

KEO3-04

Of Witches and Warlocks

A One-Round D&D LIVING GREYHAWK[®]

Keoland Regional Adventure

Version 1.2

by Joe Russell

It is time for the annual meetings of the Craufield's Mage Council and the pageantry that has grown up around it. Surely nothing can go wrong on such an occasion! An adventure for characters levels 3 - 12. This module is the third in the *Crowning Glory* cycle, continuing the stories that began in KEO1-07 *Deathmarch* and KEO2-02 *Downtrodden*.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

Introduction

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

Preparation

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

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

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

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

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

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

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

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

Scoring

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

you determine treasure and experience awards for the scenario.

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

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

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

Living Greyhawk Levels of Play

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

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to

play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

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

Time Units and Upkeep

This is a standard 1-round Regional adventure, set in Keoland. Characters native to Keoland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Wanted/Hunted

The Wanted/Hunted list will be included in the Metaorg Book 0 “Regional Rulings, Idiosyncrasies, and Quirks of Keoland”. That book will ALWAYS supercede anything that is listed here. In general:

- ♦ The fine for destruction of public property is 100 GP x Spell Level x APL. Any PC that does not have enough money may have another PC cover for them [added to the “GP Spent” column on the AR], or they must spend 1 TU for every 100 gp they are short. There is NO skill check that can be made to reduce this cost.
- ♦ Anyone actively ignoring the crowds and routinely injuring innocent bystanders should have their PC pulled mid-game. They get no XP and no gold, and cannot play that PC until OK’d by the Keoland Triad. Contact the Keoland Metaorg and Regional Flavor PoC at keoland_marf_poc@yahoo.com

NOTE: The above rules hold true no matter what metaorg or metaorg rank a PC may hold!

Adventure Background

Important DM Note:

The incidents occurring at the festival are caused by three separate entities. Two of the groups are in service to the same person (whose name and identity is being kept secret for now). The third just took the opportunity that presented itself. Do not create the persona of the hidden individual as it may conflict with details revealed in the future. If you have any questions about the module, email me at thanotos@pics.com and I will answer them as best as I can. Remember the purpose of all of the disruptions during the festival is to create a fear of anything arcane. Things that people don't understand they usually fear. And whoever controls this fear can control the people.

Across the southern border of the Duchy of Dorlin, in the city of Craufield, in the County of Nimlee, the local arcane spell casters are coming together in their annual meeting. Over the years a pageant has arisen to mark the end of the weeklong talks and discussions. Folk come in from the outlying regions for the festivities. With Craufield being so close to the Duchy of Dorlin, a number of spellcasters and peasants alike come from the Neheli lands to be in attendance.

Fearing that these arcane meetings are no more than a cover for plots against his people, Duke Cedrian has been sending members of the Darkwatch undercover to try to spy on the proceedings and to keep an eye out on those returning to Dorlin after the celebrations.

The National Academy of Wizardry members originally met to discuss any new spells or items of interest, and to test out aspiring apprentices. As the influence of the Academy has waned over the years, the members decided to continue their yearly gatherings. Over the years, the focus of the meetings became less political in nature, and more of a venue to show off newly created items or spells. About twenty years ago, an enterprising member of the group suggested that to help foster local acceptance of magic, they should put on a public display at the end of the week. Each year someone new will be picked to prepare sights and sounds that would astonish the crowds the following year.

The first year of the last day festivities scared almost half the populace into thinking that they were under attack. The arcane spellcasters were nearly lynched by the mob that stormed the tavern where the meetings were being held. Only the diligence of the local watch prevented any bloodshed. The following year, the members sent out announcements ahead of time about the light and sound displays. Gradually the local populace came to expect the yearly meetings and started traditions of their own to coincide with the weeklong assembly. On the last day of the meeting, the streets are crowded with people coming out to enjoy the celebrations. Games, dancing, and music abound.

During the day, the audience votes on the entertaining displays of magic of each spellcaster. The winner of this vote becomes the Master of Displays for the next year's meeting. Just after sundown, in the highlight of the festival, the Master of Displays shows off his yearlong efforts.

Any arcane spellcaster may attend the meetings, but only members of the National Academy of Wizardry may cast a vote in the meeting or compete to become the next Master of Displays. Aspiring apprentices demonstrate their talents and abilities on the first day of the meeting. If a willing mentor likes what she sees, the applicant will receive a proposal of apprenticeship. The current head of the Craufield Mages' chapterhouse of the National Academy of Wizardry is Istava Lolian (Wiz 12).

Only the major encounters will be fully described. There are a number of other places the PCs can go and things they can do. It is a small town (1,700 pop) and there is a festival going on. Add what other distractions that you would like. There are no places that the PCs can go to buy arcane magical items during the festival, only the wizards from the mage council would be able to make something and they are currently busy. None of the merchants that traveled here sell arcane items.

PCs may purchase items normally at the conclusion of the adventure, of course.

There are Churches to Lydia, Fahrlanghn, and Zilchus in Craufield. PCs who belong to the three churches pay normal PHB spellcasting costs; those who do not pay *double*. The highest level caster is 5th, so cleric spells of third level or less are available to PCs. PCs may purchase Scrolls of Cure Light Wounds and Cure Moderate Wounds during the middle of this module ONLY if there is a PC cleric belonging to one of the three aforementioned churches.

Adventure Summary

The Master of Displays this year is Nevyn, an Enchanter. As such he will be spending most of his time moving around town in preparation for the display. During the festival, several mishaps occur that appear to be caused by various mages from the council. Nevyn will cause some of this, but unknown to him, there are several other forces doing the same thing. The first is Jo'Ander, a servant of Nerull, who has recently moved into the area. The other (who will remain unnamed at this time) uses her power to call upon planar creatures to add to the chaos and madness. This other being appeared to Nevyn and gave him some bad advice, which he is following, on how to fulfill his desires. The culmination will occur during the main display at the end of the week where the magic appears to go wild and parts of the town are destroyed in the process. Nevyn's intent is only to see a few of his rivals discredited or exiled, but nothing is ever simple as that.

The major events of each day will be listed, but there is a whole host of other activities that the PCs can do each day. It's a festival, after all!

Day Zero: The PCs are traveling along the main road to the western part of Keoland and see groups of peasants and other individuals heading in the direction of Craufield. They learn that there is a weeklong festival starting this day. The PCs arrive, secure rooms, and bed down for the evening.

Day One: The festival is in full swing, and today sees a parade within the town. But the celebration turns into a slaughter as some of the participants in the parade are revealed to be monsters that attack the celebrants. (Nevyn planned this incident). Presumably, the PCs will get involved and keep the chaos from getting any worse. After the dust settles, PCs will be contacted by an undercover Darkwatch agent that seeks to aid them in trying to figure out what is going on in town.

Later that day, various council members will spend their time competing against one another for the title of Master of Displays for the next year's festival. A wizard doing a pyrotechnic display finds that she is in trouble. Her magic seems to surge and starts doing some real damage to the area around her (a planar creature has secretly added its own power to the fire). On another side of the square, illusionary magical beasts created to entertain the crowd suddenly turn on them and start attacking. (Jo'Ander seized control of the illusions using a new spell he has crafted). The PCs will have to deal the pyro-mage and the conjuring wizard.

Day Two: The streets are not as crowded as they were in the beginning of the festival as people are starting to get worried about the strange magical occurrences. The spellcasters begin to receive threatening looks from the townsfolk; distrust is simmering once more between the groups. In a tavern, a bard finds that her audience has turns ugly when the "special effects" that she has conjured to accompany her performance have diabolical undertones to it. (Spurned by her, Nevyn has singled her out for attention by stirring up the crowd).

Later that day, and even after the strange events of the festival, many of the folk still came out for the Master of Displays' show. The show starts off without a hitch and soon most of the people have forgotten about the troubles that have plagued this festival. But soon Nevyn's displays soon take on the same diabolical undertones as that of the bard. The crowd finds themselves besieged from the Master of Displays and from the appearance of several fiends that work the crowd into frenzy. The fiends will try to stay hidden while they work their magic on the crowd, letting them think it is all the fault of Nevyn and the other Craufield wizards. The PCs will have to sort through the chaos to find the true cause of these events and put an end to it. (At APL 10 & 12 only, Jo'Ander - seeing that he is not the only one seeking to cause chaos at the festival - aids Nevyn and the devils from the sidelines)

Conclusion 1: The fiends are killed/banished and Nevyn's part in all of this is revealed. The other mages from the council are not blamed for the problems and the festival will happen as planned for the next year.

Conclusion 2: Nevyn's part in the troubles are not discovered and the mage council is blamed. The mages are banished from the County of Nimlee. The Darkwatch are asked by the Countess to find and persecute any arcane spellcaster that uses magic inside her demesne without a special writ from now on.

Jo'Ander's part in the mess will need to be discovered and reported.

Introduction

If the PC's have adventured together before, they can be traveling as a group already. Otherwise they will meet each other on the road into Craufield.

It is late summer in Keoland, and the sun's heat beats down oppressively over the land. The air is thick with moisture that makes it even worse, making it surprising to see the amount of other travelers on the road through the County of Nimlee. Individual travelers, small groups and whole families are on the road. Some appear to be local peasants, others merchants and the occasional adventurer. Several of you have gathered and keep each other company during the trip.

Allow each of the players to introduce and describe their characters to each other.

Many one the road are heading for a festival in Craufield, in the capital of Nimlee. They tell you that the festival has been going on for twenty years. It begins tomorrow, and ends the day after. The festival is thrown by the National Academy of Wizardry's local chapterhouse, and the normally superstitious Keoish people are treated to displays of sorcery. A few of the travelers are would-be apprentices who seek a master.

Upon your arrival in town, you secure one of the last rooms at the inn. When you awaken in the morning, the hustle and bustle of the town is evident. The festival has begun!

Day One Encounter One: Parade

While the PC's are walking through town, they come across a parade in progress. There are musicians, dancers, and manikins moving down the street. Some of the "puppets" start attacking the crowd. (The handler's were enchanted to believe that the creatures at the end of the strings were fakes. The creatures were dressed in billowing clothes, as appropriate, to disguise their true nature.) If the PC's manage to talk with any of the handlers, they will find out that the handlers didn't know the truth and the past half-hour or so is a bit hazy. As the PC's are leaving the scene, a Darkwatch member will approach them and try to get a feel for the PC's motives. A level check, DC 15, will let a PC Darkwatch member recognize the man for who he is and visa versa. The PC's will encounter (or just catch a glimpse) of him from time to time at various incidents.

Aldman's Way, the main street in town, leads from the temple district down to the merchant district. It is lined with people laughing and singing. Instruments play various tunes heralding a procession coming down the road. The parade is made up of sights like stilt walkers, men tossing firebrands back and forth and puppets. Handlers guide wild animals, either on leashes or in cages, through the streets. Exotic dressed dancers tumble and swirl through the procession tossing treats to the children in the crowd. There is even a sword-swallower keeping pace.

The PCs will need to make a Sense Motive check (DC 16 + APL) to notice that there is something amiss with some of the members of the parade. A Spot check (DC 18 + APL) allows a PC to realize that some of the parade participants are not what they seem. Any PC that makes either check will not be surprised when some members of the parade start attacking the crowd. See **Map 1** for location details. PCs should be mindful of area effect spells as they will damage the surrounding property and maybe catch the fleeing peasants. If a peasant is killed by a PC spell, the town guard will arrest them.

Without warning, chaos reigns in the street. The sword-swallower changes into a sickly-looking gray-skinned humanoid, which sheds its cloak as its twin swords skewer a man and a woman at the same time. A snake bursts the bars of its cage and begins to attack. The two men tossing the firebrands hurl them into the crowd and change into frightening looking humanoids.

People run everywhere, screaming and dying. A few other brave souls have taken up the fight against some of the creatures. Elsewhere, further down the parade route, more screaming can be heard, along with the sound of battle.

The guards will enter combat at the end of the second round. Their stats are in **Appendix 1** as are the non-standard creatures. The noise at the other end of the line is Jo'Ander, who is taking advantage of the chaos to conjure shadow creatures to harry the crowd. The Malagari will fight them at the same time the PCs deal with their own threats; the combats will finish around the same time.

All APLs:

Guard Sergeant: hp 34

Guard (3): hp 17 each

APL 4 (EL 6)

Doppleganger: hp 26 (See *Monster Manual*)

Devil, Imp: hp 17 (See *Monster Manual*)

Ogres (2): hp 30 each (See *Monster Manual*)

APL 6 (EL 8)

Doppelganger Rgr 1: hp 44 (See *Appendix One*)

Ogres (2): hp 30 each (See *Monster Manual*)

Yaun-ti Halfblood: hp 42 (See *Monster Manual*)

APL 8 (EL 10)

Doppelganger Rgr 3: hp 62 (See *Appendix One*)

Ogre Ftr 4 (2): hp 79 each (See *Appendix One*)

Yaun-ti Halfblood Ftr 1: hp 68 (See *Appendix One*)

APL 10 (EL 12)

Doppelganger Rgr 3: hp 62 (See *Appendix One*)

Naga, Dark: hp 58 (See *Monster Manual*)

Ogre Mage (2): hp 41 (See *Monster Manual*)

APL 12 (EL 14)

Night Hags (2): hp 44 (see *Monster Manual*)

Naga, Spirit: hp 76 (See *Monster Manual*)

Doppelganger Rgr 7: hp 98 (See *Appendix One*)

At the lower APLs, the ogres have been concealed by a *Seeming* spell, cast from a scroll by Nevyn.

Important DM Note for combat: Until the PCs otherwise demonstrate that they should, the creatures do not pay any special attention to them and attack at random.

Development: If the PCs manage to take any of the creatures alive, with a successful Diplomacy check (DC 20) or Intimidate check (DC 24), the creatures will relate that a man with curly red hair and bright green eyes recruited them. He did not give his name, and the creatures felt compelled to obey him. Their orders were to disguise themselves as creatures or performers in the parade, and at an opportune moment, cause as much damage as possible. All of the creatures were contacted a couple of weeks ago and were enticed from their lairs in the Hool Marsh by an offer of valuable gems. These gems are in the possession of the creatures.

DM Note: The person they describe is Nevyn, but this is NOT what he looks like; he has concealed himself with a change self spell to prepare for the contingency of the creatures being captured)

A PC with Craft (Gem-cutting) may make a check DC 20 (or 15 if a member of Keoland's gem-cutter's guild) to recognize a mark on one of the gems as being cut in Craufield. The successful check will also tell the PC that the gem was cut to precise measurements.

