

ONW2-08



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A Two-Round D&D[®] LIVING GREYHAWK[®]

Onnwal Regional Adventure

Version 1

ROUND 2

by Keith MacAleer

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

You've already encountered more than you bargained for on this trip, and you have not even reached your destination. What other secrets do the Storm Islands hold? An adventure for characters levels 1 – 8. Part 3 of the Legacy of Chert Series.

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

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

PREPARATION

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

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

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

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

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

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

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

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

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

SCORING

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

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

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

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

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard two-round Regional adventure set in Onnwal. All characters playing in region pay two Time Units to participate in the adventure. Adventures' Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

After escaping the sahuagin at Sekolah's atoll, the characters have resumed their journey. The morning after leaving the island, the characters spot the *Sealion*, a Scarlet Brotherhood ship captained by Colv Hiddar, a high-level druid who is bent on killing the characters. The characters have to row the *Wanderer* for days in order to stay away from him. As they draw close to the island, Cordo suggests that he use himself as a decoy to draw the ship after him. The characters slip overboard in the evening and swim to the island while Colv chases Cordo around the Storm Islands. If the characters were able to keep the *Silvered Left* from Milla in round 1, then finding the tomb of Krina should be easy. If they lost the sword, they have to spend several days searching the island in order to find the tomb. While they are travelling about the island, the characters are being stalked by a pyro-hydra. They find tracks, burnt areas, and other clues that lead them to believe a dragon lives on the volcanic island.

The hydra is slightly more intelligent than the average hydra and because of this, he knows the characters are going to the tomb, and is waiting for them there.

Even though Cordo is drawing the ship away from Krina's island, Colv is not completely fooled. He has dispatched an away team to investigate the island and stop the characters, if possible. If the characters spend only one day searching for the tomb, they can surprise this team.

If the characters have lost the sword to Milla, and spend two or more days searching the island, then the away team gains possession of the sword and uses it to find the tomb just after the characters do. In the tomb, the characters find the body of Krina, several cryptic prophecies, and her diary, which holds some startling news of Krina and Rakehell Chert's relationship.

INTRODUCTION

This treasure hunt is turning into a nightmare voyage. So far you've been attacked by assassins, nearly drowned, waded through a sea of bones, and fought sea devils. Still, you've made it this far, and there may still be a rich reward at the end of this journey. However, the morning after escaping from that horrific island, you spot a ship on the horizon. As the day goes on, you watch the sail creep ever closer.

ENCOUNTER 1: COLV HIDDAR

The sail on the horizon is the ship of Colv Hiddar. He is a fearsome naval commander in the Scarlet Brotherhood navy and in charge of capturing the characters. Colv is a high-level druid in charge of a fast warship. If caught, the characters should be easily defeated and executed by the Brotherhood. Cordo knows who and what Colv is, and is very afraid of him. Cordo refuses to turn the boat to fight Colv; instead he attempts to run. If the characters want to fight Colv, they have to subdue Cordo.

Since Colv's ship, the *Seadragon*, is faster than the *Wanderer*, the characters have to row to escape. The characters are two days from the Misty Isle, and must row the rest of the way, or get captured by Colv. All the characters have to row, making Fortitude saves every 6 hours (total of eight rolls) to avoid subdual damage.

Cordo's plan is to divert Colv. He drops the characters off at the Misty Isle and continues on to a nearby reef that he knows, in an attempt to loose Colv on the rocks. He then returns and picks up the characters for the voyage home.

The sun climbs higher in the sky, and the ship at your back inches closer. As soon as it is within range, Cordo uses his spyglass to check its colours

'Farlanghn's Beard!' curses Cordo, 'not only is it a ship of that cursed red sign, but also it bears the personal colours of Colv Hiddar, a weather-wizard and notorious pirate. It is no doubt that little minx Milla got a message to them, and they sent Colv. We are in great danger, friends. He captains the Seadragon, which is faster than my little Wanderer. If we don't do

something, he'll be on us in a day. Any of you have any magic that might help us? If not, we'll have to row. The Misty Isle is about two days from here, and we'll have to row the whole way to stay away from him.'

In order for the characters to stay out of Colv's grasp, they are going to have to row. Right now, they are three hours ahead of Colv. If three characters row, they can maintain this distance. For every character over three that rows, they increase their lead by half an hour. So if six characters row for six hours, they can increase their lead to four and a half hours.

For every character under three that rows, they loose one hour of lead. So if only one character is rowing, then Colv is only one hour behind the characters. Cordo cannot row, as he must sail the ship, using every inch of canvas to get maximum speed. For every 6 hours of rowing, the characters must make a Fortitude save (DC 10+ number of 6-hour blocks they have rowed without rest). Failure to save causes the characters to suffer 6d6 subdual damage from exhaustion. If the characters rest for one 6-hour period, they reset the DC check, and heal one point of subdual damage per hour per level. Characters that row for four straight shifts are fatigued; characters that row for eight straight shifts are exhausted. If the characters do have magic, such as a *quaal's feather token*: fan, or a *control wind* spell, this counts for an extra rower per item/spell. After the characters have rowed for 36 hours (6 Fortitude saves), read or paraphrase the following:

"The long hours you spend rowing seem to stretch into weeks, yet every time you look back, the Seadragon sits on the horizon, an immovable reminder that death is only a few hours away. Finally, as the sun sets on the second day, Cordo calls for a brief rest.

