spot +11; Tumbling +12; Use magic Device +8: improved initiative; weapon finesse(rapier); weapon focus (rapier)

Equipment: rapier+1, masterwork studded leather armor; potion of spider climb (the Olidirrammans will not be wearing shoes and will climb walls)

APL 8

☛ **Olidammarran Revelers, (Rogue6/Cleric 2)** (2-7): CR 4; Medium Humans; HD 2; hp 31; Init +7; Spd 30 ft.; AC 17; Atk +7 (rapier) AL N; SV Fort +6, Ref +9, Will +5; Str 12, Dex 16, Con 8, Int 14, Wis 12, Cha 12. Height 5-6 ft.

Skills and Feats: Appraise +11; Bluff +10; Concentration +4; Disable Device +13 Hide +12; Listen +11; Move Silently +12; Search +11; Spot +11; Tumbling +12; Use magic Device +8: improved initiative; weapon finesse(rapier); weapon focus (rapier)

Equipment: rapier+1, masterwork studded leather armor; Potion of blur; potion of spider climb (the Olidirrammans will not be wearing shoes and will climb walls)

Spells Prepared (3/2+1; base DC = 1 + spell level): o— Guidance (3); 1st—change self*, obscuring mist; random action,

*Domain spell. Domains: Luck (Reroll any dice roll once/day – you must take the new result), Trickery ((Bluff, Disguise, and Hide are class skills)

APL 10

☛ **Olidammarran Revelers, (Rogue6/Cleric 4)** (2-7): CR 4; Medium Humans; HD 2; hp 37; Init +7; Spd 30 ft.; AC 17; Atk +10 (rapier) AL N; SV Fort +8, Ref +10, Will +7; Str 12, Dex 16, Con 8, Int 14, Wis 12, Cha 12. Height 5-6 ft.

Skills and Feats: Appraise +11; Bluff +10; Concentration +8; Disable Device +13 Hide +12; Listen +11; Move Silently +12; Search +11; Spot +11; Tumbling +12; Use magic Device +8: combat casting; improved initiative; weapon finesse(rapier); weapon focus (rapier)

Equipment: rapier+1, masterwork studded leather armor; Potion of blur; potion of spider climb (the Olidirrammans will not be wearing shoes and will climb walls)

Spells Prepared (5/4+1/2+1; base DC = 1 + spell level): o— Guidance (5); 1st—change self*, obscuring mist; protection from law; random action, sanctuary 2nd — calm emotions; invisibility*; silence

*Domain spell. Domains: Luck (Reroll any dice roll once/day – you must take the new result), Trickery (Bluff, Disguise, and Hide are class skills)

Encounter 2C: Rush into the Moors

I'm Mr. Oozemaster

Room 1

➤ **Advanced Black Pudding** (2): CR 9, Gargantuan Ooze; HD 20D10+120; hp 230 each; Init -5 (Dex); Spd 20 ft., Climb 20 ft.; AC -1 (-6 size, -5 Dex); Atk +16 Melee (2d6+8, slam) + (2d6, acid); SA Improved Grab, acid, constrict; SQ Blindsight, split, ooze; AL N; SV Fort +12, Ref +1, Will +1; Str 25, Dex 1, Con 23; Int –, Wis 1, Cha 1.

Room 5

As mentioned earlier, Thurlman Plard is not the Demon Mage of Cryllor, just one who has taken the name to further his own ends. In this case, his ends include the elimination of Dasco and those who have witnessed his crimes, in that order. Keep this in mind when role-playing this villain and in his tactics.

I'm Mr. Oozemaster

(To the tune of "I'm Mr. Heat Meiser" from the Year There Almost Wasn't a Christmas)

[Yes its true, the faster they beat him down, the sooner you can stop singing]

Charlton, remember me? No, well maybe I can put it in away you can understand, in song!

I'm Mister Green Slime
I'm Mister Ooze
I'm Mister Black Pudding
I'm Mister I win, you lose
They call me Oozemaster,
What ever I touch
Starts to melt in my clutch
I'm too much!

(a chorus of magic mouths will chime in)
He's Mister Green Slime
He's Mister Ooze
He's Mister Black Pudding
He's Mister he wins, you lose

They call me Oozemaster,
What ever I touch
Starts to melt in my clutch

(Magic mouths again)
He's too much!

Thank you!

I never want to see a day
Where Charlton Dasco again walks the lands,
I'd rather get a hold of him, and he be putty in my hands
Oh, some think he's a snot, but I'm the REAL sot! Hee hee!

(a chorus of magic mouths will chime in)
He's Mister Green Slime
He's Mister Ooze

Sing it!
He's Mister Black Pudding
He's Mister he wins, you lose

They call me oozemaster,
What ever I touch
Starts to melt in my clutch
I'm too much! Too Much!

Also keep in mind that Plard has been scrying on the party, he should be played extremely intelligently and insult the party to full effect.

Special Note: At APL 2, Plard will have bouts of insanity which render him incapable of casting spells. He can use magic items and physical attacks, but he will be incapable of casting spells. At APL 4 and higher, he will have full spellcasting capabilities.

APL 2 (EL 4)

➤ **Thurlman Plard, (W5/Ooze1):** CR 6; Medium Human; HD 6d4+18; hp 34; Init +0; Spd 30 ft.; AC 11; Atk +2 (minor ooze touch [gray ooze]) AL CE; SV Fort +8, Ref +1, Will +4; Str 8, Dex 11, Con 16, Int 18, Wis 10, Cha 8.

Skills and Feats: Alchemy +13; Concentration +12; Disguise +3 Knowledge: Arcana +9; Knowledge: Nobility +6; Knowledge: Planes +7; Knowledge: Religion +7; Scry +13; Spellcraft +13; Swim +3; Brew Potion; Great Fortitude; Scribe Scroll; Spell Focus (Evocation); Greater Spell Focus (Evocation); Summon Familiar; Improved Familiar

Equipment: quarterstaff, scroll of dispel magic scroll of confusion, wand of ray of enfeeblement, bracers of armor +1, potion of Cat's Grace; crystal ball.

Spells Prepared (4/4/3/2; base DC = 14 + spell level/ 20 + spell level for evocations): 0—dancing lights, flare*, light*, mage hand] 1st—lesser acid orb*, magic missile, shield, ~~summon monster I~~ 2nd—flaming sphere*, spectral hand, ~~summon monster II~~; 3rd—fireball*, ~~summon monster III~~

* Indicates an evocation spell for which Greater Spell focus applies. Strikethrough assumes that the party has not allowed the villain to rest for 8 hours.

➤ **Elemental, Water, Small (MM p 84 except 17 hp Fort +4, Ref +1, Will +4)**

This creature is his greater familiar. It will attempt to defend him from those who would rush into the water to attack him.

APL 4 (EL 8)

➤ **Thurlman Plard – as APL 2.**

Fiendish Medium Water Elemental, (1): CR 2; HD 4d8+12; hp 30; Init +1; Spd 20 ft., swim 90 ft.; AC 19

(touch 10, flat-footed 18) [+1 Dex, +8 natural]; Atk +6 melee (1d8+4 slam), SA: water mastery (MM p 85), drench(MM p85), vortex(MM p85); smite good SQ Elemental, Damage reduction 5/+1, Cold/Fire Resistance 10; SR 8; Darkvision 60; AL CE; SV Fort +7, Ref +2, Will +4; Str 16, Dex 12, Con 17, Int 4, Wis 11, Cha 11. Height 6 ft.

Skills and Feats: Listen +7, Spot +7; Power Attack

Smite Good (Su): this creature may get +4 damage bonuses against a good aligned creature on a declared successful smite attack.

This creature is his greater familiar. It has been corrupted by the powers of Jubilex. It will attempt to defend him from those who would rush into the water to attack him (Note that 2 of the CR of this creature counts against Plard's Greater familiar feat).