PCs with Spellcraft make make a check (DC 10 + APL) to recognize the gems as being cut and ground to the precision needed to cast several kinds of arcane spells.

If the players ask, an Intelligence check (DC 12) will remind the PCs that they saw a small shop that deals with gems and jewelry, Brathen's, in the merchant district. Any local resident can confirm the existence of a jeweler in town, and to give the location of the shop.

At the conclusion of the combat, read the following.

The streets have nearly cleared out, except for the most foolish or brave. Discarded items litter the area, as the crowd exited the area in a panicked throng. The sound of heavy booted feet running echoes down the street as members of the town guard appears.

The guardsmen will just ask what happened, and thank the PCs for their quick actions if they got involved. If the PCs have played **Encounter Two**, then a wizard from the Mage Council will also be with the guardsmen.

A Spot check (DC 18 + APL) allows a PC to notice a man watching them from a nearby alley. If the PCs already played **Encounter Two** and made their Spot checks there, they notice it is the same man, Sarick. If this is their first encounter with Sarick, he will vanish into the shadows. Otherwise he will just back into the alley and talk to the PCs there. If they didn't notice him this time, he will "happen" upon them on a quiet street and talk to them there. Go to **Encounter Four**.

Encounter Two: Tryouts

Jo'Andar has been watching the events with interest to see where he can sow further confusion. During a break in their meetings, a number of the mages will be putting on shows that will be voted upon to decide who will be the next Master of Displays. The aspirants are just rehearsing their demonstrations that will be done for real the next day in a closed meeting of the members. Seeing one of the aspirants creating illusionary creatures, Jo'Andar decides to wrest control of the illusion from him and use them to terrify the people.

He is not the only one with a plan being enacted during the demonstration. The noble salamander tasked with disrupting the festival has sent one of his minions through the controlled fire to wreck havoc at the market. The elemental creature will appear two rounds

after Jo'Ander has taken control of the illusions. The two wizards will be arrested for using "malicious magic".

The one who is commanding the noble salamander prepared the summoning site earlier, and made sure Ardrú was set up in just the right place (the individual's identity is not revealed in this adventure).

The center of the merchant district is a bustle of activity. The large square is a sea of humanity pierced at the center by a decorative fountain. The fountain statue is of beautiful woman with what seems to be a triangle in her hand. Glittering pillars of water shoot from her hand high into the air in a fantastic display. The crowd flows between the various stores in the square as well as the numerous carts that have been set up. The festival is always a time to see the latest fashions from Niole Dra, sample wares from distant lands, and to have a good time. Guards move about in squads of four to manage the crowds and be ready for any trouble that might occur.

Clerics and Paladins of Lydia automatically recognize the statue, as can any PC who makes a Knowledge: Religion check (DC 12).

A Knowledge (Nobility and Royalty), (Local) or Bardic Knowledge check at DC 15 will allow the PC to recall that the Countess of Nimlee is also a cleric of Lydia. The same knowledges at DC 20 will verify that the Countess is well-liked by her citizens, but she is deeply concerned about the trouble on her southern border in Linth. [See KEO3-03 *Will of the People* for further details.]

A *detect magic* cast upon the fountain will reveal conjuration and illusionary effects of moderate power. The spells keep the fountain full of water and create the sparkles that enhance the visual effect of the sprays.

As crowded as the square is, two sections seem to hold the attention of the throng nearby. You overhear the whispers that flow through the crowd about two members of the Mage Council about to put on a display - a contest of magic. One of the mages is setting up on the western corner of the square and the other on the eastern corner.

The two wizards, Ardrú and Rithcani, are trying out their routines for the public before showing them to the Mage Council tomorrow. Ardrú is an Oeridian male and Rithcani is a half-elf female. It is a ritual that has grown up with the festival. It gives the people a taste of what is to come tomorrow evening. The other members of the Mage Council are either inspecting aspirant apprentices, or off on other personal business.

The PCs may speak to either of them before they start. Ardrú is setting up in the western part of the square. His specialty is evocation spells and as such his display will be fiery and dramatic in nature. Rithcani is an illusionist and her display will be just as showy, but nowhere near the destructive power of Ardrú's. PC mages might ask if they could join, but they will be informed that the "contest" is just a trial run for the presentation that they have to give the Mage Council tomorrow. Whoever wins will become the Master of Displays, and in charge in creating the magical display on the final day of the festival next year. If asked, they will confirm that this year, the Master of Displays is an enchanter named Nevyn.

The PCs can stay together or separate as they desire - in the end, they will have to deal with both disturbances. Read the appropriate description depending on which display the PCs watch. You can the PCs make a single Spellcraft check at the beginning or one for each spell as they are cast.

PCs and read-aloud text: The DM should NOT "railroad" the PCs with read-aloud text. The Spot checks are given to alert characters to give them a chance to get the drop on the mayhem that is imminent.

Ardrú's Display

The spells that Ardrú intend to cast in order are: *tenser's floating disk, obscuring mist, prestidigitation, pyrotechnics, flaming sphere, levitate, gust of wind, major image, flame arrow, fireball, glitterdust, dancing lights*. The effects of the spells have been modified for cinematic reasons. He casts a *resist elements (fire)* right before he begins - one can never be too careful when working with fire...

Ardrú has cleared a thirty-foot diameter circle and calls into existence a floating disk at the circle's center. He sets up a burning brazier in the middle of the disk.

"Let me tell you the tale of Drisdan and how he got his magical armor." A thin swirling mist begins to collect around the base of the disk and flow out in the circle around Ardrú.

"A well-respected leader, Drisdan was chosen to command an expedition into the Barrier Peaks. High among the peaks that stretch to the very heavens, his band came across a cave that seemed to travel forever into the dark depths of the land, to the very roots of the mist shrouded mountains."

Swirling up and around the brazier, the mist begins to change color and take on a reddish hue with small, sparkling motes. "In the bowels of mountain, the

band came across a cavern crisscrossed with channels of molten rock. The air seared their lungs and scorched their skin."

"On the far side of the cavern, through the shimmering air, Drisdan thought he spied the glint of metal. They made their way carefully through the burning cavern. Crossing over a stone bridge, the lava burst with such force that it knocked several of the expedition into the magma." The crescendo of Ardrú's words builds and as it reaches a climax, the brazier flares brightly and flame seem to reach out for the sky.

As the flames billow high into the air, a sphere of fire emerges from top of the flickering flames. "The lava began to bubble into large globes and burst with great force." Ardrú begins to rise on a column of the reddish smoke, slowly spinning around the column of fire until he reaches the burning sphere. "And then a creature emerged and began to wreck havoc on the poor men."

The fire, burning hotter and brighter, begins to fill the entire disk. The crowd moves back a bit further from the heat.

(DM Note: At this point, the crowd has moved to a little over twenty feet from the brazier. The fire has grown to the intensity to that of a wall of fire. Ardrú hasn't noticed because of the resist elements spell and being on the inside of the wall.)

"Hoping that whatever the creature was guarding might be used to defeat it, Drisdan raced toward the glint he had seen. He found a suit of armor and a bow, encased in a globe of fire. Steeling himself, Drisdan rushed through the burning sphere to the treasure it contained." Ardrú holds his hands out and moves into the center of the fiery sphere. The sphere, spinning faster and faster, begins to transform, cladding Ardrú in a blue hued chainmail and arming him with an icy longbow.

"Drisdan emerged from the sphere in his new armor ready to fight the foul creature. The creature had made short work of his men and now lunged for him. Seeing he had but one chance, he put all of his trust and experience into one shot." He pulls back and releases a frosty arrow high into the sky. As the arrow reaches it's zenith, the arrow explodes into a brilliant ball of white-blue fire that breaks apart into a thousand twinkling sparks that slowly float to the ground.

(DM Note: At this point is when the illusions are wrenched from Rithcani's grasp. Make a Spot and Listen check [DC 21 + APL] to see if the PCs notice the disturbance at the other corner)

"The arrow, created by the bow, flew strong and true. It pierced the creature with such force that it flew into the air and lost all form before hitting the ground."

Ardrú begins to descend in a spiral around the fire. The fiery armor and bow begin to disappear, fading in little glowing balls of light. "Exhausted, and with his men dead or dying, Drisdan made for the surface. The years grew long and Drisdan aged with them. When he could no longer bear the weight of his armor, Drisdan headed into the Barrier Peaks one last time. Some said it was to die in battle, while others say it was to return what he had found. Whatever the reason, Drisdan was never heard from again."

(The salamander and flamebrothers have been summoned onto the disk. The PCs can make a spot check to notice their arrival (DC 23 + APL), but it is extremely difficult due to the mists surrounding the disk and the roaring flames.)

Just as Ardrú comes even with the floating disk, spears wreathed in flame shoot out of the blazing fire. The spears streak into the crowds, impaling the hapless watchers. The crowd erupts in a chaotic mass of screams, and cries. There is a sudden press to be anywhere but here.

Rithcani's Display

The spells that Rithcani intend to cast in order are: prestidigitation, obscuring mist, ghost sound, silent image, blur, mirror image, ventriloquism, minor image, major image, major image.

Rithcani has set up a little stage to in her corner of the market square. Her shimmering gown flows with her graceful movements as Rithcani starts to chant. The area seems to darken slightly as tiny sparkles float about the air.

"The trip we are about to take is into the realm of the Fey. There are many strange and wondrous sights to be seen in their lands." Mists swirl about the ankles of Rithcani and spill out into the crowd.

"Even now you can hear their exotic songs drifting along the enchanting mists." Sounds of flutes, pipes, symbols, and drums play softly throughout the mists. "Listen to their sweet songs of joy and carefree existence. You can catch a glimpse of them if you are quiet and keep your eyes open. Look! There and there!" Rithcani points into the crowd as pixies briefly appear in the mist before vanishing again.

Rithcani's form begins to blur into multiple images. Her voice seems to come various places in the crowd. "The line between the real and unreal blurs. If you look hard enough through the mists, you can see a

group of satyrs dancing and singing.” On the stage near Rithcani, faint images appear, cavorting around something as yet unseen.

“If we concentrate, we can see what they see.” The mists swirl up into the air for a few moments, blocking all sight, and then recede back to the ground. A tree now stands on the stage with the satyr playing on and around it. Eyes and a mouth appear on the tree and sign along with the satyrs. “It’s a treant, a graceful protector of the woods. And look! There are several centaurs on a hunt.” Centaurs with bows fade into view inside the mists. Their bows drawn taut, trained on some prey only they can see.

Rithcani’s face distorts as if she is struggling against something. Her voice drifts over the crowd, “No, I won’t let you ... nooooooooo!” Rithcani’s scream seems to break the mood as some of the figures from the mists turn and advance on the crowd.

Jo’Ander has wrest control of the illusions away from Rithcani and are using them to attack the crowd. Treat the creatures as if they were *shadow conjured* (Will save, DC 25, to disbelieve) in terms of effect. There are a lot of people trying to get away from the area and could be caught in any area-effect spells cast by the PCs.

Jo’Ander is sitting up on the roof of a building about a hundred feet away. He cannot be seen by anyone in the crowd; someone on Rithcani’s stage might spot him (DC 25 + APL), but he’s gone out of his way to secure a good hiding spot. If somehow detected, Jo’Ander will not fight any PC at this time and flee if he must.

Guards will show up at the end of the third round (see *Appendix One* for their stats). Another squad will arrive every four rounds after that. They will help where they can but (at the higher APLs) realize that the conflict is beyond their abilities. Once everything has calmed down, they will take the two mages into custody (if they are still alive).

The guards would be heading to Rithcani’s section first and get there just as Drisdan’s display goes very wrong. See **DM Map 2** for the layout of the market square. The EL’s for the combat have been increased by 1 for situational modifiers (the presence of a crowd of innocents whose safety must be taken into account).

All APLs:

Guard Sergeant: hp 34

Guard (3): hp 17 each

Ardru: hp 25

Rithcani: hp 19

APL 4 (EL 6):

Flamebrother (2): hp 16 (See *Monster Manual*)

Centaur: hp 26 (*shadow conjured*, See *Monster Manual*)

APL 6 (EL 8):

Salamander: hp 38 (See *Monster Manual*)

Satyr (2): hp 22 each (*shadow conjured*, See *Monster Manual*)

APL 8 (EL 10):

Salamander(2): hp 38 each (See *Monster Manual*)

Treant: hp 66 *shadow conjured*, See *Monster Manual*)

APL 10 (EL 12):

Noble Salamander: hp 112 (See *Monster Manual*)

Treant (2): hp 66 each (*shadow conjured*, See *Monster Manual*)

APL 12 (EL 14):

Noble Salamander (2): hp 112 each (See *Monster Manual*)

Treant (3): hp 66 each (*shadow conjured*, See *Monster Manual*)

Tactics: Jo’Ander will have the shadow conjured creatures attack the people around the stage. He knows that the ordinary people of the festival will be unable to disbelieve the illusions. Since the creatures originated from *major images*, Jo’Ander has to maintain control over them and have them react appropriately to damage and the changing environment. The illusions can be dispelled as if cast at 6th level (Rithcani’s caster level) and disbelieved with a Will save (DC 27, Jo’Ander’s spell DC). Once the illusionary creatures are dispatched, Jo’Ander will leave the scene.

The obscuring mist is gone after the surprise round. The salamanders and flamebrothers will fight from inside of the blaze on the *tenser’s floating disk*. They will attack anyone that comes close enough to hit with thrown spears or melee. The noble salamanders will use their spell-like abilities to cause as much havoc and destruction as they can.

After the combat is over, the guards will arrest the two wizards. The PCs cannot question them in detail at this time, unless they want to attack the town guard. The wizards will just proclaim their innocence to any that

will hear. The guards take the pair to holding cells for the time being until their fate is decided.

A Spot check (DC 18 + APL) allows a PC notice a man watching them from a nearby alleyway. If the PCs already played **Encounter One** and made their spot checks there, they will notice it is the same man, Sarick. If this is their first encounter with Sarick, he will vanish into the shadows. Otherwise he will retreat back into the alley and talk to them there. If they didn't notice him this time, he will "happen" upon them on a quiet street and speak to them there. Go to **Encounter Four**.

Encounter Three: Mage Council

The PCs can go to the Mage Council meeting if they wish during Day One. The Mage Council has reserved the Prancing Pony Inn in the merchant's district for the gathering this year. The populace knows that the meeting is being held here. Most just walk by without a second look. Some whisper among themselves, and others scurry past. Standing outside of the inn are two guards from the town watch. They don't expect any trouble. If the PCs come here after **Encounter Two**, there are six guards standing outside. They are a little nervous about being here, as a crowd of people hostile to the mages within has gathered outside the inn.