'We're close, friends. We'll reach the island tonight. However, if we stop, Colv will know right where we are. I think we can fool him. I'll drop you lot off at the island, and continue sailing on. I know the reefs in this area well, and can lose him among the reefs and shallows of this island chain. I'll then circle around and come pick you up, and we'll split the treasure then. I've got some potions here in the boat to help you make it to the island, and it should be easier than swimming during a storm.'

ENCOUNTER 2: SWIMMING AND CLIMBING

Allow the characters their own plan, if they want, but do not allow Cordo to accompany them. Cordo reminds them that Colv uses the fish and birds as spies, and can easily find them if someone does not lead him away. Cordo does not let someone else captain his boat. The characters must now row for 12 more hours (2 Fortitude saves), then read or paraphrase the following:

Pain is all you can fathom. Your hands ache, your arms, back, legs, and shoulders ache. You can't remember the sun going

down, just that it was light, then dark. You seem to wake from a dream when Cordo calls for another halt. 'We're here.' he whispers, 'See, you can just barely make out the outline of the island against the stars. Choose your gear carefully, friends, you're going over the side here. Drink these when you are ready to go. Remember, no lights, or Colv will be on you faster than a barracuda on a hooked fish.' He hands you each a small vial of shimmering liquid.

Each character needs to succeed a Swim check (DC 10) to make it to the island. Cordo has given the characters each a *potion of swimming*, which should allow the characters to swim there without actually making a check. The characters could "Take 10" to reach the island, allowing them to carry 50 lbs. of equipment, plus 5 lbs. per point of positive strength modifier and 5 lbs. per rank of swim. Also, characters may be *exhausted* or *fatigued*, and this should be factored in. It takes 45 minutes for characters with 15 ft. movement to swim to the island, less time for faster-moving characters. The island is three-quarters of a mile away.

The swim through the black water conjures memories of your last adventure with Cordo, this time, however, you don't have 10 ft. swells pummeling you. As you near your destination, you feel more than see the fog. The air becomes thicker and, one by one, the stars fade out, leaving only a few visible directly above you. Even in the darkness, you see that landfall will be no easy task. The island juts out of the ocean, with high cliffs bordering the coast. You wonder if your nightmare of toil will ever end."

The cliff is 60 ft. high requiring a successful Climb check (DC 15) to reach the top. However, the bottom 15 ft. is covered in slick algae, making the first Climb check (DC 20). Characters may also cast spells, if they can make a successful Concentration check (DC 15 + spell level) due to their immersion in the ocean, in order to get up the cliff.

Once the characters have successfully climbed the cliffs proceed to Encounter 3.

ENCOUNTER 3: MISTY ISLE

This encounter follows directly on from Encounter 2.

You finally haul your exhausted carcass over the top of the cliff-face. The last few days have taken their toll, and you fall into immediate sleep. The next day dawns, but not as suddenly or brilliantly as you might expect. You awake to find the entire world shrouded in a grey mist.

The mist obscures objects and muffles sound, drowning out even the most vocal of the birdcalls, and restricting your vision to a short distance. What you do see is lush, dense jungle. Trees and vines grow close together, and a canopy of leaves blocks even the meagre light that manages to reach the island. Black, volcanic rock makes up the surface, and there is also a strange odour of brimstone or sulphur permeating the wind. The only thing visible more than a few feet away are the rounded top of a small

hill or mountain, rising above the fog, devoid of trees. There seems to be some type of pillar or standing stone at its summit.

Overland movement through the island is slow, as the characters have to hack through the thick jungle. Sound and sight are also limited, giving everyone a -5 circumstance penalty to Spot and Listen checks. Any flying character or familiar can rise above the fog and see normally, but maintain the penalty to see or hear anything within the fog.

When the characters indicate they wish to move off read the following:

Moving through the jungle is difficult, hacking vines and small trees makes the progress painfully slow as you make your way to the summit. Eventually, you come across a cleared game-trail, and follow it more or less toward the hill.

If they do not check for tracks, allow any characters with the Track feat to make a Spot check (DC 10) in order to see the hydra's tracks. If successful, a Wilderness Lore check (DC 16+) reveals the following:

You spot a 3-foot-long 3-toed clawed track in the path. It is perhaps a week old.

A Wilderness Lore check (DC 20) reveals the previous plus:

It is reptilian, and belongs to some huge creature with four feet and perhaps weighing over two tons.

Proceed to Encounter 4.

ENCOUNTER 4: THE PILLAR

This encounter follows directly on from Encounter 3.

The wide game trail does indeed end at the foot of the mountain. The march up the gentle slope is easy, as plants have only recently begun to grow on the black stone. The earth here has folds and ridges, like newly poured syrup, or a cloudbank.

Around mid-day, you emerge from the low clouds that blanket the island and look around. From what you can make out, the island is roughly circular, and perhaps one mile in diameter, not too large to search, but the fog and jungle will make that difficult. Despite the sea breeze, the fog seems to hang about the small island, obscuring vision and hiding its exact dimensions.

Give them *Player's Handout 1*. When the characters indicate they wish to proceed to the pillar proceed with the following:

A few more minutes of walking leads you to the summit, which is occupied by what you now can see as a low stone pillar. The stone pillar seems to be made from the same black stone you have found throughout the island. It stands half the height of a human, is about a forearm's length wide, and has a strange slot cut through the pillar two hands' breadth from the top. The slot

is about the width of four fingers and as thin as a sword blade. Above and below the notch are two different symbols; above the notch has been carved a spider's web and below are two watchful eyes. The slot passes straight through the pillar."