APL 6 (EL 10)

➤ **Thurlman Plard, (W5/Ooze3):** CR 2; **Medium Human;** HD 6; hp 50; Init +1; Spd 30 ft.; AC 12 (11 flatfooted, 12 touch); Atk +4 minor ooze touch (gray ooze; ochre jelly); +4 ooze glob (gray ooze) AL CE; SV Fort +10, Ref +3, Will +6; Str 8, Dex 12, Con 16, Int 18, Wis 10, Cha 7.

Skills and Feats: Alchemy +13; Concentration +14; Disguise +6 Knowledge: Arcana +11; Knowledge: Nobility +6; Knowledge: Planes +9; Knowledge: Religion +9; Scry +15; Spellcraft +13: Swim+5; Brew Potion; Great Fortitude; Scribe Scroll; Spell Focus (Evocation); Greater Spell Focus (Evocation); Summon Familiar; Improved Familiar

Class abilities: slithery face

Equipment: quarterstaff, scroll: (dispel magic, improved invisibility, & confusion), wand of ray of enfeeblement, bracers of armor +1, potion of Cat's Grace, ring of protection +1, potion of cure serious wounds, cloak of resistance +1, crystal ball

Spells Prepared (4/4/4/3; base DC = 14 + spell level/ 20 + spell level for evocations): 0—dancing lights, flare*, light*, mage hand] 1st—lesser acid orb*, magic missile, shield; spectral hand, ~~summon monster I~~ 2nd—flaming sphere*, spectral hand, ~~summon monster II~~; 3rd—fireball*, lightning bolt*, ~~summon monster III~~

* Indicates an evocation spell for which Greater Spell focus applies. Strikethrough assumes that the party has not allowed the villain to rest for 8 hours.

➤ **Aballin (1) See Appendix, except Fort +5 Ref +2 Will +6**

At this APL, Jubilex's corrupting influence have cause the water elemental to become an aballin. This creature lives in symbiosis with Plard and follows his commands as a familiar, at the desire of Jubilex. (note that 2 of its HD count against Plard's Greater Familiar feat).

APL 8 (EL 12)

➤ **Thurlman Plard, (W5/Ooze5):** CR 2; **Medium Human;** HD 6; hp 66; Init +1; Spd 30 ft.; AC 11; Atk +5 minor ooze touch (gray ooze; ochre jelly); +5 ooze glob (gray ooze); +5 major oozy touch (black pudding) AL CE; SV Fort +11, Ref +3, Will +6; Str 9, Dex 12, Con 16, Int 18, Wis 10, Cha 6.

Skills and Feats: Alchemy +13; Concentration +14; Disguise +8 Knowledge: Arcana +11; Knowledge: Nobility +6; Knowledge: Planes +11; Knowledge: Religion +11; Scry +15; Spellcraft +15: Swim+7; Brew Potion; Combat Casting; Great Fortitude; Scribe Scroll; Spell Focus (Evocation); Greater Spell Focus (Evocation); Summon Familiar; Improved Familiar

Class abilities: slithery face; malleability

Equipment: quarterstaff, scroll: (dispel magic, improved invisibility, & confusion), wand of ray of enfeeblement, bracers of armor +2, potion of Cat's Grace, ring of protection +1, potion of cure serious wounds, cloak of resistance +1, crystal ball

Spells Prepared (4/5/4/3/2; base DC = 14 + spell level/ 20 + spell level for evocations): 0—dancing lights, flare*, light*, mage hand] 1st—lesser acid orb*, magic missile, shield; spectral hand, ~~summon monster I~~; true strike 2nd—flaming sphere*, spectral hand, ~~summon monster II~~; 3rd—fireball*, lightning bolt*; ~~summon monster III~~; 4th—minor globe of invulnerability, wall of ice*

* Indicates an evocation spell for which Greater Spell focus applies. Strikethrough assumes that the party has not allowed the villain to rest for 8 hours.

Aballin (1) See Appendix except, Fort +6 Ref +2 Will +6

APL 10 (EL 15)

➤ **Thurlman Plard, (W5/Ooze8):** CR 2; **Medium Human;** HD 6; hp 90; Init +1; Spd 30 ft.; AC 17 (touch 12, 15 flatfooted); Atk +9 minor ooze touch (gray ooze; ochre jelly); +10 ooze glob; +9 major oozy touch (black pudding or green slime) AL CE; SV Fort +12, Ref +4, Will +7; Str 10, Dex 12, Con 16, Int 18, Wis 10, Cha 5.

Skills and Feats: Alchemy +17; Concentration +17; Disguise +10 Knowledge: Arcana +11; Knowledge: Nobility +6; Knowledge: Planes +13; Knowledge: Religion +14; Scry +18; Spellcraft +15: Swim+12; Brew Potion; Combat Casting; Great Fortitude; Scribe Scroll; Spell Focus (Evocation); Greater Spell Focus (Evocation); Spell Mastery (Fireball, Lesser Acid Orbs, Magic Missile, Trueshield), Summon Familiar; Improved Familiar ; Weapon focus (oozey globs)

Class abilities: slithery face; malleability; slimewave

Equipment: quarterstaff, scroll: (dispel magic, improved invisibility, & confusion), wand of ray of enfeeblement, bracers of armor +3, potion of Cat's Grace, ring of protection +1, potion of cure serious wounds, amulet of natural armor +2, gloves of dexterity +2, cloak of resistance +2, crystal ball

Spells Prepared (4/5/5/4/3/1; base DC = 14 + spell level/ 20 + spell level for evocations): 0—dancing lights, flare*, light*, mage hand] 1st—lesser acid orb*, magic missile, shield; spectral hand, ~~summon monster I~~; true strike 2nd—flaming sphere*, Melf's Acid Arrow; spectral hand, ~~summon monster II~~; 3rd—fireball*, haste; lightning bolt*; ~~summon monster III~~; 4th—minor globe of invulnerability, Otiluke's Resilient sphere*; wall of ice*; 5th—~~Contact other Plane~~

* Indicates an evocation spell for which Greater Spell focus applies. Strikethrough assumes that the party has not allowed the villain to rest for 8 hours.

➤ **Advanced Fiendish Aballin (1) Large Ooze** CR 5 HD 4d10+21 45 hp Initiative: +1 (Dex): 20 ft., swim 40 ft. AC: 10 (-1 size, +1 Dex) Attacks: slam+8 melee Damage: slam 1d8+9+ drown Face/Reach: 5 ft. by 5 ft./10 ft. Special Attacks: Drown Special Qualities: Blindsight, Darkvision, Fire/cold resistance 10; damage reduction 10/+1, immunities, passive state, vulnerable to water-based spells Saves: Fort +7, Ref +3, Will +7; Str 21, Dex 13, Con 14, Int -, Wis 9, Cha 6

Skills and Feats: Listen +7, Spot +7; Power Attack

Smite Good (Su): this creature may get a +4 damage bonus against a good aligned creature on a declared successful smite attack.

For other special abilities see Appendix.

Thus creatures is his greater familiar. It has been corrupted by the powers of Jubilex. It will attempt to defend him from those who would rush into the water to attack him (Note that 2 of the CR of this creature counts against Plard's Greater familiar feat).

Encounter Three: Parting Shots

APL 2 (EL 5)

➤ **Gran March Soldiers (4) Human Males, Rng 1; CR 1; HD 1d10+1; hp 11; Init +2; Spd 30 ft.; AC 15; Atk +3 (longsword, 1d8+2) +3 (comp. longbow, 1d8+2); AL NG; SV Fort +3, Ref +2, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.**

Skills and Feats: Hide +4; Move Silently +5; Spot +5; Wilderness Lore +5; point-blank shot, precise shot; track; favored enemy (goblinoid)

Equipment: studded leather, longsword, masterwork mighty (+2) composite longbow, 20 arrows, *potion of hide*.

➤ **"Captain Gulrm Hanston," Rhoidin Lidion Thaln, Scarlet Brotherhood Agent (Rog/Ftr 1/2):** CR 3; HD 1d6+2d10; hp 16; Init +2; Spd 30 ft.; AC 14; Atk +3 (shortsword, 1d6+1), +5 (composite bow, 1d8+1); AL LE; SV Fort +3, Ref +4, Will +0; Str 12, Dex 14, Con 10, Int 14, Wis 10, Cha 12.