The guards will challenge the PCs as to why they are here. Almost any answer that is not hostile in nature will suffice. If the PCs are aggressive or seem to think unkindly of the mages inside, they will not let the PCs enter. The only exception to this is a Darkwatch PC. The guards won't like it, but with Craufield being so close to the Duchy of Dorlin, they will let the PC pass.

Just past the outside entrance there is a small foyer area with another two guards at attendance. There is a door between them and another to the right. One of them speaks up, "No weapons are allowed past this point. If you wish to continue, hand them over. They will be stored in the room to the left, and you can pick them up on your way out." The guard points over to the door to the left.

Any PC Knight of the Watch (or Knight of the Dispatch, but not squires of those orders) is allowed to retain her weapons, according to ancient Keoish law, though the PC should offer them to be peace-bonded. The guards assure the PCs that their weapons will be safe while they conduct their business. The guards will not let any visible weapons into the inn [except as above]. The guards are not knowledgeable enough about magic to challenge weapons stored in extra-dimensional spaces [such as a Bag of Holding]. Roll opposed Spot checks for the guards (5+ APL) versus a Sleight of Hand check [or Dexterity check] by a PC

that wishes to enter with a concealed weapon. If the guard spots a concealed weapon, he will "remind" the PC. If the PC feigns ignorance about the presence of the weapon, the PC will not be allowed to enter. The guards will not stop a PC from entering with spell components, as they are quite sure the Mage Council can deal with any spellcasters.

The main room of the Prancing Pony has a subdued air. You notice the odd lighting immediately. Small globes of smokeless, soft pale light are settled in small metal bowls scattered across the room. The music coming from the minstrel sounds as if several people are playing in harmony, yet none can be seen. There are a few people sitting at tables that appear to be merchants conducting business, but most appear to be young adults of various races hunched over books or casting spells of minor power.

Your attention is drawn to your left by a soft cough. You see an older woman of Oeridian decent sitting at a table with several papers stacked on it. She asks in a strong, cultured voice "How may I help you? You don't look like aspiring apprentices."

If the PCs state that they wish to speak with someone from the Mage Council, the woman, Janil, will tell the PCs that all members of the Mage Council are currently busy either attending the meeting or testing aspiring apprentices, and one will be with them in due time.

If the PCs ask Janil about the transaction with Brathen that happened a month ago, Janil will tell the PCs that the Mage Council never placed such a large order. If asked whether she knows a Sueloise man who's a member of the Mage Council, Janil will respond that most of the members are Suel.

After an hour's wait, an enchanter named Grisan arrives to talk them. If asked about the magical mishaps with Ardrú and Rithcani, he says:

"We are still looking into it. The two mages involved are currently discussing the incident with several of the other ranking members of the Council. None of them are available for questioning. What I can tell you is that it seems as if an outside force interfered with the spell, causing all of the problems."

If the PCs ask about the Mage Council, Grisan can give. If the PCs ask about the Mage Council, Grisan briefly informs them that it is a part of the National Academy of Wizardry, but about 20 years ago they decided to focus their efforts on recruiting and also to focus less on politics & magical research, and more on promoting acceptance of magic.

If PCs express an interest in joining the Mage's Guild, they should refer to the rules for joining the National

Academy of Wizardry meta-organization. Information on how to do so can be found in Keoland Metaorg Book #1 [Demihumans, Spellflingers, and Experts], or by contacting the Keoland Triad member in charge of meta-organizations (keoland_marf_poc@yahoo.com).

If the PCs state they wish to watch the meeting, Janil will request that they abide by the rules. The PCs may not speak unless permission is requested and granted upon the subject of discussion. If requested to leave, they must do so at once. Anything spoken in the meeting stays at the meeting. Any PC that displays Darkwatch colors and/or heraldic symbols would not be allowed to go upstairs. Members of the National Academy of Wizardry may join the discussion as equals, but they may not vote (this is not their chapter-house).

The top of the stairs ends in a short hallway that extends from the left to the right. There are several doors leading off of the hallway, but the double doors in front of the landing stand open to reveal a large meeting room filled with people. Chairs arranged in a semi-circle face a podium at the other end of the room where a well-dressed man stands discussing the inherent properties of mithral and its formation. A few chairs in the back are currently unoccupied.

The DM should run this encounter with an eye towards brevity, as the discussion with the mages could go on all day; they're a verbose bunch! Allow the PCs to join in the discussion as they wish. If the PCs bring up the incident with the two mages, give the PCs a feeling of interrogation as they are drilled about what they saw. If the PCs stay here the entire day and did not do either or neither **Encounter One** or **Two**, they will learn about all the death and destruction that was caused by a messenger that comes and informs the council.

As long as the PCs have been courteous in their arguments the PCs will be stopped as they are leaving the Prancing Pony.

As you start to head back downstairs, a voice from behind calls out to you. "I would like a word with you." A vibrant woman in her late forties is closing the door to the meeting behind her. "Would you please follow me?" She gestures towards another doorway.

Assuming the PCs accompany her:

The door opens up into a smaller meeting room and the woman sits down in one of the chairs at the table. "Thank you for speaking with me. I am Istava Lolian, the current leader of the Mage Council. Would you please introduce yourselves?"

Allow the PCs to do so. She'll wave off any questions at the moment, advising the PCs to be patient. Once they've finished introductions, she says:

"I will be brief about what I desire. Ever since the incident in the market area, I have tried to discover what really happened. What I have discovered does not bode well. Somehow, another being was able to wrest control of her illusions away from Rithcani. This is something that I have never encountered before. Also, a portal was opened to another plane of existence where beings of pure fire dwell."

*"Whatever is going on, it seems to be directed at us. If these attacks are not stopped and evidence is not discovered about their cause, the Mage Council will be banished from this county, if not from the Kingdom itself. All those that can call upon the power of the arcane will be driven off with us. There are those that would see us removed altogether and their agents already travel outside of their borders."**

*DM Note: Istava refers to the Knights of the Malagari.

"I have taken measure of your skills and believe that you are capable of helping us. I only pray that you are willing. If you succeed in aiding us, the Council will be grateful to you and a suitable reward provided. Will you help us?"

If asked, Istava will say that the town guard is currently holding Ardrum and Rithcani. There is a member of the Council accompanying the countess's investigator. The PCs will not have access to the two wizards or what they know at this time. She does not have anything else to add, except that she feels that there may be more than one force at work here. She will not elaborate on the reward except hint that the resources of the Council (and by extension, the National Academy of Wizardry) are formidable.

If the PCs bring up the mysterious transaction with Brathen, Istava will be curious to know what the PCs found out. She will offer fair market value for the gems if the PCs want to return them. She does not know who placed the order or why, but she intends to find out.

If the PCs agree to the task charged by Istava:

"I am glad that you decided to help. I pray that you succeed in your task. Now if you will excuse me, I am needed elsewhere." Istava nods her head as she stands up and leaves the room to return to the meeting.

Encounter Four: From the Shadows

Sarick has seen (and perhaps been seen by) the PCs at today's two major disturbance. Sarick is a member of the Knights of the Malagari and is the leader of a team that has been sent to Craufield to watch the goings-on of the Mage Council and the festival in general. He sees the PCs as another tool to use on his mission. He is a Knight (Rank 3) in the Darkwatch. Sarick recognizes a PC Darkwatch member who is a Squires or Knights. For simplicity's sake, assume Sarick is senior to any PC Malagari knight among the PCs.

Any PC who can make a Knowledge (Nobility & Royalty), (Local), or Bardic Lore DC 10 knows that Knights are expected to be given a certain amount of respect even before proving themselves worthy of it. A player who plays their PC's low Charisma ["He somebody important or somethin?"] should be allowed to slide by with an ingratiating smile from Sarick, but a PC who is openly disrespectful and who should know better is likely to wind up with an Unfavorable Notice on their AR.

Modify the following based upon the encounter order and if they sought him out or he "bumped" into them on a quiet street. See **Appendix One** for details on Sarick.

The sandy-haired man looks at each of you in turn with his hazel eyes, as if taking your measure. He pauses to let the PCs speak first.

Sarick is content to let the PCs ask the questions. Some common ones, and canned answers to them, are below for the DM's reference.

Who are you? "I am Sarick and I have been sent to watch this festival for signs, well lets just say signs that all is not well."

What do you want? "You have noticed much that most others would ignore or not see at all. Perhaps we can be of use to each other. The incidents this day are not what you would call ordinary. My men and I cannot be everywhere in this town. Your help would be much appreciated in keeping the people of Craufield safe from the malice of these unnatural creatures."

Are you Knight of the Malagari (Darkwatch)? Sarick grins for a moment, "Yes."

What can you tell us about what has been happening?

If there is no Darkwatch PC in the group, read the following: "All you need to know is that the source of

the disturbances seem to be non-inhabitants of this world."

If there is a Darkwatch or Silent One PC in the group, Sarick will take her aside and tell all. Sarick will want the PC to promise not to tell her companions to "keep them safe". Sarick will identify all of the creatures that attacked in **Encounter One** and **Three**. In addition to relaying all of the information that could be learned from Saljon and Ginrel, Sarick tells the PC Malagari that a creature from the elemental plane of fire started yesterday's blaze.

What are you doing here? "We would not be good neighbors if we were not concerned for their safety, would we?"

What's in it for me? (Snorts derisively) "The motto of the adventurer. Any aid you give the Knights of the Malagari in this matter will not go unnoticed." The tone of Sarick's voice indicates that any hindrances will not go unnoticed, either.

So the Malagari are expanding their territory? "There are watchers everywhere already. We are just making ourselves known in select areas."

How can we contact you? "Just leave a message for me at the Silver Lady and I will get it."

When the conversation reaches its conclusion, Sarick will finish with the following.

"One last thing, be careful of what you touch on those you find. Some things from this world and beyond should not be treated lightly. It would be best if you turned them over to me or one of my knights for safe removal." With that warning, Sarick departs.

If a Darkwatch PC is not with the group, either Sarick or one of the other knights will henceforth attempt to monitor the PCs at all times.

Encounter Five: Brathen the Jeweler

The PCs can find out a little more at the jewelers about the gems they may have recovered from the parade crashers. Brathen Sigwal is a member of the Guild of Gem Cutters and Jewelers. Brathen's shop is the only one in the entire county of Nimlee. He prides himself on quality work for both the rich and moderately wealthy. Brathen is of mixed heritage, Suel and Oeridian, but his looks favors the Suel blood with his light sandy blond hair and lightly tan skin. Brathen is a fairly good judge of character and a bit of an amateur sleuth; like finished gems, people have many different sides to them. He likes talking to people and finding out

a bit about them. He is rarely discourteous to his customers, but doesn't hesitate to ask anyone that disrupts his business to leave. Brathen lives on the second floor of the building. There is a door leading from the store to his workshop on the first floor.

The jewelry store is a two-story building on the southwest corner of the square in the merchant's district. The seal of the Royal Guild of Gem Cutters is prominently displaced beneath "Brathen's" on the sign above the door. Inside a table sits beneath the window of the shop. On the table are displayed various jewels, necklaces, rings, bracelets, and collars.

Upon entering the store, several small silvery bells announce the disturbance of the door. A middle-aged man dressed in well-made clothes of Oeridian design is standing behind the counter talking with a young Sueloise woman.

He looks up at you and nods. "I'll be with you in a moment. Please look around." With that, he returns his attention to the young woman.

Small glass cases containing various pieces of jewelry are laid out about the store. Some of the simpler pieces fetch around 50 lions (gp), while the extravagant pieces appraise at 500 lions or more. Brathen does sell pieces costing several thousand lions, but he keeps them locked up and only brings them out for special customers (nobles or those of obvious wealth).

A few minutes later, the young lady leaves the store with a wrapped package. Stepping out from behind the counter, the man approaches you. "Welcome to my shop. I am Brathen Sigwal, the owner and creator of the pieces that you see. Is there something I can interest you in today?"

Brathen will chat up with the PCs as long as they want. While talking he will entice the PCs to buy a piece or two. Any special commissioned pieces (over a thousand lions in price) will take some time to make, but he would be willing to ship it to wherever the PCs want once its done (the piece won't be ready until after the module is over). Some possible questions, and canned answers to them, are provided for the DM below.

Can you tell us anything about these gems? "Hmm, let me see ..." Brathen takes out a small metal cylinder from his pocket and begins to examine the gems. "Ah, yes, these are some high quality gems. Very exact cuts to form the facets. Only special pieces get this kind of attention."

Do you make special order gems? "Yes I do. A number of my clients require specially cut gemstones. Do you require one cut to a particular style?"

Did you cut these gems? Putting the gem underneath a lens, Brathen points out a small mark on the corner of one facet, "See right there? That's where the mark is made by each particular jeweler to identify his or her work. Yes, that's my mark."

Who did you make them for? "I positioned the mark so as not to mar the tops of these gems. That tells me that these were made for the Mage Council. How did you get them?" (Brathen is just curious, he's not asking for them back.)

Can you tell us for whom on the Council you made them? "There's no way to tell. Although over a month ago, I did have a large order of them to the Mage Council, more than normal."

Do you remember who asked for them? "A Sueloise man asked me to do the order, which is odd since I usually deal with an Oeridian woman, Janil. But I just figured she was too busy and he was sent instead."

Can you describe him? "Not really, but if I saw him again, I could point him out."

Brathen doesn't have any other information to relate about the transaction.

Day Two

The stores and festival grounds are open, but the air is very subdued. Only about half of the people from yesterday are in attendance. Any obvious arcane spellcasters will be given a wide berth and the town guards will be watching them. Parties with obvious arcane spellcasters will find shops suddenly are all out of the items they want to buy. Most of the people are just scared and want to be as far away as they can.

The PCs will more than likely want to talk to the people around town to see if they have heard anything about the attacks from yesterday. What follow is the general impressions the PCs will get.

"How can honest people live here with monsters in our midst? There is something unnatural within this place."

"I came to learn the Art and a few mishaps is not going to stop me."

"I tell you, ever since the old count let the Mage Council hold its festival, Nimlee has been sliding into foul hands."

"I hear the Knights of the Malagari are in town. I'm glad to hear that there are those out there willing to stand against the vile nature of those witches and warlocks."

"I'm not one to speak ill of others, but the Countess doesn't know what's going on anymore. Too many mouths vie for her ear if you take my meaning."