A successful Knowledge (religion) check (DC 10) reveals the top symbol to be the symbol of Istus, goddess of fate. The bottom symbol is Krina's personal arcane mark. If the characters have the old letter, they find both of these symbols on the letter as well. The pillar radiates an indeterminable magic, but is not trapped. Any short sword fits into the notch, with its sword point emerging from the other end. If this is done the pillar rotates. Read or paraphrase the following:

You insert the short sword point first into the opening. There is no noise as the pillar twists itself, the rock assumes the texture of a rope as the pillar reorients itself with the sword point guiding you in the direction you are to follow. A mouth appears on the stone, below the notch, and speaks, 'Rakehell, you've come. Let the sword guide you to me. Follow the blade, and you will find what you seek waiting for you in the jungle.'

If the characters inserted the *Silver Left* into the notch, the pillar guides them in the correct direction. If the characters inserted a different short sword into the notch, roll a 1d8 and consult the following table to determine which direction the sword points the party. If it points in the correct direction (a result of 8), roll again.

- | | |
|---|-----------|
| 1 | North |
| 2 | Northeast |
| 3 | East |
| 4 | Southeast |
| 5 | South |
| 6 | Southwest |
| 7 | West |
| 8 | Northwest |

Augury, detect lie, zone of truth and other divination spells help the characters determine if the pillar is guiding them in the correct direction. Each time the sword is inserted into the notch, roll again, unless the characters are using the *Silver Left*. Once the characters have what they think is the correct direction, and set off in that direction read or paraphrase the following:

The trek down the hill is easy enough. Following the stone pillar's guide, you begin to search the jungle along the direction the pillar has guided you. The mist and the thick jungle make searching difficult, but you are relentless, and continue onwards.

If the characters did not use the *Silver Left*, read or paraphrase the following:

You have scanned every inch of jungle between the pillar and the coast along this heading, and found nothing. You've wasted half a day of searching, and remain empty-handed. You may now either begin searching the island on your own, or go back to the pillar and try again.

If the characters try to search on their own, allow them to search ten adjacent squares per day (on *Player's Handout 1*). The players may actually stumble onto the tomb without aid from the *Silver Left*. If they return to the pillar, read or paraphrase the following:

Travel back to the stone pillar is easy, but disheartening. It has lied to you once; perhaps it will do so again.

Allow the characters to try the pillar again, rolling randomly to determine the direction it chooses. Clever characters may pick up on the fact that it never points to the northwest (direction 8) and may choose to search in that direction. Each attempt to search along the path takes half a day.

Colv's away team make landfall one day after the characters. If they are in possession of the *Silver Left*, they set up an ambush for the characters at the tomb. If the characters have the sword, they are able to find the tomb and retrieve the sword before the away team makes landfall. The characters can then ambush the away team as they search the island. The Hydra, a rather smart member of his breed, is already aware of the characters and is waiting for them at the tomb entrance.

If the characters are here to perform the *Ritual of the Sword*, read or paraphrase the following:

You place the Silver Left in the Stone Pillar, and speak the names: Krina, Rakehell, and Griff. Slowly, the pillar, with the sword still in it, melds back into the mountain's face. After a few seconds, the sword emerges from the living rock, glowing, even in sunlight. The blade is now etched with a web-like pattern, and the symbol of two watchful eyes adorns the hilt. Grasping the sword, you find it has become enchanted, and seems to possess an intelligence its own.

ENCOUNTER 5: KRINA'S TOMB

If the characters follow the correct path, or simply stumble upon the correct square, read or paraphrase the following:

Hacking through the jungle is tough work. Humidity and heat are your companions, as are mosquitoes and other biting insects. After a few hours of searching, you come to a small clearing. It is perhaps ten yards across, and devoid of trees. In the middle, amid the saplings and undergrowth, there is a barren rock slab with an inscription on it. All of this is forgotten, however, as a huge shape, bellowing with rage, charges toward you out of the misty jungle.

At this point, allow the characters to make Spot checks. The hydra is at the other side of the clearing, and has 'taken 20' on his Hide check, giving the characters less than moderate chance (DC 13) of spotting him. Be sure to factor in the fog (-5 on Spot checks) for this check. All

characters that succeed, can act on the surprise round; the hydra begins thirty feet away, can move 20 ft. per round, and has a 10 ft. reach. hydras, as a special ability, can attack with all of their heads as a standard action, not a full-round action as normal.

APL 2 (EL 4)

🔪 **Five-Headed Hydra:** hp 52; see *Monster Manual*.

APL 4 (EL 6)

🔪 **Five-Headed Pyrohydra:** hp 73; see *Monster Manual*.

APL 6 (EL 8)

🔪 **Seven-Headed Pyrohydra:** hp 100; see *Monster Manual*.

APL 8 (EL 10)

🔪 **Nine-Headed Pyrohydra:** hp 120; see *Monster Manual*.

Tactics: The hydra is a wily old fellow (Int 5), and attempts to keep as many characters covered by its reach and Combat Reflexes as possible. Any attempts to flank him cause him to focus his considerable breath weapon on the tumbling opponent. A Reflex save is needed for each head making the breath attack.

After the characters defeat the hydra, read or paraphrase the following:

The last of the creature's heads stops thrashing, and it finally comes to rest, allowing you to move closely inspect the stone slab. It too, is inscribed with the symbol of Istus and the two watchful eyes. The stone is quite thick, but you and your fellows are able to move it. As you lever it out of the way, stale air and darkness greet you. A steep slope descends into a 10-ft., circular, carved stone tunnel, at least 20 ft. down."

Depending on the APL of the party the corridor is guarded by a variety of traps.