Skills and Feats: Bluff +5; Climb +4; Craft (poison making) +4; Disguise +5; Escape Artist +6; Forgery +5; Hide +6; Listen +4; Move Silently +6; Read Lips +6; Spot +4; Tumbling +6; Far Shot; Point Blank Shot; Precise Shot; Rapid Shot, Weapon Focus (composite longbow); sneak attack 1d6.

Equipment: leather armor, shortsword, masterwork mighty composite long bow; 20 arrows, *potion of hide*; Amulet of Proof Against Detection and Location; Black lotus poison extract (DC 20 3d6 Con, 3d6 Con) (3 doses)

APL 4 (EL 7)

➤ **Gran March Soldiers (4) Human Males, Rng/Ftr 1/1; CR 1; HD 2d10+2; hp 18; Init +2; Spd 30 ft.; AC 15; Atk +4 (longsword, 1d8+2) +4 (comp. longbow, 1d8+2); AL NG; SV Fort +4, Ref +2, Will +1; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.**

Skills and Feats: Climb +4, Hide +5; Move Silently +5; Spot +5; Wilderness Lore +5; Alertness, point-blank shot, precise shot; track; favored enemy (goblinoid)

Equipment: studded leather, longsword, masterwork mighty (+2) composite longbow, 20 arrows, *potion of hide*.

➤ **"Captain Gulrm Hanston," Rhoidin Lidion Thaln, Scarlet Brotherhood Agent (Rog/Ftr 2/2):** CR 4; HD 2d6+2d10; hp 20; Init +2; Spd 30 ft.; AC 15; Atk +4 (shortsword, 1d6+1), +6 (composite bow, 1d8+1); AL LE; SV Fort +3, Ref +5, Will +0; Str 12, Dex 15, Con 10, Int 14, Wis 10, Cha 12.

Skills and Feats: Bluff +7; Climb +6; Craft (poison making) +4; Disguise +7; Escape Artist +6; Forgery +5; Hide +8; Listen +4; Move Silently +8; Read Lips +6; Spot +4; Tumbling +6; Far Shot; Point Blank Shot; Precise Shot; Rapid Shot, Weapon Focus (composite longbow); sneak attack 1d6, evasion.

Equipment: leather armor, shortsword, masterwork mighty composite long bow; 20 arrows, *potion of hide*; Amulet of Proof Against Detection and Location; Black lotus poison extract (DC 20 3d6 Con, 3d6 Con) (3 doses)

APL 6 (EL 9)

Gran March Soldiers (4) Human Males, Rng/Ftr 2/2; CR 4; HD 4d10+4; hp 32; Init +3; Spd 30 ft.; AC 16; Atk +7 (longsword, 1d8+2) +8 (comp. longbow, 1d8+2); AL NG; SV Fort +6, Ref +3, Will +1; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Hide +5; Move Silently +5; Spot +5; Wilderness Lore +5; Alertness, point-blank shot, precise shot; track, weapon focus (composite longbow); favored enemy (goblinoid).

Equipment: studded leather, masterwork longsword, masterwork mighty (+2) composite longbow, 20 arrows, *potion of hide*, 3 *potions of cure light wounds*.

Equipment: leather armor, short sword, masterwork mighty composite long bow; , 20 arrows *potion of hide*; amulet of Proof Against Detection and Location; Black lotus poison extract (DC: 20 3d6 Con, 3d6 Con) (3 doses); cape of the mountebank (to escape)

➤ **"Captain Gulrm Hanston," Rhoidin Lidion Thaln, Scarlet Brotherhood Agent (Rog/F 2/4):** CR 6; HD 2d6+4d10; hp 32; Init +6; Spd 30 ft.; AC 15; Atk +6 (shortsword, 1d6+1), +8 (composite bow, 1d8+1); AL LE; SV Fort +4, Ref +6, Will +1; Str 12, Dex 15, Con 10, Int 14, Wis 10, Cha 12.

Skills and Feats: Bluff +9; Climb +6; Craft (poison making) +4; Disguise +7; Escape Artist +8; Forgery +5; Hide +10; Listen +4; Move Silently +8; Read Lips +6; Spot +4; Tumbling +10; Far Shot; Point Blank Shot;

Precise Shot; Rapid Shot, Improved Initiative, Shot on the Run, Weapon Focus (composite longbow); sneak attack 1d6, evasion.

Equipment: leather armor, shortsword, masterwork mighty composite long bow; 20 arrows, potion of hide; Amulet of Proof Against Detection and Location; Black lotus poison extract (DC 20 3d6 Con, 3d6 Con) (3 doses), Cape of the Mounteback.

APL 8 (EL 11)

☛ Gran March Pahfinders (4) Human Males, Rng/Ftr 3/3; CR 6; HD 6d10+6; hp 46; Init +3; Spd 30 ft.; AC 16; Atk +9 (longsword, 1d8+2) +10 (comp. longbow, 1d8+2); AL NG; SV Fort +6, Ref +5, Will +3; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Hide +18; Intuit Direction +3; Move Silently +8; Spot +6; Wilderness Lore +6; Alertness, point-blank shot, precise shot; track, weapon focus (composite longbow); favored enemy (goblinoid). Equipment: studded leather, masterwork longsword, masterwork mighty (+2) composite longbow, 20 arrows, *potion of hide*, 3 *potions of cure light wounds*, *cloak of elvenkind*.

☛ “Captain Gulrm Hanston,” Rhoidin Lidion Thaln, Scarlet Brotherhood Agent (Rog/F/Dp Sniper 2/4/2): CR 8; HD 2d6+4d10+2d8; hp 42; Init +6; Spd 30 ft.; AC 17; Atk +8 (shortsword, 1d6+1), +10 (composite bow, 1d8+2); AL LE; SV Fort +4, Ref +9, Will +1; Str 12, Dex 15, Con 10, Int 14, Wis 10, Cha 12.

Skills and Feats: Bluff +9; Climb +8; Craft (poison making) +4; Disguise +7; Escape Artist +11; Forgery +5; Hide +13; Listen +4; Move Silently +13; Read Lips +6; Spot +6; Tumbling +10; Far Shot; Point Blank Shot; Precise Shot; Rapid Shot, Improved Initiative, Shot on the Run, Weapon Focus (composite longbow); sneak attack 1d6, evasion, keen arrows, range bonus 20', concealment reduction 10%, impr. crit. +1.

Equipment: +1 leather armor, shortsword, +1 mighty composite long bow; 20 arrows, *potion of hide*; Amulet of Proof Against Detection and Location; Black lotus poison extract (DC 20 3d6 Con, 3d6 Con) (3 doses), Cape of the Mounteback.

APL 10 (EL 13)

☛ Gran March Pahfinders (4) Human Males, Rng/Ftr 4/4; CR 8; HD 8d10+16; hp 76; Init +3; Spd 30 ft.; AC 16; Atk +11 (longsword, 1d8+2) +14 (comp. longbow, 1d8+2); AL NG; SV Fort +10, Ref +5, Will +3; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Handle Animal +1, Hide +18; Intuit Direction +5; Move Silently +13; Spot +7; Wilderness Lore +6; Alertness, point-blank shot, precise shot; track, weapon focus (composite longbow); favored enemy (goblinoid).

Equipment: studded leather, masterwork longsword, masterwork mighty (+2) composite longbow, 20 arrows, *potion of hide*, 3 *potions of cure light wounds*, *cloak of elvenkind*, *boots of elvenkind*.

☛ “Captain Gulrm Hanston,” Rhoidin Lidion Thaln, Scarlet Brotherhood Agent (Rog/F/Dp Sniper 2/4/4): CR 10; HD 2d6+4d10+4d8; hp 52; Init +7; Spd 30 ft.; AC 17; Atk +10 (shortsword, 1d6+1), +10 (dagger of venom, 1d4+1) +12 (composite bow, 1d8+2); AL LE; SV Fort +5, Ref +10, Will +2; Str 12, Dex 15, Con 10, Int 14, Wis 10, Cha 12.