"The Darkwatch is behind all of this. They want to stir up trouble so they can come in and 'help.'"

"It's all those foreigners and adventurers that come though."

Some tables might want to go see the Countess Lissen Rheyd. They can leave their names with the guards to her manor house and be told the earliest she could grant an audience is in two days. The PCs will be told that she is aware of the problems and is working on solutions. PCs should NOT be allowed to see the Countess at any time before the final encounter - she's busy, and they're not important enough! She'll not upset her schedule for a bunch of unknowns.

Encounter Six: Bard Impressions

The morning has been quiet so far today, with no magical mishaps or sudden conflagrations. Then again the populace has grown a bit colder towards the mages' presence and a good number of people are now staying away from the festival. Many of the booths are subdued or even empty.

This afternoon, a bard that disdained Nevyn's past romantic advances is performing at the Dog and Pony Tavern. She is using a bit of magic to enhance her show. Nevyn, dressed as a commoner, is planning to stir up the crowd against the bard. During parts of the performance, Nevyn will inject magic that had a demonic undertone to it in the midst of the Bards. He will also use the *emotion (hate)* spell to incite the crowd further. The crowd turns ugly and wants to take matters into their own hands. Nevyn will learn of the PC's if (and hopefully when) they try to diffuse the situation.

For **APL 4 & 6** tables, Nevyn will not cast the *emotion [hate]* spell. The crowd's reaction level is "Indifferent" when this encounter begins.

The Dog and Pony Tavern is one of the few places that are still doing brisk business. Of course, taverns usually fare well in good or bad times. But for early afternoon, it is more crowded than usual. Most of the tables are completely full, except for a few chairs open here and there; everyone else is standing around.

Allow the PCs to walk around and talk to the other people in the tavern for a couple of minutes. Ad lib as you like, most of the commoners' fear that the Mage Council is trying to take over the town, others think that

it was just a stunt by the Mage Council. Below are some things that the PCs can hear with a Gather Information check.

DC 10

"Everyone is waiting for Dunyazad to show up. She is known around these parts for her musical talents."

DC 15

"The nights are not safe anymore. I hear the cries of foul creatures in the dark. The Mage Council has brought this down upon us."

"I don't care what others say, but this place has gotten thick with thieves. I've seen figures lurking in the dark shadows moving about the city. The Countess is losing control."

DC 20

"The problems in Linth are spilling over into Nimlee. The cries for revolt are spreading. None of the nobles will be able to survive the uprising."

"I hear the Darkwatch are in the area. I hope they can do something to stop the Mage Council from taking over Nimlee. Those wizards will turn this place into a demon's paradise."

The crowd quiets as a young Baklunish woman makes her way out of a back room and onto a small stage. Dressed in a flowing copper colored gown and an auburn headdress, Dunyazad steps up on stage holding a zither. Her gentle eyes sweep over the crowd. With a small curtsy she sits down on the stool.

Starting off slowly, Dunyazad begins to strum on the zither. Softly at first, then increasing in volume, drums accompany the silvery sounds from the zither. Melding together in harmony she begins to sing a wordless melody.

As the bard continues to sing, a blurry image of some kind of tortured-looking, spectral woman fades into existence behind her.

Nevyn casts *ghost sound*, followed by *minor image*, both of which have been *Silenced* via the Silent Spell feat. Because of the noise of the bar and the number of people around, it takes a DC 25+APL Spot check to notice him. PCs can make a spellcraft check *only* if they declared they were actively watching the tavern looking for signs of trouble.

NPC reaction level at this point has become Unfriendly.

Some of the crowd begins to get antsy and push against each other, while others begin to mutter about "evil magic" as eerie moaning sound begins to emanate from the stage. The crowd begins to yell

“devil woman” and “witch” at Dunyazad. She backs up frightened at the crowd and the banshee wailing behind her.

At APLs 4 and 6, the crowd will work itself into a frenzy in d4 +1 rounds.

At APL 8 and higher, Nevyn casts *Emotion (Hate)* and the crowd reaction shifts to Hostile immediately.

The crowd will rush Dunyazad, killing her and destroying the bar in the process. Nevyn is one of the people shouting, goading the crowd to even further depths.

If the PCs don't have any smooth talkers or bullies in the party, they may try to grab her and go. As long as they communicate their intent (“Hurry, this way to safety!”), she will follow any heroic PC, especially if they shield her with their body in an attempt to provide cover for her. If they do NOT say anything, she mistakenly believes they are yet another part of the drunken crowd and will fight back.

There are several ways for the PCs to calm down the situation before it gets out of hand. A successful *dispel magic* (DC 21) centered in the middle of the tavern will end the *emotion* effect. An *emotion [friendship]* spell or similar magic centered in the same area will negate Nevyn's spell. No attempts at Diplomacy will work until the crowd is somehow calmed.

Once the PCs do so, the crowd will heed their words. The PCs may opt to soothe the audience, or threaten them and make them back down. A Diplomacy check (DC 15 + APL) will assuage the crowd, which will disperse quietly. If the Diplomacy check failed by 10 or more, then the crowd will turn on the PCs.

If the PCs try to Intimidate the throng, they will need to succeed at a check (DC 17 + APL). If successful, the crowd will leave Dunyazad alone and the owner will order everyone out.

If the PCs fail in this initial attempt (of either Diplomacy or Intimidation), they will need to talk fast to make one last chance to either calm them or corner them, Diplomacy and Intimidate checks are now both at (DC 20 + APL). A strong show of force may (DM discretion) allow a bonus to the latter check.

An attempt to cow them with magic will automatically cause the audience to riot!

If the PCs fail the second check as well, the mob will attack them, Dunyazad and anyone who spoke on her behalf.

All APLs

Commoners (50): hp 4

Dunyazad: Brd 2, hp: 12, AC: 13

If Dunyazad survives the mob attack or if the PCs bullied their way to peace, she will only say a quick thanks to them and leave. She is grateful for their help, but didn't like their methods.

If the PCs were able to get the crowd to quiet down without a major display of force, Dunyazad will spend a few minutes talking to the PCs. She doesn't know why it happened, and will confirm the illusion of the banshee is not hers.

If asked about her background, Dunyazad will relate that she travels most of the northern parts of Keoland and came to Craufield for the festival. She grew up here, but left 8 years ago to travel and see what she could learn. A Sense Motive check (DC 15 + APL) will alert a PC that they get a sense that she is not telling the whole truth about why she left. A successful Diplomacy check (DC 15) will get her talking.

“I had many suitors calling when I lived here. While I appreciated the attentions of some, that of others was unwelcome. There was one in particular, a young mage, who thought of himself too highly. He had a certain charm about him, but he was too arrogant for my liking. He just couldn't take a hint or just didn't pay attention to it. I was fed up with dealing with him, so I left.”

If the PCs continue with questions:

What was his name? “Nevyn, an unappealing name for an unappealing man.”

Has he contacted you since you have returned? “No, he hasn't and of that I am thankful.”

Did you notice anything strange during the performance? “I'm not sure. I thought I saw someone casting a spell right before things started to go wrong up on stage. But it was so crowded that I can't be sure.”

Could it have been Nevyn? “I don't know - it could have been. I only caught a glimpse of the person before everything went crazy. He was a human male. It's been a long time since I've seen Nevyn, so I'm really not sure.”

Could you identify Nevyn if you saw him again? “I think so.”

Could you confirm he was the man you saw cast the spell? “I... I doubt it. Too much happened to fast, and I was focused on my performance as you can expect.”

Dunyazad has nothing else of importance related to the incident. Before they part company, Dunyazad will ask any groups that didn't resort to force if they have any bards in their number. If they do so, she gives the PC her masterwork zither (and a kiss, if the PC is male) as a gift in appreciation.

Encounter Seven: Mage Council

The Mage Council continues their discussions for a second day. The disturbances of the past days are the main focus of the meeting. Some try to bring the conversation back to more mundane issues, but such diversions don't last long. Outside there are now eight guards standing watch at the entrance to The Prancing Pony. Four more stand in the small foyer area. The street outside the Prancing Pony is nearly vacant. There are a few people who still walk past, but the looks towards the inn are not friendly.

The PCs may enter if they wish. The guards will not even stop any Darkwatch members – their focus is now on the villagers. The guards will still ask the PCs' business and request that they leave their weapons in the cloak closet in the foyer. Knight of the Watch (not squires) are allowed to retain them, according to ancient Keoish law.

The street outside of the Prancing Pony carries only a few travelers this day. It seems that no one wants to be near anything that has to do with the Mage Council. The guards are more alert today than yesterday and have a greater presence. With practiced eyes, they scan the people walking past.

Inside the Prancing Pony, the first floor is almost devoid of any activity.

The DM should modify the remaining read-aloud text for this encounter if this is the first time the PCs are visiting the tavern.

The woman from yesterday is still sitting near the door with a pile of papers on the desk. Today, those papers seem to be simply for show as she relaxes the grip on the wand she was holding as she recognizes you.

"So what brings you back here today, not for my company surely?" She says with a teasing smile.

If asked, she will tell the PCs that majority of the aspiring apprentices have already left except the few that braved the streets to come in this day. The PCs can go upstairs to the meeting room if they wish.

Walking up the stairs, conversation drifts down from the meeting hall on the second floor. The voices raise

and lower in tempo from the lively "discussions" behind the closed doors of the meeting room.

Inside the room, several of the members are engaged in heated discussions over the incidents of yesterday. Some of the mages try to return some kind of order.

DMs should improvise the discussion as they see fit. The discussion about the incident during the demonstration will continue for another few minutes before it is directed to other topics. If the PCs speak up about any of the incidents that occurred, they will be drilled by a couple of the members for anything they can remember. If the PCs start asking too many questions and pester the members, they will be asked to leave if they can't keep quiet.

Istava is currently in her chambers trying to discover the anything about the attacks yesterday. She is keeping an eye on the meeting through her owl familiar. (There are many familiars of the Academy's wizards around the room... but curiously, no toads) When she sees the PCs get up to leave the room, she will head out into the hallway and meet them. If the PCs not met with Istava yesterday, then adjust the following accordingly.

A familiar voice calls out from the right, as the door at the end of the hallway opens. "Ah, just who I want to see." Istava Lolian steps out of the room and heads down the hallway. "I am sure we have some things we need to discuss. Please let's discuss things in private." Istava motions to the meeting room once more.

Taking a seat at the table in the middle of the room, Istava looks across at the rest of the group. "What has happened since last we spoke? Have you discovered anything?"

Common questions and suggested answers follow:

If the PCs tell her about the incident at the Dog and Pony: "That is terrible news indeed. My thanks for helping of Dunyazad; it would have been a shame to lose such a talented musician to that mob. This paints a dark picture of Craufield. "

What have you come up with? "My own research has turned up very little. I attempted a divination about the incident in the market square, but the answer I received was rather cryptic. 'Twin in focus, but not the same. The icy hand wielded by man, madness spun the flame. One called by hate, the other with reins to be won. Death by the dying sun.' It seems the events from yesterday are linked somehow, but I have yet discover what that is."

"The reference to twins leads me to believe that there are two separate forces at work here in Craufield. As for the references to death and the sun, I fear that the

implication is that someone will lose their life at dusk. Who the victim will be, I cannot be certain.”

What do you know about the Countess? “Countess Lissen Rheyd is planning on being here tonight for the show at sunset. I will be with her the Countess the entire time. If trouble does come, I can magically whisk her to safety. She won’t tolerate being surrounded by guards, but I can arrange for you to be seated nearby, if you wish.”

What about Ardrú and Rithcani? “I went and spoke to them about the incident in the marketplace. What they told me is troubling. Rithcani said she felt like something or someone was fighting her for control of her spells. As for Ardrú, he doesn’t know how those creatures came to be in his display. I tested the area and detected the lingering effects of strong planar magic. Ardrú isn’t known to be well versed in that area, but my interviews with him are not finished yet.”

Can we speak with Ardrú and/or Rithcani? “I’m sorry, but no. They are still being investigated by the Council and by the Countess’ men. Perhaps in a few days they will be allowed to see some visitors.”

What do you know about Brathen / these gems? If the PCs bring up the mysterious transaction with Brathen, Istava will be curious to know what the PCs found out. She will offer fair market value for the gems if the PCs want to return them. She does not know who placed the order or why, but she intends to find out. Istava does not have any new information about the transaction if the PCs had brought it to her attention yesterday.

What about Nevyn? Is he involved? Istava will remind the PCs that he is a respected member of the Council and they better have some proof of his actions. (The gemstones do not prove anything.) If the PCs mention his possible involvement with the incident at the parade, she will reinforce her warning that speculation will only harm the Council. If the PCs do not present any concrete proof that Nevyn indeed hire those creatures and still try to force the issue, the PCs will be asked to leave immediately.

Assuming the conversation concluded on an amiable level:

“I still have much to do before this evening. The least of which is to get the Council to calm down and start behaving like the intelligent men and women, instead of frightened children.” She rises. “If you will excuse me ...”, she says departing the room for the meeting hall.

The PCs can wander around town or head out to the field outside of town which is being set up for tonight’s display. The show is scheduled to start at dusk.

Encounter Eight: Silent Shadow

If the PCs left a message for Sarick at the Silver Lady, he will contact them about an hour later. He will “bump” into the PCs on the streets and talk to them away from the rest of the crowd. He is interested in what the PCs have learned so far, especially the divination from Istava. Sarick doesn’t have any new information to pass onto the PCs. He just reminds them to be careful and the incident at the Dog and Pony shows that subversives are trying to attack the people of Keoland.

He will reassure the PCs that the Knights of the Malagari are around if they should get into any trouble. For the PCs own safety, he advises them to report anything out of the ordinary to the Knights. Any usual items found should be handed over to the Darkwatch to make sure there is nothing that can harm them or the other people of Keoland.

Encounter Nine: Final Display

The troubles encountered during the past couple of days have come to culminate in the Master of Displays show. The display is going to take place on the outskirts of town to the south (at the request of the Countess). Nevyn spent the early part of the day getting the site prepared for this evening. He plans to put on a show that no one will ever forget. But when Jo’Ander starts mucking around, Nevyn’s plans change.

Jo’Ander is not the only one who is taking advantage of the situation. The same being that enlisted the help of the salamanders have called upon some infernal creatures to disrupt the Master of Display’s show. The PC’s will just have to deal with the infernal creatures (and at the highest APL’s, Jo’Ander as well). Jo’Ander doesn’t know who summoned the devils; he is just taking advantage of the situation. The being that brought the devils here left immediately after giving them their instructions.