A stone ramp, about 20 ft. long and 5 ft. wide ends in a flat 5-ft. wide corridor. The bottom of the ramp is trapped.

THE FIRST TRAP

APL 2 (EL 1)

🔪 **Covered Pit Trap (10 ft. Deep):** CR 1; no attack roll necessary (1d6); Reflex save (DC 20) avoids; Search (DC 21); Disable Device (DC 20).

APL 4 (EL 3)

🔪 **Covered Pit Trap (30 ft. Deep):** CR 3; no attack roll necessary (3d6); Reflex save (DC 20) avoids; Search (DC 21); Disable Device (DC 20).

APL 6 (EL 5)

🔪 **Covered Pit Trap (50 ft. Deep):** CR 5; no attack roll necessary (5d6); Reflex save (DC 20) avoids; Search (DC 21); Disable Device (DC 20).

APL 8 (EL 7)

🔪 **Covered Poisoned Spike Pit Trap (50 ft. Deep):** CR 7; no attack roll necessary (5d6), +10 melee (1d4 spikes for 1d4+5 points of damage plus poison, per successful hit); Reflex save (DC 20) avoids; Search (DC 21); Disable Device (DC 20).

Purple Worm Poison: Injury; Fortitude save (DC 24) resists; Initial/Secondary damage (1d6 Str/1d6 Str).

Once the characters have set off or bypassed the trap read the following:

After bypassing the pit trap, you see before you a narrow corridor. Your light sources show that it does not seem to have an end.

The corridor continues straight 150 feet, and depending on the APL, there are several other traps along the way. There are two more traps, the first is 80 ft. from the pit trap, and the second is 110 ft. from the pit trap. Dwarves may search for all of these traps, as they are all stonework.

THE SECOND TRAP (APLS 4, 6, AND 8 ONLY)

APL 4 (EL 4)

🔪 **Crushing Corridor:** CR 4; mechanical; location trigger; automatic reset; walls move together (6d6, crush); multiple targets (all targets in a 10-ft. by 10 ft. area; never miss; onset delay 1 round; Search (DC 22); Disable Device (DC 20).

APL 6 (EL 6)

🔪 **Crushing Corridor:** CR 6; mechanical; location trigger; automatic reset; walls move together (9d6, crush); multiple targets (all targets in a 10-ft. by 10 ft. area; never miss; onset delay 1 round; Search (DC 22); Disable Device (DC 20).

APL 8 (EL 8)

🔪 **Crushing Corridor:** CR 8; mechanical; location trigger; automatic reset; walls move together (12d6, crush); multiple targets (all targets in a 10-ft. by 10 ft. area; never miss; onset delay 1 round; Search (DC 22); Disable Device (DC 20).

THE THIRD TRAP (APL 8 ONLY)

APL 8 (EL 5)

🔪 **Poisoned Wall Spikes:** CR 5; mechanical; location trigger; manual reset; Atk +16 melee (1d8+4 plus poison,

spike); multiple targets (first target in each of two adjacent 5-ft. squares); poison (Medium-size spider venom, Fortitude save [DC 14] resists, 1d4 Str/1d6 Str); Search (DC 17); Disable Device (DC 21).

After the party has travelled down the corridor, read or paraphrase the following:

At last you come to the end of this deadly hallway. The narrow walls fade away, leaving you in a large, circular room. The black stonewalls, ceiling, and floor are all adorned with an intricate web-pattern set in silver that seems to shift and weave at the edge of your vision.

Most importantly, however, you see a black stone mausoleum embedded in the centre of the room. Over it stands the statue of a woman looking into a large bowl in her hands. Her face is pensive, and begins to speak to you when you examine it, 'Rakehell, I knew you'd come. Only you could have survived this far. You have found my body, my love, on it you will find my last letter to you. Read it, and understand what fate has decided for us.' With that, the magic fades, and the statue once again lapses into silence.

The circular room is 50 ft. across, the ceiling is 15 ft. high and it is completely carved from obsidian. The web-pattern is inlaid silver and is so fine that removing it destroys any value it has. After the characters have opened the mausoleum, read or paraphrase the following:

Inside the mausoleum, you find the skeleton of a woman dressed in the robes of a high priest of Istus. Clutched in her bony hands is a delicate parchment.

When the characters remove the parchment give them *Player's Handout 2*. When the characters indicate that they wish to leave the tomb move on to Encounter 6.

ENCOUNTER 6: AMBUSH

Colv was not completely fooled by Cordo's tactics. He has dispatched a small group of marines lead by a powerful wizard. If Milla was able to steal the *Silver Left*, the team has it and finds the tomb faster.

If the characters were able to find the tomb within one day of arriving at the island, then they have a chance to ambush Colv's away team, if not, the away team ambushes the party as they emerge from the tomb.

Because the away team consists mostly of rangers, they are able to hide from the party and track them on the island, while avoiding the hydra. If the party was able to quickly find the tomb, the characters emerge and spot a small group examining the Stone Pillar. The away team consists of Vith Sargeen and four "Red Face" Scarlet Brotherhood Marines, all of who are berserkers.

If the characters quickly found the tomb:

If the characters quickly found the tomb read or paraphrase the following:

You bypass the traps on your way out, and step once again into the muted sunlight of the Misty Isle. Upon reaching the surface, you see the summit of the low hill, with the Stone Pillar atop it. Clustered around the pillar is a group of five people. They are examining the pillar and the ground around it while pointing in your direction. Fortunately, the fog conceals you while the summit makes them visible, allowing you to set an ambush. As you watch, the group starts to head in your direction.