Skills and Feats: Bluff +9; Climb +8; Craft (poison making) +4; Disguise +7; Escape Artist +11; Forgery +5; Hide +13; Listen +4; Move Silently +13; Read Lips +6; Spot +6; Tumbling +10; Far Shot; Point Blank Shot; Precise Shot; Rapid Shot, Improved Initiative, Shot on the Run, Weapon Focus (composite longbow); sneak attack 1d6, evasion, keen arrows, range bonus 20', concealment reduction 10%, impr. crit. +1.

Equipment: +1 leather armor, shortsword, +1 mighty composite long bow; 20 arrows, *potion of hide*; Amulet of Proof Against Detection and Location; Black lotus poison extract (DC 20 3d6 Con, 3d6 Con) (3 doses), Cape of the Mounteback, dagger of venom.

DM'S AIDE #1 – THE GIFT

The chest is tiny and very ornate, with numerous glyphs inscribed upon it. Any wizard from the Sea Mages of Keoland can make a knowledge (arcana) or (local) check of DC: 25 to recognize that they have seen that mark somewhere before, but cannot remember when or where.

If anyone steals the box, again mark them as a "Criminal of Keoland" and escapes, then take their character sheet away and give it to the triad explaining that they were caught by a high level wizard who has an interest in the matter and to wait for triad dispensation.

It is under the effect of the of a Leomund's tiny chest spell. It will grow to full size only upon one trigger, which I assure you no PC (or NPC in the mod) will be able to duplicate.

It is wizard locked at 18th level.

It is fire trapped at 18th level

It has the following glyphs inscribed upon them at 18th level, they will go off anyone tries to open the box, one at a time in the following order:

It has the following contingency spell cast on it at 18th level:

It is immune to the following:

- Acid, magical or mundane
- Fire, magical or mundane
- Sonic attacks
- Water, magical or mundane
- Warp wood, wood shape, or similar spells or effects
- Rusting grasp, rust monsters, and similar spells or effects

DM's Aide #2 – Dramatis Personae

Charlton Pendal Dasco, Barrister and Ambassador for Duke Luschan of Gradsul, Aristocrat 3/Bard 1/Fighter 1, Medium (Suel) Human HD 4; hp 34; Init +2; Spd 30 ft.; AC 15; Atk +9 rapier +5 light crossbow AL CG; SV Fort +5, Ref +4, Will +7; Str 10, Dex 12, Con 10, Int 16, Wis 14, Cha 14. Height 5'11" ft.

Skills and Feats: bluff +9, Concentration +2, Decipher script +5, Diplomacy +15, Disguise +4 (+6), Escape Artist +5, Gather Info+5, Handle Animal +3, Intimidate +4, Knowledge (Arcana) +6, Knowledge (Law) +4,, Knowledge (Sheldomar History) +6, Perform (lap harp) +7, Pick pocket +5, Profession: Barrister +3, Ride +7, Sense Motive +7, Spellcraft +5, Tumble +7; Alluring, Trustworthy, Persuasive, Weapon Finesse (rapier); Focus (Rapier)

Class abilities: Inspire courage, counter song, fascinate, bardic knowledge

Equipment: gloves of dexterity +2, bracers of armor +2, potion of glibness, masterwork rapier, masterwork light crossbow, 20 bolts, potion of charisma.

Spells Known (4 base DC = 12 + spell level): 0—detect magic, light, prestidigitation, read magic

Dasco is a most complex character. He returned to Keoland after some time away on business for his liege to find his childhood sweetheart was marrying the head of a nation who had their hands in assassinating his esteemed ancestor. Then turmoil struck the wedding, when Princess Calisse was ensorcelled by foul magic. He saviors brought the villain to justice but in the process, the diary which was her medicine was his poison, for it revealed she did not care for him as much as she once did. Dasco like any of his ancestors took to heavy drinking in an attempt to drown his sorrows.

In the course of his bender and in shame he left Niole Dra and took the aliases of the wine merchant Polluc Zanst. In doing so, he has inadvertently abandoned one of his duties, presenting Duke Luschan's gift at the wedding.. The beating he receives by the Plampton is his wake-up call. He realizes that he still has responsibilities, but he is too ashamed still to reveal himself. He hopes this charade he has concocted in the split second will work, and hopes the PCs will help him further.

Important Role-playing notes:

When playing Dasco, try not to reveal him for what he is for as long as possible. **He will not reveal himself in Shellswake, unless the PCs absolutely refuse to help out Lacey and solve the mystery.** Assume he has taken a 20 on his disguise when he first meets the PCs.. However, each night thereafter he will attempt to "answer nature's call" in order to refresh his disguise, make the appropriate new roll. He will try to use his skills if the Pcs seem to be stumped, or gets mixed up in a combat with them on his side – have the players make spot rolls to detect physical acts that would be odd for a merchant (drawing the masterwork rapier with the

symbol of Gradsul on it). Of course, if asked about these quirks he will try to bluff (and probably can do well). If a PC absolutely has him figured out, he will give in and explain the importance of his mission – and if necessary explain that they will be rewarded at its completion.

Once discovered, if the PCs react well to him, he will feel like a great burden has been taken off his shoulders, but will ask them if they can conspire with him in his secret so as to not draw any unwanted attention. (again this may be blown in Shellswake).

If you haven't guessed, justice (and not necessarily law) is the most important thing to Dasco, He comes from a long line of "liberal: Allitur followers. He won't advocate breaking laws for profit, but to get the bad guy is ok in his book.

Vermilon Mu'atha, Servant of the Stern Lady, Medium Human; HD 1; hp 10; Init -1; Spd 20 ft.; AC 20; Atk +2(+1dmg) (scythe) -1 (light crossbow) AL LG; SV Fort +4, Ref -1, Will +4; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12. Height 5'2" ft.

Skills and Feats: Concentration +6, Spellcraft +8; Scribe scroll, weapon focus: scythe

Equipment: splint mail, masterwork scythe, large metal shield

Spells Prepared (3/4 base DC = 12 + spell level): 0—cure minor (x3); 1st—magic weapon (x3), protection from chaos* *Domain spell. Domains: [Death (death touch 1d6); Law (law spells at +1)]

Vermillion is almost as equally scared of what he saw in the Moors as he is of the Darkwatch itself. He has heard the stories of the Darkwatch has subjugated other members of his clergy, including Kayne of Gradsul (last seen dottering behind Holphin Neheli himself) and The Old Man of Geoff (who was led away from the Grand Melee at Calisse's wedding in chains). It will take some mighty strong convincing to get him to go on this venture. Playing on his sense of law and right and wrong, and that his friend is in trouble ought to do the trick. However, he will not accompany the PCs after Lacey has been saved.

Drufus, Fighter 1, Medium Human; HD 1; hp 12; Init +1; Spd 20 ft.; AC 18; Atk +8(+2) (great axe) + (composite longbow) AL N; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 10. Height 5'2" ft.

Skills and Feats: Climb -3, Jump -3, Cleave; Power Attack; Weapon Focus: great axe

Equipment: splint mail, masterwork great axe, 20 arrows, composite longbow, potion of cure moderate wounds

Drufus is a little slow. He feel s ashamed that he left lacey in the swamps, but she ran first. He believed Vermillion when he said they had to get out of

Shelswake, but didn't understand exactly why. If they convince Vermillion to return, he will as well, but will be very confused as to why they keep changing their minds. He s very sway-able, a PC who is charismatic and has the leadership could even attract him as a follower if they role-play it right.