IMPORTANT DM NOTE: These devils will not use their powers of *summoning* to bring in their fellows!

The PCs might want to stop by earlier in the day to check things out and see if they can find Nevyn. The workers setting up the area have not seen anything suspicious. If asked, they will say that they saw Nevyn a while ago, but he must have gone back to town. Checking out the stage, a PC that makes an Alchemy check, DC 18, will recognize several small pouches of

various powders and substances that when heated produce pyrotechnic effects. If the workers are asked about the pouches, they will tell the PCs that Nevyn put them there and warned the workers to be very careful with fire when near them.

The cool evening breeze tease the burning torches set up around the grassy field. The air is filled with light conversation as people stream into the prepared area. At the far end of the field a platform has been erected flanked by two burning braziers, illuminating the stage. Several tents line the perimeter of the field. Some of them are selling food and drink, while others seem to be set-aside for special guests. On the side opposite of the stage, the banners of Nimlee and the Countess Lissen Rheyd mark a covered pavilion.

The merchant tents surrounding the field serve basic food dishes and ale. The private tents around the field have been set up by several of the wealthy merchants as a place for them and their family.

There are also a number of guards paired up patrolling the field. If the PCs' look around, they will notice Brathen at one of the larger private tents. If approached, he will make some small talk with the PCs before the show starts. If asked to do so, he will keep an eye out for the Suel man who bought all of those gems.

The PCs will not be able to meet the Countess at this time, but she is easy to spot in the pavilion set up for her and her court. She is a tall Oeridian woman, with long brown hair and almond colored eyes. Countess Lissen is dressed in well-made silks and satins that are tasteful and flattering but not extravagant.

You can expand on the story presented here if time allows. It was written concisely to allow flexibility in the timing of the adventure.

The halo of twilight crowns the stage as tendrils of colored mists begin to flow out of the braziers. The multicolor mists swirl around the stage, rising up in a column. Then they rush back to the ground revealing a young Sueloise male standing in the center of the stage.

"Greetings. I am Nevyn, your host this evening. Tonight the very sky will be a canvas. With our imagination as the brush, we shall paint the heavens." With a wave of his hand, colored bands streak across the sky.

"There is a story within the stars that has been passed down for generations – that of the hunter Galdar, and the mighty beast Rothnik." Faint lines connect the stars that make up the constellations of Galdar and Rothnik. Slowly their forms begin to shape and color.

Galdar is dressed as a woodsman, while Rothnik assumes a bovine shape.

"Rothnik was a fearsome creature that ravaged the Valley in the time before the kingdom. No village was safe from its rampage." The image of Rothnik moves across the sky with mighty roars echoing across the field.

"It is said to meet this bull meant death, for its breath could turn a man to stone. Many heroes fell fighting the foul beast." Mingled in with the roars, are faint screams and cries of lamentation.

"Galdar lived north of what is now called the Dreadwood. He was a simple woodsman. The beast tore through his village, killing his family in the process. Fueled by desire to avenge his family, Galdar began to track Rothnik through the Sheldomar Valley." The image of Galdar pursues Rothnik's as it floats across the sky.

"After many years, he finally tracked the beast to its lair deep in the woods. He called to Rothnik to come forth and face him." The shout of "Rothnik!" echoes through the air, and the image of the beast turns to face his foe.

At this point the devils start to intervene in the story. Illusionary people have been created in the crowd to wait the right moment to create fear and havoc.

"The beast charged out of its lair to strike down the human that dared to challenged it. But Galdar was no fool. He had spent time with the olve and learned the secrets of the bow from them. He held his fire until Rothnik was almost on top of him." The Rothnik image charges at Galdar, who has his bow drawn taut. "He kept his hand steady and bowstring taut until that moment, and then released his arrow into Rothnik's right eye." The image of the arrow streaks into Rothnik, then it continues its path towards the ground and strikes dead a man in the crowd.

Combat Round Zero (Surprise Round):

If the PCs have not begun to take any kind of pre-emptive action, this should be considered the start of a surprise round.

The devil created another image of the arrow and had it strike one of the illusionary people in the crowd. Have PCs watching the display make a Spot check (DC 10 + APL) to notice that the arrow that struck the person in the crowd was not the same one that hit the image of Rothnik. A Will save (DC 15 + APL) will also let the PC know that the person hit was illusionary as well.

Combat Round One:

Arrows start to rain down from the figure of Galdar in the sky, striking more and more people in the field below. Nevyn begins to shout and wave his hands, but whatever he is saying is lost to the screams of the crowd.

Nevyn at this point stops concentrating on his spells. The devil will create more arrows from that image of Galdar and strike at other illusionary people in the crowd. For each shot, the PCs can make the Spot check as above to notice only illusionary people are dying. A Spellcraft check (DC 10) will let a PC know that Nevyn is no longer concentrating on his spells.

After two shots have been fired at the crowd, Jo'Ander decides to jump in as well. He takes over control of Rothnik and has it charges the crowd. Since the image of Rothnik is now quasi-real, it can harm the people in the crowd. The PCs can spot Jo'Ander directing the illusion with a Spot check (DC 15 + APL, check each round).

Combat Round Two:

Nevyn stops and looks around, when suddenly the image of Rothnik begins to charge down from the sky and strike at the fleeing crowd.

Other actions that are currently taking place during Round Two:

- Istava is teleporting out with the Countess
- Experienced members of the crowd (other adventurers) are moving about with some trying to get to the stage and others casting spells
- Guards are trying to reach the stage
- The crowd is yelling at Nevyn and look as if they are about to rush him.

See **DM's Map 3** for the layout of the field. If a PC happens to be right next to Jo'Ander, then put him in another location that is within 200' of Nevyn, but away from the PCs.

All APLs:

Guard Sergeant: hp 34

Guards (3): hp 17 each

Nevyn: hp 46 (see *Appendix One*)

APL 4 (EL 7)

Devil, Erinyes: hp 33 (see *Monster Manual*)

APL 6 (EL 9)

Devil, Erinyes (2): hp 33 each (see *Monster Manual*)

APL 8 (EL 11)

Devil, Hamatula (3): hp 49 each (see *Monster Manual*)

APL 10 (EL 13)

Devil, Erinyes: hp 33 (see *Monster Manual*)

Jo'Ander: hp 88 (see *Appendix One*)

APL 12 (EL 15)

Devil, Gelugon: hp 114 (see *Monster Manual*)

Jo'Ander: hp 88 (see *Appendix One*)

Tactics: The devil(s) will easily recognize any PC that is trying to calm the crowd, casting spells, or preparing for battle as a threat to its mission. Jo'Ander will recognize the PCs if they intervened in **Encounter 3**. Jo'Ander has not pre-cast any spells - he wanted to avoid layering himself with an excessive amount of enchantments that would risk attracting unwanted attention in the presence of so many wizards capable of casting *Detect Magic*.

Before the devils wade into combat, they will use their *major image* ability to create multiple images of themselves to confuse the PCs. Unlike **Encounter 2**, only the devils for the **APL** have been "summoned". For **APL 10**, the devil's CR is low enough that it does not affect the overall EL of the fight.

The devils and Jo'Ander will go after any obvious spellcasters first, followed by any characters capable of inflicting damage at a range (such as an archer). They then concentrate on fighter types unless forced to do so earlier). If they are severely wounded (less than ¼ hp remaining), the devils and Jo'Ander will not hesitate to flee the area.

If Jo'Ander sees a cleric, paladin, or obvious worshipper of Heironeous, he will try to kill that PC before all others. Nerull's Gift will let Jo'Ander soften up the Heironeousite with spells first, but it wants to be the one that kills the Heironeousite.

The PCs also have to consider the mob about to attack Nevyn, who will use his *emotion* and *hypnotic pattern* spells to protect himself. After two rounds he will go *invisible* and leave the area. He will later reappear at The Prancing Pony and is arrested there by the town guards. He remains at the scene only if a PC is able to restrain him.

If a PC manages to restrain Nevyn and talk to him, they will learn the following at the field:

- He didn't create the arrows that hit the people
- The people hit in the crowd didn't seem right somehow
- He felt control of the image of Rothnik being wrested from his grasp. He tried to fight back, but whoever it was stronger.

If he is asked about any involvement with the other disturbances at the festival, he will flatly deny having any knowledge and he doesn't have to answer to the PCs. He will let the guards take him into custody (yelling for them to do so if he thinks the PCs might rough him up).

After the Battle

Shortly after the fight concludes, the PCs are summoned to see the Countess. She wants to thank them for helping Craufield over the past few days and she wishes to decide what she is to do about the Mage Council. Countess Lissen and Istava watched the fight through scrying magic.

If the PCs manage to kill or capture Jo'Ander, they have to make a decision about what to do with Nerull's Gift. Both Sarick and Istava are interested in taking possession of the weapon. Sarick sees it as an evil item that needs to be stored where it cannot hurt anyone. Istava wants to examine the weapon to see what magical secrets it holds. Neither of them will fight the PCs for the scythe, if the PCs really want to keep it.

Nerull's Gift does not want to tip its hand that it is sentient at this time. But it will make itself look appealing to any non-good PC. If a PC does pick it up, it will not try to coerce the PC at this time, but the PC should notice the effective level loss. If the PC doesn't care and still wants to keep it after the adventure, then the PC becomes a **Pawn of Nerull** at the end of the adventure.

After the fighting is over, Sarick will approach the PCs to talk to them. Sarick and his companions were fighting other foes on the field.

A group of two men and a woman approach as the din of battle fades. They look a little worse for wear and wear the livery of the Knights of the Malagari. It is clear that they had their own battle with which to contend. A smiling Sarick removes his helmet and puts it under his arm. He shakes your hands in thanks.

If the PCs played at APL 10 or 12, *and* they managed to kill or defeat Jo'Ander, read the following. Otherwise, continue to "Conclusion – Part Two." DMs will need to modify the description if Jo'Ander was captured. A captive Jo'Ander will not cooperate or respond to any questions; attempts to coerce him into revealing what he knows should be handled by the DM.

Looking down at the corpse of Jo'Ander, Sarick gives the body a kick. "You shall no longer taint the land, warlock. I saw parts of the fight; he was not an easy one to defeat. I know you wish to keep his spoils, but first..." He turns to the only female amongst the Malagari and nods. She closes her eyes and slowly sweeps her gaze over the body and items of Jo'Ander. As her gaze settles on the scythe, her eyes harden and her face loses all expression.

Sarick will let the PCs cast their own *detect evil* spell. The scythe radiates powerful evil and both necromantic, transmutation and enchantment magic.

She looks back to Sarick. "There is nothing that can harm them, save the scythe. It is a tool of the Reaper. Mortal hands should not touch it."

Sarick frowns. "I am sorry, friends. I cannot let you take the scythe with you. You are welcome to the rest of his possessions."

At **APL 10 & 12**, the PCs will have to decide what they want to do with the scythe. At this point in time, it will not try to influence the person holding it. But whoever does hold it, will notice the two negative levels upon picking up the scythe. If the PCs don't want to carry it, then one of the Darkwatch members will.

A squad of guards will appear at this point. The squad is made up of 5 sergeants and 1 8th level fighter.

Shortly afterwards, you are approached by Captain Vincolth of the town guards, who tells you that the Countess Lissen Rheyd has asked for your group and the Darkwatch to be brought to her. The Malagari go willingly and without protest.

If asked what this is all about, he will tell the PCs that he doesn't know, except that he was ordered to bring the PCs to the keep. Sarick and his knights go with the captain willingly. The captain will state that none of the PCs are under arrest. If the PCs do not want to go see the Countess, then the module ends here.

Your escort guides you and the Knights across the field and back through town towards the keep. Along the way cheers for the guards, the Knights, and even your group ring out from the crowd. Between the cheers, the mood is somber with a touch of nervousness bordering on fear. The captain speaks a

few calming words to the more agitated people on the streets. Many conversations can be overheard blaming the Mage Council for the attacks.

Ten minutes later you arrive at the Countess' abode overlooking the town. It is not so much as a keep as it is a large mansion surrounded by fifteen-foot high wall with several smaller buildings within the yard. Pausing outside the main entrance of the largest building, Captain Vincolth turns your group. "You may retain your weapons, but they will need to be peace-bound. Any weapon that cannot be peace-bound can be left here or wrapped in leather."

(Vincolth will give a dirty look to any smart aleck that makes a remark about their deadly fists, feet, etc. As mentioned earlier, Knights of the Watch [not squires] are not required to release their weapons; however, they would also realize that it might be considered gauche not to do so in this instance)

Walking through the manor house, the décor is modest. It is refined without being extravagant and everything is well maintained. Coming upon a set of exquisitely inlaid double doors, you are led inside to meet the Countess.

"Come in, and welcome. I am the Countess Lissen Rheyd. You have my thanks and the thanks of all the people of Craufield for your brave and noble actions this day." She has a pleasant demeanor but carries herself with a definite aura of authority – sure of her position, but not haughty.

If the scythe had been brought with the PCs, a discussion will *immediately* break out about what to do with it. Sarick and Istava will make strong cases for why they should have it versus anyone else.

If the PCs did not speak with Brathen [and thus go to Conclusion A], the Countess will not allow the scythe to go to the Mage Council under any circumstances.

If a PC decides to keep it, Sarick will seethe noticeably, but will not do anything to violate the etiquette of the court in front of the Countess.

ALL of them will violently argue against any plan to destroy the weapon, as something horrific might happen if they do. However, destroying the scythe is a feat beyond the abilities of the PCs at this time.

The Countess asks for the PCs to introduce themselves. If they hesitate, Sarick and his Knights will their introductions first. When they do so, read the following.

The countess's eyes narrow slightly, "So what are the Malagari doing here? I don't remember asking for

your presence in my lands. Is Duke Cedrian taking matters into his own hands again?"

"The Knights go as their business takes them, Countess." Sarick says with a bow. "We watch those groups that can pose a threat to the people of Keoland." He looks over towards Istava. "What has happened here the past few days cannot be ignored. We respect your rights to rule, but will not ignore the threats against the kingdom or its people."

The words clearly rile the Countess. "How dare you come here and 'grant' me the rights I already possess. I have half a mind to throw you into irons for violating Nimlee borders." Countess Lissen says sternly to Sarick.

"Countess", Captain Vincolth cuts in, "although he has no real authority here, his order has the King's sanction. The people are very frightened right now and they see the Mage Council as the cause of it all." He too looks Istava.