Allow the characters to set an ambush, either by the tomb or on the trail they hacked to get there. There are several large trees, and the fog should give them significant cover. However, Vith Sargeen, wizard in charge of the team, has a very nasty imp familiar (raven at APL 2 and 4) who scouts out the location of the tomb. If the party decides to ambush the away team in the vicinity of the tomb, the imp invisibly scouts the area before the away team arrives.

APL 2 (EL 4)

☛ **Vith Sargeen:** Male human Evo3; hp 13; see Appendix I.

Familiar (raven - Plaxico): hp 6; see Appendix I.

☛ **"Red Face" Marine:** Male human Bbn1; hp 13; see Appendix I.

Tactics: Vith's first action in combat is to cast *shield*. In subsequent rounds he casts *Melf's acid arrow* at any spellcasters.

If Vith is able to ambush the party, he precasts *mage armor* and *shield*. He then casts *grease* on the slope leading into the tomb, causing the whole ramp leading up to the surface to be slick, ending in the spiked pit trap. He also casts *Melf's acid arrow* on any obvious spellcasters, as well as *flaming sphere* and sends it down the tomb, rolling down the slope. Since he has nowhere to run, Vith Sargeen fights to the death.

APL 4 (EL 6)

☛ **Vith Sargeen:** Male human Evo5; hp 21; see Appendix I.

Familiar (raven - Plaxico): hp 10; see Appendix I.

☛ **"Red Face" Marine:** Male human Bbn1/Rgr2; hp 27; see Appendix I.

Tactics: Vith's first action in combat is to cast *haste*. He then casts *fireball* and *shield* on round 2. In round three he will cast *fireball* on the party, and a *Melf's acid arrow* on any spellcasters.

If Vith is able to ambush the party, he precasts *mage armor*, *shield*, *protection from arrows*, and finally *haste*. He then casts *grease* on the slope leading into the tomb, causing the whole ramp leading up to the surface to be slick, ending in the pit trap. He also casts *Melf's acid arrow* on any obvious spellcasters, as well as *flaming sphere* and sends it down the tomb, rolling down the slope. Since he has nowhere to run, Vith Sargeen fights to the death. Vith has no regard for his underlings, but tries not to catch any of them in the blast radius of a *fireball*.

If the marine is surprised, he simply flies into a rage and attacks immediately. He 'takes 20' on his Hide check if he is able to ambush the characters.

APL 6 (EL 8)

➤ **Vith Sargeen:** Male human Evo7; hp 29; see Appendix I.

Familiar (imp - Plaxico): hp 14; see Appendix I.

➤ **"Red Face" Marines (2):** Male human Bbn1/Rgr2; hp 27, 27; see Appendix I.

Tactics: Vith's first action in combat is to cast *haste*. He then uses the *scroll of improved invisibility* and casts *stoneskin* on round 2. In subsequent rounds he casts *fireball* on the party, and *Melf's acid arrow* on any spellcasters.

If Vith is able to ambush the party, he precasts *mage armor*, *shield*, *protection from arrows*, *stoneskin*, and finally *haste*. He then casts *grease* on the slope leading into the tomb, causing the whole ramp leading up to the surface to be slick, ending in the pit trap. He also casts *Melf's acid arrow* on any obvious spellcasters, as well as *flaming sphere* and sends it down into the tomb, rolling down the slope. Since he has nowhere to run, Vith Sargeen fights to the death. Vith has no regard for his underlings, but tries not to catch any of them in the blast radius of a *fireball*.

Plaxico casts *suggestion* on any heavily armored figures, and suggests that his friends are actually dangerous criminals trying to commit murder, and should be restrained. He then uses his *invisibility* and tries to sting any spellcasters with his tail.

If the marines are surprised, they simply fly into a rage and attack immediately. If they are able to ambush the characters, then they 'take 20' on their Hide check. They fire their longbows on the surprise round. On round two, one marine attempts to cover any obvious spellcasters by holding his attack action until he sees one of the characters start to cast a spell. The other drops his longbow, rages and charges.

APL 8 (EL 10)

➤ **Vith Sargeen:** Male human Evo9; hp 37; see Appendix I.

Familiar (imp - Plaxico): hp 18; see Appendix I.

➤ **"Red Face" Marines (4):** Male human Bbn1/Rgr2; hp 27, 27, 27, 27; see Appendix I.

Tactics: Vith's first action in combat is to cast *haste* and use his *scroll of fly*. He then uses the *scroll of improved invisibility* and casts *stoneskin* on round 2. Subsequent actions include *fireball* on the party, and *Melf's acid arrow* on any spellcasters.

If Vith is able to ambush the party, he precasts *enhance familiar* on Plaxico, then *mage armor*, *shield*, *protection from arrows*, *stoneskin*, and finally *haste*. He then casts *grease* on the slope leading into the tomb, causing the whole ramp leading up to the surface to be slick, ending in the spiked pit trap. He also casts *Melf's acid arrow* on any obvious spellcasters, as well as *flaming sphere*

and sends it down the tomb, rolling down the slope. Since he has nowhere to run, Vith Sargeen fights to the death. Vith has no regard for his underlings, but tries not to catch any of them in the blast radius of a *fireball*.

Plaxico casts *suggestion* on any heavily armored figures, and suggests that his friends are actually dangerous criminals trying to commit murder, and should be restrained. He then uses his *invisibility* and tries to sting any spellcasters with his tail.