DM'S AIDE #3 – SHELSWAKE –

Shelswake (Small Town): Conventional; AL NG; GP Limit: 800gp; Assets: 44000gp; Population 1100 (97% Human, 1% Gnome, 1% Halfling, 1% Other)

Authority Figures: Jervy Pross (minor noble, The Master of Revels), Captain Doran (Captain of the Guard), Lieutenant Eamon (Doran's Lieutenant)

Important Characters: (see below)

Places

The Duke's Pub is the only tavern in Shelswake facing the central square of the town. The owner of the pub, Legriff, renamed his business 7 years ago, when one of the Duke's men came into the pub to get some water for the mount ridden by the Duke of Dorlin himself. Over the years the story has grown, so that now Legriff will tell credulous patrons that the Duke himself frequently stops in for a pint and a bowl of possum chowder. While the establishment is not an inn, there are four small rooms upstairs that Legriff will rent out by the hour or by the day. He has no fixed rates, but will charge as much as he thinks he can get. Legriff is extremely tall and paunchy with short, curly brown hair and a fake smile continually shining on his patrons.

The Prancing Mare Inn is rougher and seedier than The Duke's Pub. Rowe is the proprietor of the inn. He is a short, thin man with stringy black hair and equally stringy facial hair barely covering his weasel-like face.

Temple of Rao is a plain wooden building bearing a large plaque above the door: a heart-shaped mask of a serene countenance. The two main clerics stationed at this temple are Histian, a 7th-level human cleric, and his assistant Kelenger, a 2nd-level human cleric. A third cleric, a retired adventurer also lives here, but he rarely meets adventurers these days.

People

Jervy Pross is the brother of Baroness Lobana, wife of the Baron of Shelspring. He is the heir to the fortune that his father made mining the Barrier Peaks, before the giants stormed Geoff. Jervy has a reputation for being a wastrel and a drunkard. He will not appear in this module but may be referenced to, he is currently away at Council in Niolo Dra.

Captain Doran is the head of the Shelswake watch. He is blunt to the point of rude, demanding answers rather than asking for them. His policy is to arrest people first and ask questions later, and he upholds the law to the letter.

Lieutenant Eamon is Captain Doran's right-hand. Eamon also tries to act as a liaison between Doran and

the populace, since Doran's lack of social skills can be off-putting. Eamon will listen carefully and politely to people's concerns and stories before making a decision, although he leaves all the important decisions to Doran.

Calder Neheli is a member of the Darkwatch. He spends most of his time living in and patrolling the Rushmoors. His specialties are hunting and raiding the lairs of lycanthropes that have sought haven in the swamp. A true ranger to his core, Calder does not consider hygiene an important aspect of his life, and speaking with him in close quarters is somewhat of an assault on the senses. A reticent and surly individual, he tends to only wish to speak about hunting lycanthropes, and then to only people he knows he can trust.

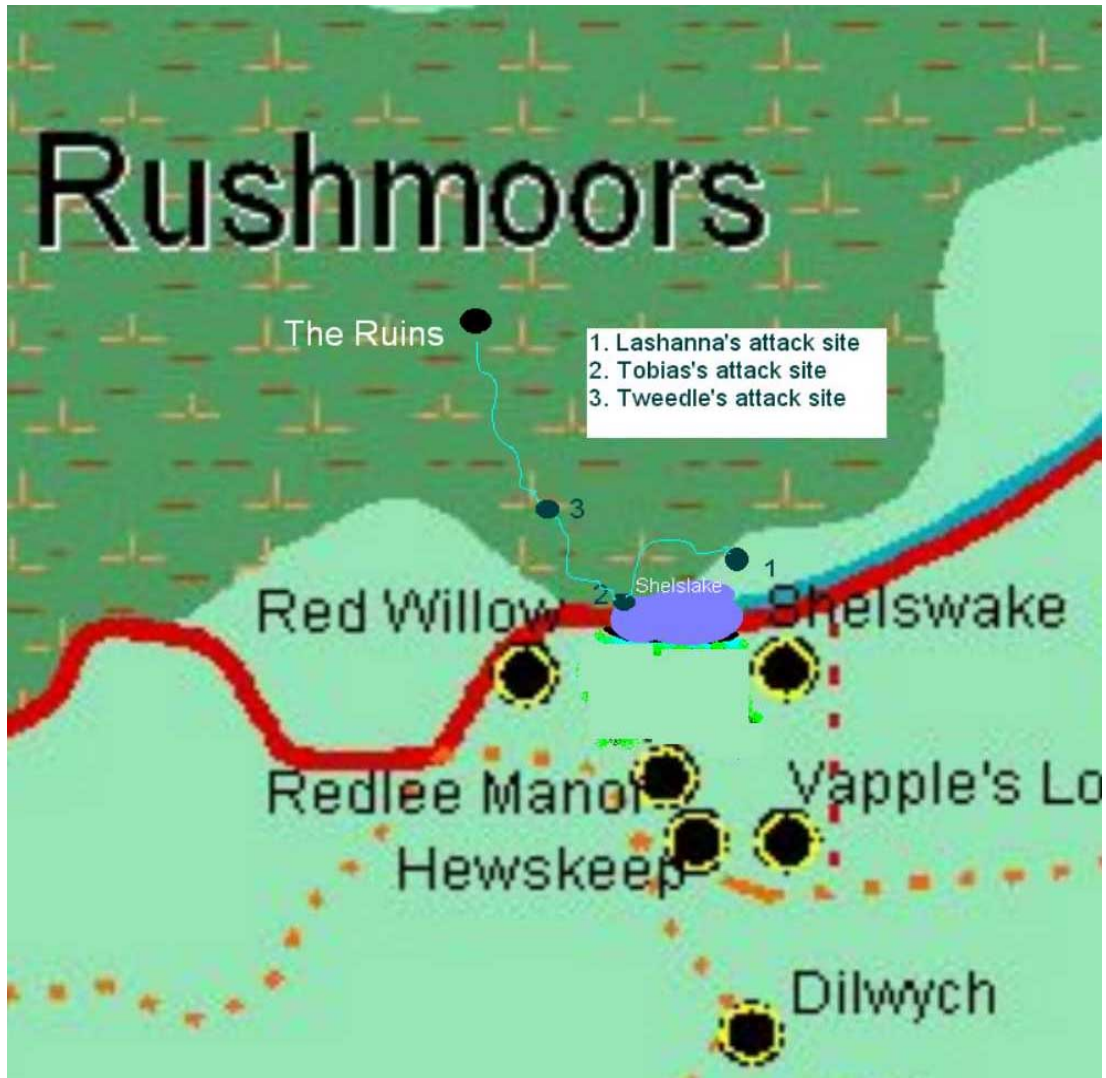
Grobber is one of the oddest creatures in the town. He is a half-orc, although he has never grown above three feet, making him more of a mascot than anyone to be feared. He has settled peacefully in the town, mostly due to his non-threatening demeanor and short stature. He is a candle maker by trade, although he dabbles in herbalism and hedge wizardry. Grobber will be reticent and cold with anyone who treats him poorly, although he will show great friendship and hospitality with those who show him kindness. He will not appear in this module but may be referenced to, and can be made available for purchase of magic items, etc..

Ruhar Shiniver is a human illusionist/bard. Ruhar is a human of medium build with long, flowing blonde hair, although it is apparent that the color of his hair may be altered with the juice of some citrus fruits, since his eyebrows are dark brown. He earns a meager living selling various spell components. He would do much better if he concentrated on his business rather than trying to earn a living as an entertainer. His weak voice and lack of ability with musical instruments would be less important if he were able to take full advantage of his ability to create fascinating illusions. Unfortunately, he lives in Shelswake and not Nirdal, and the locals are much less accepting of the level of magic he would need to employ in order to make a living here.