Cornered, Istava retorts. "We all know how you feel about my associates and I. You would welcome the Knights here, if only to throw us out of Craufield and Nimlee all together."

"Enough," the Countess says, holding up a hand. She turns to your group. "What evidence have you gathered? Who or what is behind all of this?"

The adventure's outcome is based upon what the PCs learned over the past two days – select the Conclusion (A or B, below) that fits the adventure events and what they relate to the Countess.

Conclusion A

The PCs have no concrete proof of the Mage Council's innocence, and the PCs did not question Brathen about the gems.

If the PCs had restrained Nevyn from leaving the field and he is with them, then everyone in the room can question him. Nevyn will deny any involvement in all of the incidents over the past three days. He believes that no one can prove his complicity so he outright denies it and is even indignant about it.

As for proof, the capture or killing of Jo'Andar is not enough. If captured, he will tell the court that he did take over control of the fae creatures of yesterday and the *major image* of Rothnik this evening, but he does not know how to summon creatures, especially fiends. He has no fear of torture or death.

The countess holds her hand up for silence as she stands up from her chair. "I have thought about all

that has been said and the events of the past days.” She turns towards Istava with sad but determined eyes, “You and your associates at the Mage Council have helped us over the years, Istava Lolian. Your assistance and friendship has not been forgotten, but I must think of my people. The actions of your group, intentional or not, has caused a great disturbance in Nimlee. For the good of the people, I must demand that you and the rest of the Mage Council depart these lands within the month.”

Istava looks stunned, but manages a slight bow and says softly, “As you command, Countess.”

Turning towards Sarick, Countess Lissen continues, “Sarick, I disdain some of your methods, but you Malagari fulfill a need in my county. I bid the Knights of the Malagari welcome to Nimlee. But know this, you will be watched as you watch.”

Sarick gives a graceful bow without saying a word.

The PCs do not receive the *Gift of the Craufield Mages*. Proceed to the Wrap-Up section.

Conclusion B

The PCs talked to Brathen about the gems they recovered.

Feel free to modify the text to suit the occurrences of the adventure. The NPCs do not have to be the ones doing all of the talking. The text assumes that Nevyn is with the PCs or had been turned over to the guards. If not, a guard will enter during the discussion about the location of Nevyn and inform the countess that they have apprehended him.

The twin doors leading to the audience chamber open cutting short the conversation. Brathen Sigwal, the jeweler, enters and bows before approaching Countess Lissen.

“I saw these good people being escorted here, and I have some information that they wanted which might also be of interest to you.” Brathen turns to your group. “I saw the man you were asking about in my store. If you hadn’t asked me about them gems, I would never have thought about it. It was Nevyn who placed and picked up that order. I didn’t remember his name until I saw him up on the stage this evening.”

He ends looking directly at Nevyn, and Istava turns to face him as well. She asks, “Is this true? You betrayed my trust, and disgraced both the rest of Mage Council and I with your treachery.”

Countess Lissen silences Istava with a glance. “So you don’t deny the fact that you are the one to blame for all that has befallen Craufield these past few days?”

Nevyn shrugs. “I paid those creatures in gems to disrupt the parade. The tavern mob was also my doing – Dunyazad had it coming for giving me the cold shoulder for all these years. But nothing else that happened was my doing. I didn’t summon those fiends, or the elementals. I don’t have that training, and I wouldn’t be that stupid.”

“Three months ago, while I was out researching some spells, I met an old herb woman. I came across her hovel one evening and we started to talk. At first we discussed the use of various herbs as magical reagents. Then we talked about the Mage Council, and my views of the land. I am not sure how the conversation turned that way.” Nevyn seems perplexed, but shrugs and continues. “By the end of the night, we were discussing ways for me to manipulate events at the festival to my benefit. I remember her whispering to me right before I went to sleep. Something about my name being written in the heavens with eternal flames. I just thought it was a metaphor, but now, I don’t know.”

Nevyn really isn’t sure how the conversation made that turn, but it seemed natural at the time. The woman also gave him directions on how to find the various creatures he hired to interrupt the parade.

Countess Lissen speaks up, “You might have not intended for those elemental and fiendish creatures to involved, but your actions led to their appearance. For endangerment of the people of Craufield, consorting with demonic creatures, and treason against the County of Nimlee, I sentence you to death by hanging. May Wee Jas accept you. Guards, take him away.”

As the guards escort the traitorous mage away, the Countess turns to Istava, “It seems that the rest of the Mage Council had no knowledge or involvement with the incidents over the past few days. You and the other members of the Mage Council are absolved of any crimes committed by Nevyn Mahdelvin.”

“Sarick,” Countess Lissen says turning towards him, “I don’t trust the Malagari, but Nevyn’s actions have troubled me. I will allow you limited access in Nimlee. The knights must register with me and I must be made aware of all their activities in my land. And I mean all. Anything that the knights learn, I will learn. If this is not agreeable, then I will banish every last one of you out of Nimlee, by force if I must.”

Sarick bows his head, "I must relay your terms back to my commander, but I am sure they will accept them. You are wise to extend an offer for our help."

The Countess' voice lowers. "Know this, Malagari. As you watch, so shall you be watched."

Wrap-Up

"Finally to you brave adventurers," the countess says. "I want to thank you again for the help that you gave my people and I. Know that if you ever require my aid, I shall assist you in any way that I can."

No, the favors cannot be used to kick out the Knights or let the Mage Council stay. That would be cheating!

"Now if you will excuse me, there are several other matters that require my attention." With a smile, Countess Lissen leaves you.

If the scythe had been brought with the PCs, then a discussion will break out about what to do with it. Sarick and Istava will make strong cases for why they should have it versus anyone else. But they will argue against any idea to destroy the weapon, as someone bad might happen if they do. (This is true, but the scythe cannot be destroyed by anything available to the PCs at this time.)

The End

Experience Point Summary

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

Encounter One

Defeat the disguised creatures

APL 4	180xp
APL 6	240xp
APL 8	300xp
APL 10	360xp
APL 12	420xp

Encounter Two

Defeat the summoned and shadowed creatures

APL 4	180xp
APL 6	240xp
APL 8	300xp
APL 10	360xp
APL 12	420xp

Encounter Six

Calm down the mob

APL 4	45xp
APL 6	60xp
APL 8	75xp
APL 10	90xp
APL 12	105xp

Encounter Nine

Defeat the devils (and Jo'Ander at APL 10 & 12)

APL 4	180xp
APL 6	240xp
APL 8	300xp
APL 10	360xp
APL 12	420xp

Discretionary roleplaying award

APL 4	90xp
APL 6	135xp
APL 8	180xp
APL 10	225xp
APL 12	270xp

Total possible experience:

APL 4	675xp
APL 6	900xp
APL 8	1125xp
APL 10	1350xp
APL 12	1575xp

Treasure Summary

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

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter One:

APL 4: L: 0 gp; C: 167 gp; M: 0 gp

APL 6: L: 0 gp; C: 167 gp; M: *Chain shirt +1* (104 gp), two *short swords +1* (192 gp each)

APL 8: L: 0 gp; C: 167 gp; M: Two *chain shirts +1* (104 gp each), two *short swords +1* (192 gp each), *scimitar +1* (193 gp), *large steel shield +1* (97 gp)

APL 10: L: 0 gp; C: 250 gp; M: *Chain shirt +2* (354 gp), two *flaming short swords +1* (692 each)

APL 12: L: 0 gp; C: 250 gp; M: *Mithril chain shirt +3* (842 gp), two *flaming short swords +1* (692 each)

Encounter Nine:

APL 4: L: 3 gp; C: 150 gp; M: *Cloak of Charisma +2* (167 gp), scroll of *shield* (2 gp), *Ring of Protection +1* (167 gp), scroll of *fly* (31 gp), scroll of *stoneskin* (79 gp), scroll of *magic circle against law* (31 gp), scroll of *obscuring mist* (2 gp)

APL 6: L: 3 gp; C: 150 gp; M: *Cloak of Charisma +2* (167 gp), scroll of *shield* (2 gp), *Ring of Protection +1* (167 gp), scroll of *fly* (31 gp), scroll of *stoneskin* (79 gp), scroll of *magic circle against law* (31 gp), scroll of *obscuring mist* (2 gp)

APL 8: L: 3 gp; C: 150 gp; M: *Cloak of Charisma +2* (167 gp), scroll of *shield* (2 gp), *Ring of Protection +1* (167 gp), scroll of *fly* (31 gp), scroll of *stoneskin* (79 gp), scroll of *magic circle against law* (31 gp), scroll of *obscuring mist* (2 gp)

APL 10: L: 3 gp; C: 250 gp; M: *Cloak of Charisma +2* (167 gp), scroll of *shield* (2 gp), *Ring of Protection +1* (167 gp), scroll of *fly* (31 gp), scroll of *stoneskin* (79 gp), scroll of *magic circle against law* (31 gp), scroll of *obscuring mist* (2 gp), *Bracers of Armor +4* (1,333 gp), *Amulet of Natural Armor +3* (1,500 gp), *Gloves of Dexterity +4* (1,333 gp), *Vest of Resistance +2* (334 gp), *Ring of Mind Shielding* (667 gp), *Ring of Protection +3* (1,500 gp), potion of *cure serious wounds* (25 gp), potion of *gaseous form* (63 gp), *dust of appearance* (175 gp), scroll of *displacement* (31 gp), scroll of *teleport* (94 gp)

APL 12: L: 3 gp; C: 250 gp; M: *Cloak of Charisma +2* (167 gp), scroll of *shield* (2 gp), *Ring of Protection +1* (167 gp), scroll of *fly* (31 gp), scroll of *stoneskin* (79 gp), scroll of *magic circle against law* (31 gp), scroll of *obscuring mist* (2 gp), *Bracers of Armor +4* (1,333 gp), *Amulet of Natural Armor +3* (1,500 gp), *Gloves of Dexterity +4* (1,333 gp), *Vest of Resistance +2* (334 gp), *Ring of Mind Shielding* (667 gp), *Ring of Protection +3* (1,500 gp), potion of *cure serious wounds* (25 gp), potion of *gaseous form* (63 gp), *dust of appearance* (175 gp), scroll of *displacement* (31 gp), scroll of *teleport* (94 gp)

Total Possible Treasure

APL 4: L: 3 gp; C: 317 gp; M: 479 gp - Max: 600 gp

APL 6: L: 3 gp; C: 317 gp; M: 967 gp - Max: 800 gp

APL 8: L: 3 gp; C: 317 gp; M: 1361 gp - Max: 1,250 gp

APL 10: L: 3 gp; C: 500 gp; M: 9272 gp - Max: 2,100 gp

APL 12: L: 3 gp; C: 500 gp; M: 9760 gp - Max: 3,000 gp

Special

Notice of the Darkwatch: The PC has now met a member of the Darkwatch, and has left the following impression (Circle ONE):

Favorable: This PC willingly and nobly participated in the defense of Craufield. They also went out of their way to be heroic and openly shared information with (and was polite to) Sarick. Cannot be given to members of the Darkwatch.

Recognition: This PC willingly and adequately participated in the defense of Craufield. Sarick has also detected some hostility from this PC towards the Darkwatch. Cannot be given to members of the Darkwatch.

Unfavorable: The PC either did not aid in the Craufield investigation, did so grudgingly, or was openly belligerent and hostile towards Sarick. This PC's future actions will be tracked by the Darkwatch.

ARRESTED! The PC either cast illegal or forbidden spells with abandon and/or was responsible for the destruction of property in Craufield. The PC must pay a fine of 100gp x Spell Level x APL, as noted in the "Other Gold Spent" box on this AR. If another PC at the table covers the fine, it should be noted on *both* ARs. If a PC cannot cover this cost, they must spend 1 TU for every 100gp that they are short [rounded up] working off their debt by helping to rebuild Craufield. Both the DM and the Player should contact the Keoland Metaorg and Regional Flavor PC at keoland_marf_poc@yahoo.com with their version of the story so that an appropriate punishment/restitution can be made.

MURDERER! This PC cast destructive spells with abandon, or cleaved from a creature into a Craufield resident. Both the DM and the Player should contact the Keoland Metaorg and Regional Flavor PC at keoland_marf_poc@yahoo.com with their version of the story so that an appropriate punishment/restitution can be made.

Influence w/Countess Lissen Rheyd (Power Rank: Noble. Political: Oeridian). See the Metaorg Book 0 for details, or contact the Keoland triad for further information. *Frequency (Regional).*

If a PC does not belong to any Keoish metaorgs, they may use this favor to cover the cost of any clerical spells of 3rd level or less used in this module, up to 500gp [note that healing in Keoland costs double PHB standard.] Influence used in this way is *Frequency (Adventure)*

Gift of the Craufield Mages (*Frequency: Regional*):

As special thanks for finding the true cause of the trouble in Craufield, Istava Lolian will offer the PC a one-time gift, PC's Choice:

- Istava will teach the PC any one arcane [including bard] spell of 4th level or lower that is in the Council Library, including Builder Book spells. The PC *must* be able to cast the spell at the time this is used. Spells that are Unknown, Illegal, or Forbidden in Keoland are unavailable to the PC. See the Metaorg Book 0 or contact the Keoland Metaorg PoC for details.
- Istava will use the resources of the council to empower one magical item with even greater power. The PC may choose ONE of the following items at the casting: Weapon, Armor, Shield, Cloak of Resistance, Ring of Protection. The PC must then choose either a +1 to +2, or a +2 to +3 upgrade. The PC only needs to pay the difference in cost between the old and new items, but must have the gp available at the time this influence is used.

Gift of Brathin Sigwal the Jeweler (*Frequency: Adventure*): [NOTE: This is only available if the Mage Council has not been banned from Nimlee].

As special thanks for finding the true cause of the trouble in Craufield, Brathen will offer to create a commission piece for the PC. He will create any jewelry piece the PC designates [including metaorg membership items] up to a value of 500gp.

If a PC spends 500gp, that PC will gain a +1 Diplomacy and Gather Information checks with NPC members of the Royal Financiers Guilds, as they recognize a good customer. The PC should note the description of the item on both the AR and on their list of Keoish Influence.

Masterwork Zither: The bard Dunyazad, in gratitude for the PC's assistance in Craufield, has commissioned this zither to be made as a token of her thanks. When played by someone with the *bardic music* ability to inspire *courage*, the morale bonus on saves to resist *charm* and *fear* effects are boosted from +2 to +4. However, it also reduces the morale bonus on weapon damage rolls from +1 to +0. (*Adventure; 100gp, Song and Silence*)

NOTE TO THE DM: The person who takes possession of Nerull's Gift will receive a second Adventure Record. The second record details the effects of being controlled by the weapon. When doing the paperwork, do the cert with the possession first, then the cert with

the xp and gp gained. This way they cannot discard the AR without leaving a gap in their paperwork.