If the marines are surprised, they simply fly into a rage and attack immediately. If they are able to ambush the characters, then they 'take 20' on their Hide check. They fire their longbows on the surprise round. On round two, one marine attempts to cover any obvious spellcasters by holding his attack action until he sees one of the characters start to cast a spell. The others drop their longbows, rage and charge.

After the away team is defeated, read or paraphrase the following:

After defeating the last of the Scarlet Brotherhood agents, you are able to follow their tracks back to their camp. Searching the bodies and the camp, you come across a few trinkets, a longboat, and several days' worth of food. Knowing Cordo will be several days if he comes at all, you settle in for a long, watchful wait.

Treasure: Dependant on the APL run the characters will find a variety of treasure:

APL 2: L: 85 gp; C 0 gp; M: *scroll of mage armor* (Value 4 gp per character); *scroll of Melf's acid arrow*, *scroll of flaming sphere* (Value 23 gp per scroll per character).

APL 4: L: 221 gp; C 0 gp; M: *scroll of dispel magic*, *scroll of fly*, *scroll of protection from elements* (Value 56 gp per scroll per character).

APL 6: L: 371 gp; C 0 gp; M: *scroll of improved invisibility* (Value 105 gp per character), *scroll of fly*, *scroll of protection from elements* (Value 56 gp per scroll per character).

APL 8: L: 672 gp; C 0 gp; M: *scroll of improved invisibility* (Value 105 gp per character), *scroll of fly*, *scroll of protection from elements* (Value 56 gp per scroll per character); *hand of the mage* (Value 150 gp per character).

If the players lost it in round one, Vith Sargeen has the Silver Left.

CONCLUSION

After three or four days of waiting, you see a small sail on the eastern horizon. It creeps closer, and you and your companions are anxious for a better look. Finally, the distance is close enough to make out a small, covered keelboat, with a lone figure at the tiller. Cordo has returned, and he is not being followed. You signal the old sea dog, and he manages to pull the boat close enough to tie it off on the cliffs. You greet each other as old

friends, with smiles and hugs, and it is mere moments before he asks, 'Well, what did you find? Where is the "great treasure"? How rich are we?' A look of confusion comes across his face as he studies Krina's journal, quickly replaced by a combination of horror and anger. "This is grave news indeed, Chert's own son being trained as a red monk? I must get word to the Free Onnwal forces immediately, I am sure Rakehell will want to do something about this, and I think I know a team of heroes who might be able to help him. Until then, why don't you tell me, slowly and with great detail, what exactly happened on that island."

The End

EXPERIENCE POINT SUMMARY

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

Encounter 5: Krina's Tomb

Defeat the hydra/pyrohydra.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	270 XP

Defeat the "First Trap."

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	180 XP

Defeat the "Second Trap."

APL 2	0 XP
APL 4	90 XP
APL 6	180 XP
APL 8	210 XP

Defeat the "Third Trap."

APL 2	0 XP
APL 4	0 XP
APL 6	0 XP
APL 8	120 XP

Encounter 6: Ambush

Defeat With Sargeen and the "Red Face" marine(s).

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

Discretionary Roleplaying Award

Good roleplaying.

APL 2	30 XP
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APL 4	60 XP
APL 6	90 XP
APL 8	120 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	900 XP
APL 8	1200 XP

TREASURE SUMMARY

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

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

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

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

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

TREASURE KEY:

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

Encounter 6: Ambush

Defeat Vith Sargeen and the “Red Face” marine(s) and strip them of their gear.

APL 2: L: 85 gp; C 0 gp; M: scroll of mage armor (Value 4 gp per character); scroll of Melf's acid arrow, scroll of flaming sphere (Value 23 gp per scroll per character).

APL 4: L: 221 gp; C 0 gp; M: scroll of dispel magic, scroll of fly, scroll of protection from elements (Value 56 gp per scroll per character).

APL 6: L: 371 gp; C 0 gp; M: scroll of improved invisibility (Value 105 gp per character), scroll of fly, scroll of protection from elements (Value 56 gp per scroll per character).

APL 8: L: 672 gp; C 0 gp; M: scroll of improved invisibility (Value 105 gp per character), scroll of fly, scroll of protection from elements (Value 56 gp per scroll per character); hand of the mage (Value 150 gp per character).

Total Possible Treasure

APL 2: 135 gp

APL 4: 389 gp

APL 6: 588 gp

APL 8: 1039 gp

Encounter 5: Krina's Tomb

Enchanting the Silver Left: The Silver Left is now a magical blade.

Silver Left: +1 silvered short sword

Value: 2,410 gp

APPENDIX I: NPCS

ENCOUNTER 6: AMBUSH

APL 2 (EL 4)

➤ **Vith Sargeen:** Male human Evo3; CR 3; Medium-size humanoid (human); HD 3d4+3; hp 13; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +3 melee (1d4+1/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); SA Spells; AL LE; SV Fort +2, Ref +4, Will +3; Str 12, Dex 16, Con 12, Int 18, Wis 10, Cha 8.

Skills and Feats: Concentration +7, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (religion) +10, Listen +3, Search +7, Spellcraft +10; Improved Familiar*, Scribe Scroll, Spell Focus (Evocation).

Possessions: masterwork light crossbow, 10 masterwork bolts, masterwork dagger, spell component pouch, scroll of mage armor, scroll of Melf's acid arrow, scroll of flaming sphere.

Spells Prepared (5/4/3; base DC = 14 + spell level; 16 + spell level for Evocation spells): 0 – detect magic, flare, mage hand, ray of frost, resistance; 1st – grease, magic missile (2), shield; 2nd – flaming sphere, glitterdust, protection from arrows.