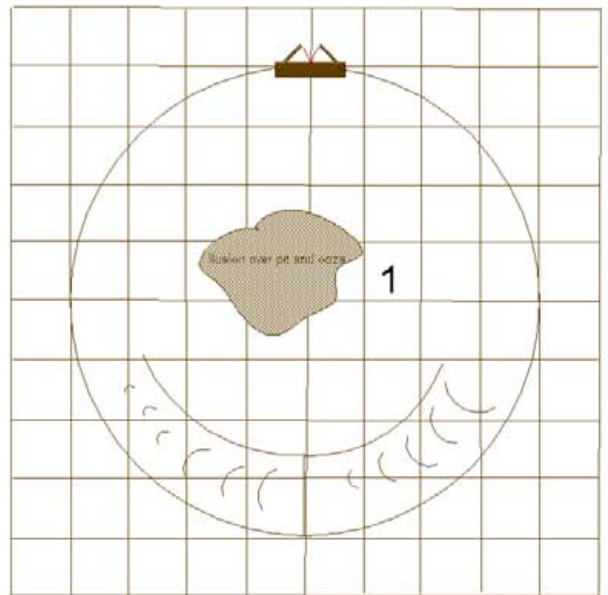
Brayis is a wizard. Normally he can be found at his home in the town, scribing scrolls and promising himself that this is the week he is going to go adventuring again. He stopped adventuring after his party was killed by a band of rogues who lurked outside the goblin's lair his party has just ransacked. He is now jumpy and nervous at best, paranoid under stressful conditions. He will not appear in this module but may be referenced to. He is currently studying something at the Royal Library in Niolo Dra.

Knuet the Bard leads a small troupe of performers through the Barony, making a decent enough living performing at the larger settlements and carrying news and gossip from place to place. He will not appear in this module but may be referenced to. He is currently performing in Nirdal.

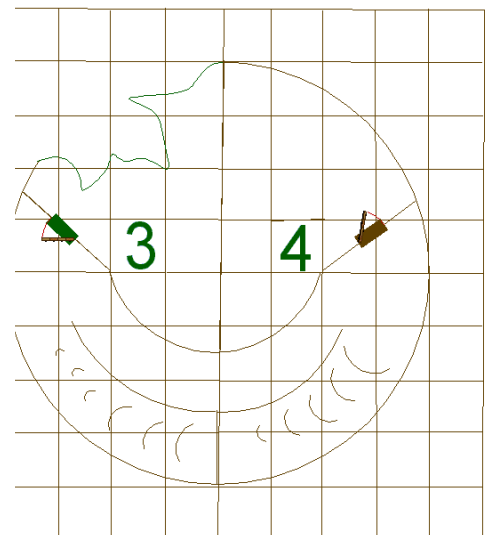
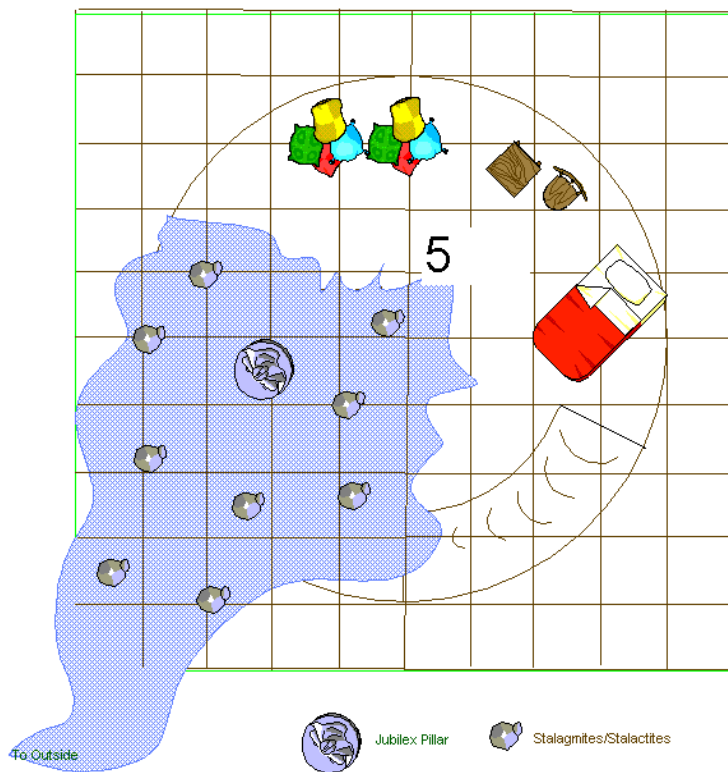
DM'S AIDE #4 – KEOLAND & SHELSWAKE AREA MAPS



DM'S AIDE #5 – THE TOWER RUINS



1 square = 5'



New Rules

New Monster: Aballin

Large Ooze

Hit Dice: 3d10+21 (37 hp)

Initiative: +1 (Dex)

Speed: 20 ft., swim 40 ft.

AC: 10 (-1 size, +1 Dex)

Attacks: slam+6 melee

Damage: slam 1d8+97+ drown

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Drown

Special Qualities: Blindsight, damage reduction 10/+1, immunities, passive state, vulnerable to water-based spells

Saves: Fort +3, Ref +2, Will +0

Abilities: Str 21, Dex 13, Con 14, Int –, Wis 9, Cha 6

Climate/Terrain: Warm and temperate land and underground

Organization: Solitary

Challenge Rating: 4

Treasure: none

Alignment: Always Neutral

Advancement: 4-5 HD (Large) 6-9 HD (Huge);

Also known as “living water,” aballins are fluid monsters that entrap and drown creatures that venture within their reach.

In their passive state, aballins look like large puddles of seemingly normal water, devoid of fish or other living creatures. Those looking down at the aballin often notice coins, jewelry, or other metal effects if the monster's past victims resting beneath the surface of the water, apparently awaiting recovery. Though they resemble an elemental creature of water, aballins are actually composed of a weak acid that, over the course of three weeks, digest organic matter.

Combat

Aballins lie passively, masquerading as puddles, small ponds, fountains or cavern pools, indistinguishable from fresh water until a potential victim approaches. When they sense prey nearby, they alter their structure becoming a 10 foot tall column of living fluid and lashing out with gelatinous pseudopods at their opponents.

Drown: The first victim to be hit by an aballin's pseudopods must make an opposed grapple check with the aballin (the monster's bonus on the check is +11). If the aballin wins the check, it draws the victim into its fluid body. The victim is at risk of drowning (see Water Dangers in the DUNGEON MASTER'S GUIDE for the risks and effects of drowning). Because the aballin is composed of acid, not water, spells like *water breathing* offer no help in surviving the effect of drowning in their fluids.

A trapped victim can attack the aballin or make additional grapple checks to escape its grasp. The character cannot cast spells with a verbal component or use any item or ability that requires speech. If other characters used edged weapons to attack the aballin while it is holding a victim, those attacks have a 25% chance of hitting the trapped character, and they do no harm to the aballin.

While holding a victim, the aballin continues to attack with its pseudopods, dealing slam damage to other characters.

Immunities (EX): Aballins suffer no damage from energy attacks involving fire, cold, or electricity. As noted above, slashing or piercing weapons have a 25% chance of striking a character trapped in an aballin, but they do not harm the aballin itself. Only bludgeoning weapons can harm the creature (and only if they overcome the damage reduction).

Vulnerable to Water-Affecting Spells (EX): A *transmute water to dust* spell forces an aballin to make a Fortitude save (At the caster's DC) or perish. A *lower water* spell forces an aballin to release a trapped character if it fails a Fortitude save.

Deep Wood Sniper as presented in Masters of the Wild

An arrow flies from a high mountain aerie, unerringly striking a paladin's mount. Expecting only a flesh wound, the paladin is stunned to watch his companion of many adventures crumple to the earth. This unfortunate knight has trespassed into the domain of the deepwood sniper, and he may not make it out alive. A deepwood sniper is patient, careful, quiet, and deadly accurate. She is a stealthy, long-range terminator whose arrows sail accurately from much longer ranges than those of other archers. In addition, she has magical abilities to help her shafts fly true. Because of their alertness, dexterity, patience, and affinity for the bow, elves of almost any character class make excellent deepwood snipers. For a long time, elves would train only those of their own race in these techniques, but more recently some half-elves, halflings, and humans have joined the ranks of the deepwood sniper.