Pawn of Nerull: The PC has taken possession of a powerful weapon called Nerull's Gift. Being a highly intelligent and evil item, it has slowly taken control over the PC *even if they are normally immune to mind-affecting effects*. The PC's alignment has changed to NE and is now an agent for Nerull. The PC loses any class abilities that are not allowed to a NE character. If the PC was a cleric to another god, the PC is now a cleric of Nerull. The PC will lose access to the domains spells of her/his previous god and gain access to Nerull's domains (the *atonement* spell will be cast by one of Nerull's clerics). As the PC is now evil, the PC is out of play and in control of the Keoland Triad. Send the character sheet and ARs to the Keoland Plots and Scenarios Triad member (Christian Alipounarian, chrisinpm@aol.com). The character is now a NPC unless a special mission or a future module changes his/her status.

- *Potion of Gaseous Form* (Adventure; 750gp; DMG)
- *Dust of Appearance* (Adventure; 2,100gp; DMG)
- *Scroll of Teleport* (Adventure; 1,125gp; DMG)
- *Potion of Cure Serious Wounds* (Adventure; 750gp; DMG)
- *Ring of Mind Shielding* (Adventure; 8,000gp; DMG)
- *Ring of Protection +3* (Adventure; 18,000gp; DMG)
- *Vest of Resistance +2* (Adventure; 4,000gp; T&B)

APL 12

APL 4, 6, 8, & 10 Items PLUS

- *Mithril chain shirt +3* (Adventure; 10,100gp; DMG)

Items for the Adventure Record

Item Access

APL 4, 6 & 8:

- *Cloak of Charisma +2* (Any; 4,000gp; DMG)
- *Masterwork Zither* (Regional; 100gp; see above)
- *Scroll Organizer* (Any; 5gp; Tome & Blood)
- *Everburning Torch* (Any; 90gp; DMG)
- *Potion belt* (Any, 1gp, *Forgotten Realms Campaign Supplement*)
- *Masterwork potion belt* (Adventure, 60gp, *Forgotten Realms Campaign Supplement*)

APL 10:

APL 4, 6 & 8 Items PLUS

- *Chain shirt +2* (Adventure; 4250gp; DMG)
- *Flaming short sword +1* (Adventure; 8,310gp; DMG)
- *Bracers of Armor +4* (Adventure; 16,000gp; DMG)
- *Amulet of Natural Armor +3* (Adventure; 18,000gp; DMG)
- *Gloves of Dexterity +4* (Adventure; 16,000gp; DMG)

Appendix One: Monsters & NPCs

All APLs

Istava Lolian: Female human (Suel) Wiz (Div) 12.

Physical Description: Istava is a lean woman of Oeridian heritage.

Personality: Istava is the current leader of Mage Council. Istava is a patient and methodical woman. She will learn all about a situation that she can before putting a plan into action. Istava uses her power and skills to maintain favor with the Countess Lissen Rheyd.

Jo'Ander: Male Human (Suel) Sor 10/Pal 1/BkG 2; CR 13; Medium-sized Human; HD 10d4+3d10+26; hp 75; Init +2; Spd 30 ft; AC 22 (touch 15, flat-footed 20); Atk +11/+6 melee (*Nerull's Gift*, 2d4+2, +1d6 cold + 2d6 vs. good) or +10/+5 ranged (light crossbow, 1d8); SA Smite good 2/day, Poison use; SQ Detect good, Dark blessing; AL NE; SV Fort ++21, Ref +14, Will +15; Str 13, Dex 10, Con 14, Int 10, Wis 8, Cha 20.

Skills & Feats: Concentration +20, Diplomacy +13, Hide +7, Intimidate +11, Knowledge (Arcana) +10, Knowledge (Religion) +2, Scry +5, Spellcraft +13. Improved Initiative, Spell Focus (Illusion), Greater Spell Focus (Illusion), Power Attack, Cleave, Empower Spell, and Sunder*

Possessions: Light crossbow, *Bracers of Armor* +4, *Amulet of Natural Armor* +3, *Gloves of Dexterity* +4, *Nerull's Gift* (see **Appendix 3**), *Vest of Resistance* +2, *Ring of Mind Shielding*, *Ring of Protection* +3, *potion of cure serious wounds*, *potion of gaseous form*, *dust of appearance*, scroll of *displacement*, scroll of *teleport*, plus standard adventuring gear.

Physical Description: A middle-age man with short black hair, well trimmed mustache dressed in well-made clothing of Suel fashion.

Personality: Jo'Ander is a fallen paladin of Wee Jas that has been corrupted by Nerull's Gift, which he had acquired in his travels. He has fully embraced the god of slaughter and wanders the lands as his god's champion.

Sorcerer spells per day (6/8/7/7/6/4)

Sorcerer spells known (9/5/4/3/2/1) base DC = 15 (18) + spell level, illusions = 19 (22) + spell level: 0—*arcane mark*, *detect magic*, *detect poison*, *daze*, *light*, *mage hand*, *prestidigitation*, *read magic*, *open/close*; 1st — *color spray*, *endure elements*, *magic missile*, *shield*, *protection from chaos*; 2nd — *eagle's splendor*, *endurance*, *invisibility*, *protection from arrows*; 3rd — *dispel magic*, *fly*, *fireball*; 4th — *phantasmal killer*, *shadow conjuration*; 5th — *master image* (new spell, see **Appendix 2**)

Blackguard spells (2) base DC = 11(13) + spell level: *cure light wounds* (x2)

Yith: Owl familiar; Tiny magical beast; HD 10; hp 44; Init +3; Spd 10 ft, fly 40 ft (average); AC 22 (touch 15, flat-footed 19) [+2 size, +3 Dex, +7 natural]; Atk +11/+8 melee (1d2-2, claw); Face/Reach 2 ½ ft by 2 ½ ft/ 0 ft; SQ: Grants +2 on Move Silently check; AL N; SV Fort +6, Ref +7, Will +10; Str 6, Dex 17, Con 10, Int 10, Wis 14, Cha 4

Skills & Feats: Listen +14, Move Silently +20, Spot +6*. *Weapon Finesse* (claws)

Granted Abilities: Alertness, Improved evasion, Share spells, Empathic Link, Touch, Speak with master, Speak with avian

Skills: Owls receive a +8 racial bonus on Listen checks, and a +14 to Move Silently checks. *They receive a +8 racial bonus to Spot checks in dusk and darkness.

Nevyn: Male Human (Suel) Sor 9; CR 9; Medium-sized Humanoid; HD 9d4+18; hp 46; Init +6; Spd 30ft; AC 17 (touch 13, flat-footed 15) or AC 24 (*Shield*); Atk +4 melee (dagger, 1d4) or +6 ranged (light crossbow, 1d8); AL CE; SV Fort +5, Ref +5(7), Will +7; Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 19.

Skills & Feats: Concentration +13, Diplomacy +9, Knowledge (Arcana) +9, Knowledge (Nobility) +3, Spellcraft +10, Scry +4. Spell Focus (Enchantment), Spell Focus (Illusion), Combat Casting, Silent Spell, and Improved Initiative

Possessions: Light crossbow, *Cloak of Charisma* +2, scroll of *shield*, *Ring of Protection* +1, scroll of *fly*, scroll of *stoneskin*, scroll of *magic circle against law*, scroll of *obscuring mist*, plus standard adventurer's gear.

Physical Description and Personality: Nevyn is the epitome of Suel of looks, blonde hair, blue eyes, and strong facial features. He carries himself with arrogance that he is better than everyone around him. His is confident, and he is not one to let a slight to his character go unpunished. He thinks Istava is a foolish woman.

Spells per Day (6/7/7/5)

Spells Known (8/5/4/3/2; base DC = 14 + spell level, Enchantment/Illusion DC = 16 + spell level): 0 —*daze*, *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*; 1st —*change self*, *charm person*, *mage armor*, *magic missile*, *color spray*; 2nd —*hypnotic pattern*, *invisibility*, *mirror image*, *tasha's hideous laughter*; 3rd —*dispel magic*, *hold person*, *major image*; 4th —*charm monster*, *emotion*;

Twitch: Weasel familiar; Tiny magical beast; HD 8; hp 20; Init +2; Spd 20 ft, climb 20 ft.; AC 19 (touch 14, flat-footed 17) [+2 size, +2 Dex, +5 natural]; Atk +6 melee (1d3-4, bite); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA Attach; SQ Grants +2 Ref saves, Scent; AL CN; SV Fort +4, Ref +4, Will +7; Str 3, Dex 15, Con 10, Int 10, Wis 12, Cha 5.

Skills & Feats: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4. Weapon Finesse (bite)

Granted Abilities: Alertness, Improved evasion, Share spells, Empathic Link, Touch, Speak with master, Speak with mustelidae.

Sarick: Male human (Suel) Rog 3/ Rgr 4;

Physical Description: Sarick dresses like the common people of the area where he is stationed. He uses his skills to blend into the crowd. He wears a mithral chain shirt under his clothes and has two short swords at his side.

Personality: Sarick knows some of the dangers that await the unaware folks of the land and takes an unkind view of anyone who brings "that which should be forgotten" to the minds of the people. He portrays a quiet manner to hide his temper that flares from time to time. He only gives one warning to those that dig too deeply into the secrets that are best left untouched. Those that don't heed the warning are usually never seen again.

Guard Sergeant: male or female Suel Ftr 4; CR 4; medium-sized human; HD 4d10+8; hp 34; Init +5; Spd 20 ft; AC 21 (touch 11, flat-footed 20); Atk +10 melee (bastard sword, 1d10+5); AL LN; SV Fort +7, Ref +3, Will +3; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Climb +2, Ride +7, Spot +5. Cleave, Exotic Weapon (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: potion of *cure moderate wounds*, potion of *endurance*, cloak of *resistance* +1, full plate, and large steel shield.

Guard: male or female Oeridian, Suel War2: CR 1; medium-sized human; HD 2d8+4; hp 17; Init +1; Spd 20 ft; AC 18 (touch 11, flat-footed 17) [+1 Dex, +5 breastplate, +2 large steel shield]; Atk +5 melee (1d8+2 19-20, long sword); AL NG, N, LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills & Feats: Climb +1, Ride +6. Power Attack, Weapon Focus (long sword).

APL 6

Encounter One

Doppelganger Rgr 1: CR 5; Medium-size Shapechanger; HD 4d8+1d10+15; hp 44; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft; AC 23 (+5 armor, +4 Dex, +4 natural); Atk +7 melee (*short sword* +1, 1d6+4) and +7 melee (*short sword* +1, 1d6+2) or +9 melee (*short sword* +1, 1d6+4); SA Detect thoughts, favored enemy +1 (humans); SQ: Alter self, immunities; SV Fort +9, Ref +8, Will +6; AL NE; Str 16, Dex 18, Con 16, Int 12, Wis 14, Cha 12.

Skills & Feats: Bluff +9, Gather Information +5, Innuendo +6, Knowledge: Local +5, Listen +5, Perform +5, Wilderness Lore +7. Dodge, Improved Initiative, Weapon Focus (short sword)

Possessions: *Chain shirt* +1, two *short swords* +1.

APL 8

Encounter One

Doppelganger Rgr 3: CR 7; Medium-size Shapechanger; HD 4d8+3d10+21; hp 62; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft; AC 22 (+4 armor, +4 Dex, +4 natural); Atk +8/+3 melee (short sword, 1d6+3) and +8 melee (short sword, 1d6+1) or +10/+5 melee (short sword, 1d6+3); SA Detect thoughts, favored enemy +1 (humans); SQ: Alter self, immunities; SV Fort +10, Ref +9, Will +7; AL NE; Str 16, Dex 18, Con 16, Int 12, Wis 14, Cha 12.

Skills & Feats: Bluff +9, Gather Information +5, Hide +4, Innuendo +6, Knowledge: Local +5, Listen +5, Move Silently +5, Perform +5, Wilderness Lore +12. Blind Fighting, Dodge, Improved Initiative, Weapon Focus (short sword)

Possessions: Chain shirt +1, two short swords +1.

Ogre Ftr 4: CR 8; Large Giant; Face/Reach 5'x5'/10'; HD 4d8+4d10+32; hp 79; Init +1; Spd 20 ft; AC 18 (+3 armor, +1 Dex, -1 size, +5 natural); Atk +14/+9 melee (greatclub, 1d10+12); SV Fort +12, Ref +5, Will +4; AL CE; Str 24, Dex 12, Con 18, Int 8, Wis 10, Cha 8

Skills & Feats: Jump +8, Listen +4, Spot +4. Iron Will, Lightning Reflexes, Power Attack, Cleave, Weapon Focus (greatclub), Weapon Specialization (greatclub)

Possessions: Hide armor, greatclub.

Yaun-Ti Halfblood Ftr 1: CR 8; Medium-size Monstrous Humanoid; HD 7d8+1d10+24; hp 68; Init +7; Spd 30 ft; AC 22 (+5 armor, +3 shield, +3 Dex, +1 natural); Atk +15/+10 melee (*scimitar* +1, 1d6+6, 15-20/×2) and +5 melee (bite 1d6+2); SA Spell-like abilities, psionics; SR 16; SV Fort +7, Ref +8, Will +8; AL CE; Str 20, Dex 16, Con 16, Int 18, Wis 18, Cha 16.

Skills & Feats: Climb +6, Concentration +12, Knowledge: Arcana +9, Knowledge: Local +8, Hide +9*, Listen +15, Spot +15. Blind-Fight, Combat Reflexes, Improved Critical (Scimitar), Improved Initiative, Iron Will, Power Attack, Cleave, Weapon Focus (Scimitar)

Possessions: Chain shirt +1, scimitar +1, large steel shield +1.

APL 10

Encounter One

Doppelganger Rgr 3: CR 7; Medium-size Shapechanger; HD 4d8+3d10+21; hp 62; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft; AC 24 (+6 armor, +4 Dex, +4 natural); Atk +9/+4 melee (*flaming short sword* +1, 1d6+4 +1d6 fire) and +9 melee (*flaming short sword* +1, 1d6+1 +1d6 fire) or +11/+6 melee (*flaming short sword* +1, 1d6+4 +1d6 fire); SA Detect thoughts, favored enemy +1 (humans); SQ: Alter self, immunities; SV Fort +10, Ref +9, Will +7; AL NE; Str 16, Dex 18, Con 16, Int 12, Wis 14, Cha 12.