Familiar (raven - Plaxico): Tiny magical beast; HD 3d8; hp 6; Init +2; Spd 10 ft., fly 40 ft. (average); AC 16 (touch 14, flat-footed 14); Atk +4 melee (1d2-5, claws); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Alertness, improved evasion, share spells, empathic link, touch; AL LE; SV Fort +2, Ref +4, Will +5; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (claws).

*See Appendix 2: New Rules for additional information.

➤ **"Red Face" Marine:** Male human Bbn1; CR 1; Medium-size humanoid (human); HD 1d12+1; hp 13; Init +7; Spd 40 ft.; AC 16 (touch 13, flat-footed 13); Atk +5 melee (1d6+3/18-20, scimitar) or +4 ranged (1d8/x3, composite longbow); SA Rage (1/day); SQ Fast movement; AL NE; SV Fort +3, Ref +3, Will +2; Str 16, Dex 16, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +6, Move Silently +4, Swim +1, Wilderness Lore +6; Improved Initiative, Weapon Focus (scimitar).

Possessions: scimitar, composite longbow, 20 arrows, studded leather armor.

APL 4 (EL 6)

➤ **Vith Sargeen:** Male human Evo5; CR 5; Medium-size humanoid (human); HD 5d4+5; hp 21; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +4 melee (1d4+1/19-20, dagger) or +7 ranged (1d8/19-20, light crossbow); SA Spells; AL LE; SV Fort +2, Ref +4, Will +4; Str 12, Dex 16, Con 12, Int 19, Wis 10, Cha 8.

Skills and Feats: Concentration +9, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (religion) +12, Listen +4, Search +8, Spellcraft +12;

Empower Spell, Improved Familiar*, Scribe Scroll, Spell Focus (Evocation).

Possessions: masterwork light crossbow, 10 masterwork bolts, masterwork dagger, spell component pouch, scroll of dispel magic, scroll of fly, scroll of protection from elements.

Spells Prepared (5/5/4/3; base DC = 14 + spell level; 16 + spell level for Evocation spells): 0 – detect magic, flare, mage hand, ray of frost, resistance; 1st – grease, mage armor, magic missile (2), shield; 2nd – flaming sphere, glitterdust, Melf's acid arrow, protection from arrows; 3rd – fireball (2), haste.

Familiar (raven - Plaxico): Tiny magical beast; HD 5d8; hp 10; Init +2; Spd 10 ft., fly 40 ft. (average); AC 17 (touch 14, flat-footed 15); Atk +4 melee (1d2-5, claws); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master; AL LE; SV Fort +2, Ref +4, Will +6; Str 1, Dex 15, Con 10, Int 8, Wis 14, Cha 6.

Skills and Feats: Listen +6, Spot +6; Weapon Finesse (claws).

*See Appendix 2: New Rules for additional information.

➤ **"Red Face" Marine:** Male human Bbn1/Rgr2; CR 3; Medium-size humanoid (human); HD 1d12+2d10+3; hp 27; Init +7; Spd 40 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 melee (1d6+3/18-20, scimitar) and +5 melee (1d6+1/19-20, short sword), or +7 ranged (1d8+3/x3, composite longbow); SA Rage (1/day), favored enemy (humans); SQ Fast movement; AL NE; SV Fort +6, Ref +3, Will +2; Str 16, Dex 16, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Hide +7, Listen +8, Move Silently +7, Swim +3, Wilderness Lore +8; Improved Initiative, Track, Weapon Focus (scimitar).

Possessions: masterwork scimitar, masterwork short sword, masterwork mighty composite longbow (+3), 20 arrows, masterwork studded leather armor.

APL 6 (EL 8)

➤ **Vith Sargeen:** Male human Evo7; CR 7; Medium-size humanoid (human); HD 7d4+7; hp 29; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +5 melee (1d4+1/19-20, dagger) or +8 ranged (1d8/19-20, light crossbow); SA Spells; AL LE; SV Fort +3, Ref +5, Will +5; Str 12, Dex 16, Con 12, Int 19, Wis 10, Cha 8.

Skills and Feats: Concentration +11, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (religion) +14, Listen +5, Search +9, Spellcraft +14; Empower Spell, Improved Familiar*, Point Blank Shot, Scribe Scroll, Spell Focus (Evocation).

Possessions: masterwork light crossbow, 10 masterwork bolts, masterwork dagger, spell component pouch, scroll of improved invisibility, scroll of fly, scroll of protection from elements.

Spells Prepared (5/6/5/4/3; base DC = 14 + spell level; 16 + spell level for Evocation spells): 0 – detect

magic, flare, mage hand, ray of frost, resistance; 1st – grease, mage armor, magic missile (2), ray of enfeeblement, shield; 2nd – alter self, flaming sphere, glitterdust, Melf's acid arrow, protection from arrows; 3rd – fireball (2), haste, slow; 4th – ice storm, shout, stoneskin.

Familiar (imp - Plaxico): Tiny outsider (evil, lawful); HD 7d8; hp 14; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 22 (touch 15, flat-footed 19); Atk +8 melee (1d4 and poison, sting); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA Spell-like abilities, poison; SQ Polymorph, regeneration, alertness, improved evasion, share spells, empathic link, touch, speak with master; AL LE; SV Fort +3, Ref +6, Will +6; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +15, Listen +5, Move Silently +5, Search +5, Spellcraft +5, Spot +5; Dodge, Weapon Finesse (sting).