Hit Die: d8.

Requirements

To qualify as a deepwood sniper, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Hide 4 ranks, Move Silently 4 ranks, Spot 4 ranks.

Feats: Far Shot, Point Blank Shot, Weapon Focus (any bow or crossbow).

Class Skills

The deepwood sniper's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (bow-making) (Int), Escape Artist (Dex), Intuit Direction (Wis), Hide (Dex), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Wilderness Lore (Wis). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the deepwood sniper prestige class.

Weapon and Armor Proficiency: Deepwood snipers gain no weapon or armor proficiencies. All weapon-related abilities of this prestige class apply only to projectile ranged weapons with which the character is proficient.

Deepwood Sniper

Class level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Keen arrows, range increment bonus +10 feet/level
2 nd	+2	+0	+3	+0	Concealment reduction 10%, <i>magic weapon</i> , projectile improved critical +1
3 rd	+3	+1	+3	+1	Safe poison use
4 th	+4	+1	+4	+1	Take aim +2
5 th	+5	+1	+4	+1	Consistent aim 1/day
6 th	+6	+2	+5	+2	Concealment reduction 20%, <i>keen edge</i>
7 th	+7	+2	+5	+2	Consistent aim 2/day, projectile improved critical +2
8 th	+8	+2	+6	+2	Take Aim +4
9 th	+9	+3	+6	+3	Consistent aim 3/day
10 th	+10	+3	+7	+3	Concealment reduction 30%, <i>true strike</i>

Keen Arrows (Ex): At 1st level, all projectiles the deepwood sniper fires behave as if they were keen weapons in addition to any other properties they might possess. Thus, a normal arrow fired by a deepwood sniper has a threat range of 19–20 instead of 20. This effect does

not stack with any other keen effect.

Range Increment Bonus (Ex): With each level the deepwood sniper gains, the range increments of her projectile weapons increase by +10 feet (added after all multipliers). Thus, a 10th-level deepwood sniper who has the Far Shot feat would have a 280-foot range increment with a heavy crossbow (120 feet $\times$ 1.5 + 100 feet).

Concealment Reduction (Ex): When the deepwood sniper reaches 2nd level, her miss chance against opponents with concealment drops by 10%. Thus, she has a miss chance of 10% rather than 20% against an opponent with one-half concealment. Her miss chance drops by an additional 10% per four deepwood sniper levels she gains thereafter, but this ability never reduces her miss chance against any opponent below 0%.

Magic Weapon (Sp): At 2nd level, the character can produce an effect identical to that of a magic weapon spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only. **Projectile Improved Critical (Ex):** When the deepwood sniper reaches 2nd level, the critical damage multipliers of all her projectile weapons increase by +1.

Thus, an arrow that normally deals damage $\times 3$ on a critical hit instead does damage $\times 4$ in her hands. When she reaches 7th level, these critical multipliers increase by an additional +1.

Safe Poison Use (Ex): At 3rd level, a deepwood sniper can use poison without any chance of poisoning herself (see *Perils of Using Poison* in Chapter 3 of the DUNGEON MASTER'S Guide).

Take Aim (Ex): A 4th-level deepwood sniper can gain a +2 bonus on her attack rolls against a stationary target by aiming carefully. Taking aim is a full-round action, and if the target moves more than 5 feet during that period, the bonus is lost. No additional benefit exists for spending more than 1 round aiming. This bonus increases to +4 at 8th level.

Consistent Aim (Su): Once per day, a 5th-level deepwood sniper can reroll one attack roll that she has just made with a projectile weapon. She must keep that result, even if it is worse than the original roll. She can use this ability twice per day at 7th level and three times per day at 10th level, though each use must relate to a different attack roll.

True Strike (Sp): At 10th level, the deepwood sniper can produce an effect identical to that of a true strike spell cast by a cleric of her deepwood sniper level. This ability is usable once per day on projectile weapons only.

Oozemaster as described in Masters of the Wild

Seeping out of every crack and crevice in the dungeon is some foul, monochromatic substance that adventurers wish wasn't there. Just when they get around the yellow mold, green slime drips from the ceiling. Quite often, such abominations well up naturally, but occasionally they are placed by a more deliberate hand—that of the oozemaster. The oozemaster is not a class for stable individuals. It involves relating one-on-one with things that relate to nothing at all. Unlike the animal lord's kindred creatures, the oozemaster's charges have nothing to say. No one has yet developed a speak with ooze spell—or if, someone has, the oozes haven't responded. Given that oozemasters exude everything but confidence, most of them have few sentient friends and even fewer guests. Thus, they tend to gibber and talk to themselves a lot. Characters of any spellcasting class can become oozemasters, though the class tends to be most appealing to druids, wizards, and—oddly—bards (who usually end up taking another direction before this one gets too creepy). Assassins, already masters of poison, find the benefits of this prestige class highly compatible with their line of work. Clerics, however, had better think about what their followers might say before taking this path. A cleric of Vecna's followers might think him clever for becoming an oozemaster, while followers of a cleric of Pelor might seek a new spiritual leader. Racially, half-orcs and gnomes are more suited to this class than elves and half-elves, most of whom consider themselves too refined for this basest of prestige classes. The drow, of course, are exceptions, since it was they who created this class in the first place. Certainly, the first oozemaster was a dark elf, though how this magic got out of the subterranean depths is a mystery best left unprobed.

Hit Die: d8.

Requirements

To qualify as an oozemaster, a character must fulfill the following criteria. **Skills:** Alchemy 4 ranks, Swim 4 ranks.

Feats: Great Fortitude.

Spellcasting: Able to cast 3rd-level arcane or divine spells.

Class Skills

The oozemasters class skills (and the key ability for each Skill) are Alchemy (Int), Concentration (Con), Craft (any) (Int), Disguise (Cha), Heal (Wis), Knowledge (nature) (Int), Profession (any) (Wis), Spellcraft (Int), Swim (Str) and Wilderness Lore (Wis). See Chapter 4 of the Player's Handbook for skill descriptions. Skill Points at Each Level: 4 + Int modifier.

Class level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells
1 st	+0	+2	+0	+0	Minor oozy touch 1	
2 nd	+1	+3	+0	+0	Charisma penalty -1, oozy glob 1/day, slithery face	+1 level
3 rd	+2	+3	+1	+1	Minor oozy touch 2	
4 th	+3	+4	+1	+1	Charisma Penalty -2, oozy glob 2/day, malleability	+1 level
5 th	+3	+4	+1	+1	Major oozy touch 1	
6 th	+4	+5	+2	+2	Charisma penalty -3, oozy glob 3/time, indiscreet anatomy	+1 level
7 th	+5	+5	+2	+2	Major oozy touch 2	
8 th	+6	+6	+2	+2	Charisma penalty -4, oozy glob 4/day, slime wave	+1 level
9 th	+6	+6	+3	+3	Major oozy touch 3	
10 th	+7	+7	+3	+3	Charisma penalty -5, oozy glob 5/day, one with the ooze	+1 level

Class Features

The following are class features of the oozemaster prestige class.

Weapon and Armor Proficiency: Oozemasters gain no weapon or armor proficiencies.

Spells per Day/Spells Known: At 2nd level and every other oozemaster level thereafter, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (additional wild shape options, metamagic or item creation feats, or the like). If the character had more than one spellcasting class before becoming an oozemaster, the player must decide to which class to add each oozemaster level for determining spells per day and spells known.

Minor Oozy Touch (Su): At 1st level, the oozemaster's hands can secrete a specific kind of ooze. Choose one kind of oozy touch from the table below. The character may, as a full attack action, make a melee touch attack that has the effect listed for that kind of ooze on the table below. The oozemaster can use this ability as often as desired. At 3rd level, he may choose one additional oozy minor oozy touch. In addition, the oozemaster is immune to the effects of that particular kind of ooze, even in the form of oozy touch attacks from another oozemaster. Thus, an ooze-master with brown mold oozy touch is immune to the effects of all brown mold. This ability confers no special resistance to similar effects that do not stem from the character's selected kind of ooze, so the aforementioned oozemaster is still subject to cold subdual damage from other sources—such as cold weather.