Skills & Feats: Bluff +9, Gather Information +5, Hide +4, Innuendo +6, Knowledge: Local +5, Listen +5, Move Silently +5, Perform +5, Wilderness Lore +12. Blind Fighting, Dodge, Improved Initiative, Weapon Focus (short sword)

Possessions: Chain shirt +2, two flaming short swords +1.

APL 12

Encounter One

Doppelganger Rgr 7: CR 10; Medium-size Shapechanger; HD 4d8+7d10+33; hp 98; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft; AC 25 (+7 armor, +4 Dex, +4 natural); Atk +14/+9 melee (*flaming short sword* +1, 1d6+4 +1d6 fire) and +14 melee (*flaming short sword* +1, 1d6+2 +1d6 fire) or +16/+11 melee (*flaming short sword* +1, 1d6+4 +1d6 fire); SA Detect thoughts, favored enemy +2 (humans), favored enemy +1 (elves); SQ: Alter self, immunities; SV Fort +12, Ref +10, Will +8; AL NE; Str 18, Dex 18, Con 16, Int 12, Wis 14, Cha 12.

Skills & Feats: Bluff +9, Gather Information +5, Hide +16, Innuendo +6, Knowledge: Local +5, Listen +5, Move Silently +13, Perform +5, Wilderness Lore +12. Blind Fighting, Dodge, Improved Initiative, Weapon Focus (short sword)

Possessions: Mithril chain shirt +3, two flaming short swords +1.

Appendix Two: New Rules

New Spells

Master Image

Illusion (Shadow) [Mind-Affecting]

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Effect: See text

Duration: See text

Saving Throw: Will (See text)

Spell Resistance: No

This illusion spell allows the caster to try to take over control of an illusionary (figment) spell of 4th level or lower cast by another. If the caster of the targeted spell fails at a Will save, then the illusion now comes under the control of the caster of the *master image* spell. The illusion is infused with material from the Plane of Shadow to give it quasi-real form and function. The illusion now has the properties of a *shadow conjuration* spell in terms of the image properties. The duration of the shadowed figments are twice the duration times of the original spell. For example a *major image* spell has been taken over, the original duration was concentration + 3 rounds, the new duration is concentration + 6 rounds. The shadowed image can be dispelled, at the original caster's level, but disbelieving the effect is against the new caster's level.

New Items

Potion Belt from *Forgotten Realms Campaign*

Supplement: This sturdy leather belt similar to a bandoleer has pockets shaped to hold potion vials and is fitted with ties or flaps to keep the potions from falling out. The belt holds six potions. Retrieving a potion from a potion belt is a free action once per round. A Masterwork version of the belt holds ten potions and is otherwise identical except for cost. *Market Value:* 1gp (potion belt) or 60gp (masterwork potion belt); *Weight:* 1 lb.

Scroll Organizer from *Tome & Blood:* This long strip of leather has an overlapping series of fifteen pockets sewn along one side, each large enough to hold a scroll of a single spell. When slipped into a pocket, only the top of the scroll shows, allowing you to scan all the titles. The outside is fitted with a clip and a sewn-in pouch so that the organizer can be rolled up into a cylinder, slipped in its own pouch,

and sealed against the elements. *Market Price:* 5 gp; *Weight:* ½ lb.

Vest of Resistance from *Tome & Blood:* These garments offer magic protection in the form of a +1 to +5 resistance bonus to all saving throws (Fortitude, Reflex and Will). *Caster Level:* 5th; *Prerequisites:* Craft Wonderous Item, *resistance*, caster level must be three times that of the cloak's bonus; *Market Price:* 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4) or 25,000 gp (+5); *Weight:* 1lb.

Appendix Three: *Nerull's Gift*

Nerull's Gift: Large Unholy Adamantine *Scythe* +1 of Icy Burst; HP See below; AC 5; Special Qualities: Hardness 20, Telepathy; AL: NE; SV Fort +7, Ref +7, Will +6. Str -, Dex -, Con -, Int 18, Wis 19, Cha 17

Special Abilities:

Icy Burst - An icy burst weapon functions as a frost weapon that also explodes with frost upon striking a successful critical hit. Upon a successful critical hit, this weapon does +3d10 points of bonus cold damage.

Unholy - This weapon does +2d6 damage against good opponents. It bestows 1 negative level on any good opponent attempting to wield this weapon. The negative levels remains as long as the weapon is in hand and disappears when the weapon is no longer wielded.

Primary abilities:

Sunder - Wielder has free use of the Sunder feat, even if he does not meet the prerequisites.

Wielder does not need to breathe

Extraordinary Abilities:

Detect Thoughts - The wielder can *detect thoughts* as the spell, at 100' range 3/day.

True Seeing - The wielder gains the benefits of the *true seeing* spell at will.

Special Purpose:

Against followers of Heironeous - Causes the person struck to become *slowed*, as the spell (DC 16). This power is activated against the specified opponent upon hit; the chill embrace of the Reaper comes over the foe.

Ego: 25

Language: Common, Ancient Flan, Flan, Abyssal, and Infernal

The tale of the forging of this weapon has been lost to time. Little is known about it - except that wherever the scythe has appeared, death has followed. Once, it was a favored weapon of a cleric of Nerull who ravaged the lands of the Sheldomar Valley. The blood of its victims is said to have tinted

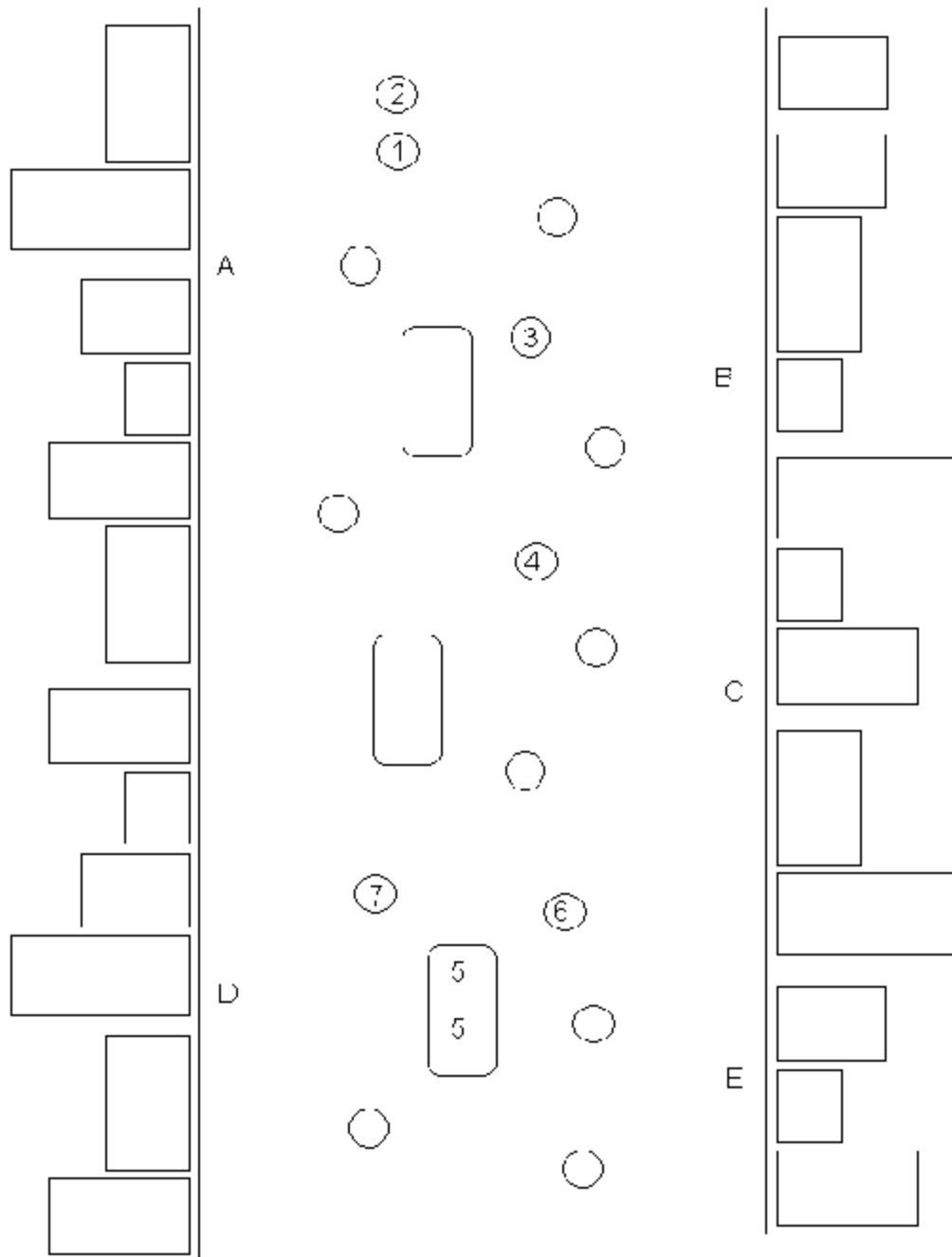
the blade red. Followers of Heironeous are susceptible to the scythe.

Over the years, as the weapon changed hands from decadent master to depraved master, it gained sentience and a will of its own. As it became more powerful, it required more from its possessors. Only those aligned with its temperament were able to draw upon its abilities. If its possessor were of a different moral philosophy, it would try to force a change. If it was able to win a battle of wills five times, the possessor permanently changed alignment to NE. The weapon bestows two negative levels to any such wielders that pick up the scythe. The negative levels only disappear once the possessor has changed to a NE alignment and worship of Nerull.

Centuries after its creation, the scythe has become a symbol of the fate that awaits the enemies of Nerull. It is said to have disappeared somewhere in mountains of the Sheldomar Valley. Followers of Nerull spend their whole lives hunting for the scythe to use it once again.

As an artifact, there is only a very specific way in which the scythe can be destroyed; doing so is beyond the means of the PCs at this time.

DM's Map 1



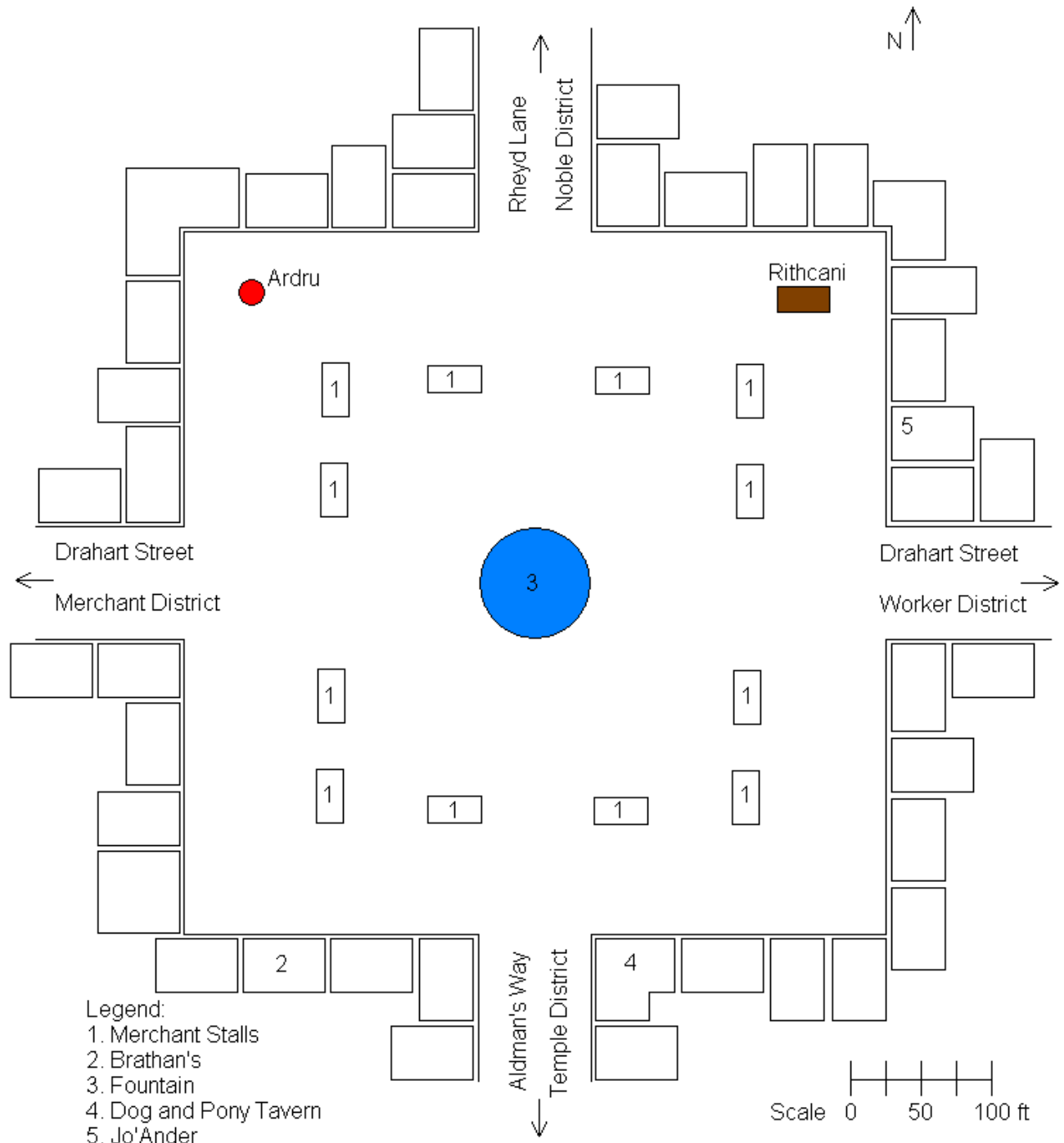
Legend:

- A - APL 4 PCs
- B - APL 6 PCs
- C - APL 8 PCs
- D - APL 10 PCs
- E - APL 12 PCs

- 1: Doppelganger (All APL)
- 2: Imp (APL 2)
- 3: Yuan-Ti (APL 6-8)
- 4: Naga (APL 10-12)
- 5: Ogres/Ogre Magi (APL 4-10)
- 6: Night Hag (APL 12)
- 7: Night Hag (APL 12)

Scale 0 20 40 ft

DM's Map 2



DM's Map 3