Kind	Damage/Effect
Brown mold	1d6 + oozemaster level points of cold subdual damage to flesh
Gray ooze	1d6 + oozemaster level points of acid damage to flesh, metal, or wood
Ochre jelly	1d4 points of stunning damage and 1d4 + oozemaster level points of acid damage to flesh only
Phosphorescent Fungus	Touched area emits a soft violet glow as a light spell unt

Oozy Glob (Sp): The oozemaster can throw a glob of the same material as any oozy touch gained at a previous level, with a range increment of 10 feet. This is treated as a grenadelike weapon. He can throw one oozy glob per round. (A character attacks with a grenadelike weapon as a ranged touch attack. Direct hits deal direct hit damage as noted on the table above. All creatures within 5 feet suffer 1 point of the appropriate splash damage. See Grenadelike Weapon Attacks in Chapter 8 of the Player's Handbook for more details.) This ability is usable once per day at 2nd level. Thereafter, the oozemaster gains one additional use per day of this ability for every two ooze-master levels he acquires.

Slithery Face (Su): At 2nd level, the oozemaster learns to manipulate his facial features, gaining a competence bonus equal to his oozemaster level on Disguise checks.

Malleability (Su): At 4th level, the oozemaster can compress his body enough to squeeze through an inch-wide crack. He cannot expand inside a space that offers any resistance, such as an occupied suit of armor.

Major Oozy Touch (Su): At 5th, 7th, and 9th level, the oozemaster chooses a kind of major oozy touch from the table below, or from the choices in the Minor Oozy Touch Options table above. This ability is otherwise identical to minor oozy touch (above).

Kind	Damage/Effect
Black pudding	2d6 + oozemaster level points of acid damage to flesh, metal, wood, or stone

Gelatinous cube	Fort save (DC 15) or paralyzed for a number of rounds equal to 1d6 + oozemaster level
Green slime	1d6 temporary Constitution damage to flesh and 1d6 + oozemaster level points of acid damage to metal or wood
Yellow mold	2d4 points of temporary Constitution damage to flesh (DC 15 Fort save for half)

Indiscernible Anatomy (Su): At 6th level, the ooze-master's anatomy becomes difficult to discern. Treat all critical hits and sneak attacks against him as though he were wearing armor with the light fortification power.

Slime Wave (Sp): At 8th level, the oozemaster may use slime wave (see Chapter 6) once per day as the spell cast by a 13th-level druid.

One with the Ooze: At 10th level, the oozemaster is as slimy as the creatures he favors. His type changes to ooze for determining what effects and items can affect him. He gains the Blindsight feat (hearing-based version, see Chapter 2) and becomes immune to flanking, poison, sleep, paralysis, stunning, and all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects). In addition, he is immune to polymorph other, but he retains any shapechanging ability he previously possessed.

New Feats

Alluring

As found in Song & Silence

Others have an inexplicable urge to believe your every word.

Prerequisite: Persuasive, Trustworthy

Benefit: You get a +2 bonus on Diplomacy checks and add +2 to the save DCs on all of your mind-affecting, language-dependant spells

Greater Spell Focus

As found in Tome & Blood

Choose a school of magic to which you already have applied the spell focus feat. Your magic spells of that school are now even more potent than before.

Prerequisites: Spell Focus

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes the bonus from Spell Focus.

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

Improved Familiar

As found in Tome & Blood

As long as you are able to acquire a new familiar, you may choose your new familiar from a nonstandard list.

Prerequisite: Ability to acquire a new familiar of compatible alignment.

Benefit: When choosing a familiar, the following creatures are also available to you. You may choose a familiar with an alignment up to one step away on each of the alignment axes.

Familiar	Alignment	Arcane Spell Level
Shocker	Neutral	3

Lizard		
Stirge	Neutral	5
Formian Worker	Lawful Neutral	7
Imp	Lawful Evil	7
Pseudodragon	Neutral Good	7
Quasit	Chaotic Evil	7

The improved familiar is magically linked to its master like a normal familiar. The familiar uses the basic tactics for a creature of its kind, as given in the Monster Manual.

Hit Dice: Treat as the master's level. Use the familiar's normal total if its is higher.

Attacks: Use the master's base attack bonus or the familiar's, whichever is better. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that kind.

Special Attacks: The familiar has all of the special attacks of its kind.

Special Qualities: The familiar has all of the special attacks of its kind.

Saving throws: The familiar uses the master's base save bonuses if they are better than the familiar's.

Skills: Use the normal skills for a creature of its kind.

Familiar Special Abilities: Use Table 3-19 in the Player's Handbook to determine additional abilities as you would for a normal familiar.

Alternate Improved Familiars

The list below presents only a few possible improved familiars. Almost any creature of the same general size and power as those on the list below makes a suitable familiar. Nor is the master's alignment the only factor: for example, improved familiar could be assigned by the master's creature type or subtype, as shown in the examples below.

Familiar	Type/Sub-Type	Arcane Spell Level
Celestial Hawk	Good	3
Fiendish Viper	Evil	3
Air Elemental, Small	Air	5
Earth Elemental, Small	Earth	5
Fire Elemental, Small	Fire	5
Water Elemental, Small	Water	5
Shocker Lizard	Electricity	5
Homunculus	Undead	7
Ice Mephit	Cold	7

Persuasive

As found in Song & Silence

You could sell a tindertwig hat to a troll.

Benefit: You get a +2 bonus on all Bluff and Intimidate rolls

Trustworthy

As found in Song & Silence

Others feel comfortable telling you their secrets.

Benefit: You get a +2 bonus on Diplomacy and Gather Info checks

New Spells

Lesser Acid Orbs

From Tome & Blood

Evocation (Acid)

Level: Sor/Wiz 1

Components: VS

Casting Time: 1 action

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

Area: up to five creatures or objects, none of which may be more than 15' apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash damage.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at fifth, four at seventh, and a maximum of five orbs at 9th level or higher. If you shoot multiple orbs, you can have them strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll SR or damage.

Slime Wave

From Masters of the Wild

Conjuration (Summoning)

Level: Clr 7, Drd 7

Components: VSM

Casting Time: 1 action

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

Area: 15 ft radius spread

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: NO

You create a wave of green slime that begin at the range you choose and violently spreads to the limit of the area. The wave splashes and splatters as it passes; some slime clings to any wall or ceiling. Each creature in the area that fails its Reflex save is covered in one patch of green slime for every five feet of its face.

Green slime devours flesh and organic materials on contact, and even dissolves metal. A patch of green slime deals 1d6 points of temporary Constitution damage per round it while it devours flesh. Against wood or metal green slime deals 2d6 points of damage per round, ignoring the hardness of the metal but not that of wood. It does not harm stone.

On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a *remove disease* spell destroys the green slime. Unlike normal green slime, the slime created by this spell gradually evaporates, disappearing by the end of the duration.

Material component: A few drops of stagnant pond water.

Critical Events Summary: Keoish Winter Games 2002 Only

Did the PCS stop the Rgues from Getting the box? Yes No
If not, did they manage to recover it? Yes No
If yes, did they recover it before they got to th e Stein Way? Yes No

Did the PCs kill or harm eithre of the Oeridian nobles? Yes No
If yes, describe what happened:

Did the Players decide to go to Shelswake? Yes NO

Did the Darkwatch accompany the pCS through the Rushmoors?
If yes, did they witness the PCS comit any forbidden acts:
If yes, please explain.

Was Lacey proven innocent? Yes NO
If so, how:

Did Plard get away? Yes NO

Did the party report the mural to the Royal Explorers? Yes NO
Did they report it to anybody else?

Did anyone go insane? Yes NO
If so, who?

Did Charlton survive the ambush?

Did the Scarlet Brotherhood member get away?

Did any of the Gran Marchers live?
If yes how were they treated and what became of them?

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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