Spell-Like Abilities (base DC = 10 + spell level): At will – detect good, detect magic, invisibility (self only); 1/day – suggestion.

Poison (Ex): Sting, Fortitude save (DC 13); Initial/Secondary damage (1d4 temporary Dexterity/2d4 temporary Dexterity).

Polymorph (Su): An imp can assume other forms at will as a standard action. This ability functions as *polymorph self* cast by a 12th-level sorcerer, except that an individual imp can assume only one or two forms no larger than Medium-size. Common forms include monstrous spider, raven, rat, and boar.

Regeneration (Ex): Imps take normal damage from acid, and from holy and blessed weapons (if silver or enchanted).

*See Appendix 2: New Rules for additional information.

🗡️**"Red Face" Marines (2):** Male human Bbn1/Rgr2; CR 3; Medium-size humanoid (human); HD 1d12+2d10+3; hp 27; Init +7; Spd 40 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 melee (1d6+3/18-20, scimitar) and +5 melee (1d6+1/19-20, short sword), or +7 ranged (1d8+3/x3, composite longbow); SA Rage (1/day), favored enemy (humans); SQ Fast movement; AL NE; SV Fort +6, Ref +3, Will +2; Str 16, Dex 16, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Hide +7, Listen +8, Move Silently +7, Swim +3, Wilderness Lore +8; Improved Initiative, Track, Weapon Focus (scimitar).

Possessions: masterwork scimitar, masterwork short sword, masterwork mighty composite longbow (+3), 20 arrows, masterwork studded leather armor.

APL 8 (EL 10)

🗡️**Vith Sargeen:** Male human Evog; CR 9; Medium-size humanoid (human); HD 9d4+9; hp 37; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +6 melee (1d4+1/19-20, dagger) or +9 ranged (1d8/19-20, light crossbow); SA Spells; AL LE; SV Fort +4, Ref +6, Will +6; Str 12, Dex 16, Con 12, Int 20, Wis 10, Cha 8.

Skills and Feats: Alchemy +7, Concentration +13, Knowledge (arcana) +17, Knowledge (history) +17,

Knowledge (religion) +17, Listen +6, Search +11, Spellcraft +17; Combat Casting, Empower Spell, Improved Familiar*, Point Blank Shot, Scribe Scroll, Spell Focus (Evocation).

Possessions: masterwork light crossbow, 10 masterwork bolts, masterwork dagger, spell component pouch, scroll of improved invisibility, scroll of fly, scroll of protection from elements, hand of the mage.

Spells Prepared (5/7/6/5/4/3; base DC = 15 + spell level; 17 + spell level for Evocation spells): 0 – detect magic, flare, mage hand, ray of frost, resistance; 1st – grease, mage armor, magic missile (2), ray of enfeeblement, shield, true strike; 2nd – alter self, flaming sphere, glitterdust, Melf's acid arrow, protection from arrows, shatter; 3rd – enhance familiar*, fireball (2), haste, slow; 4th – fear, ice storm, shout, stoneskin; 5th – cloudkill, cone of cold (2).

Familiar (imp - Plaxico): Tiny outsider (evil, lawful); HD 9d8; hp 18; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 23 (touch 15, flat-footed 20); Atk +8 melee (1d4 and poison, sting); Face/Reach 2 1/2 ft. by 2 1/2 ft./0 ft.; SA Spell-like abilities, poison; SQ Polymorph, regeneration, alertness, improved evasion, share spells, empathic link, touch, speak with master; AL LE; SV Fort +3, Ref +6, Will +7; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +15, Listen +5, Move Silently +5, Search +5, Spellcraft +5, Spot +5; Dodge, Weapon Finesse (sting).

Spell-Like Abilities (base DC = 10 + spell level): At will – detect good, detect magic, invisibility (self only); 1/day – suggestion.

Poison (Ex): Sting, Fortitude save (DC 13); Initial/Secondary damage (1d4 temporary Dexterity/2d4 temporary Dexterity).

Polymorph (Su): An imp can assume other forms at will as a standard action. This ability functions as *polymorph self* cast by a 12th-level sorcerer, except that an individual imp can assume only one or two forms no larger than Medium-size. Common forms include monstrous spider, raven, rat, and boar.

Regeneration (Ex): Imps take normal damage from acid, and from holy and blessed weapons (if silver or enchanted).

*See Appendix 2: New Rules for additional information.

🗡️**"Red Face" Marines (4):** Male human Bbn1/Rgr2; CR 3; Medium-size humanoid (human); HD 1d12+2d10+3; hp 27; Init +7; Spd 40 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 melee (1d6+3/18-20, scimitar) and +5 melee (1d6+1/19-20, short sword), or +7 ranged (1d8+3/x3, composite longbow); SA Rage (1/day), favored enemy (humans); SQ Fast movement; AL NE; SV Fort +6, Ref +3, Will +2; Str 16, Dex 16, Con 12, Int 10, Wis 14, Cha 10.

Skills and Feats: Hide +7, Listen +8, Move Silently +7, Swim +3, Wilderness Lore +8; Improved Initiative, Track, Weapon Focus (scimitar).

Possessions: masterwork scimitar, masterwork short sword, masterwork mighty composite longbow (+3), 20 arrows, masterwork studded leather armor.

ENCOUNTER 2: NEW RULES

ENHANCE FAMILIAR AS PRESENTED IN *TOME AND BLOOD*

Universal

Level: Sor/Wiz3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Your familiar

Duration: 1 hour/level

Saving Throw: None (harmless)

Spell Resistance: Yes

You infuse your familiar with vigor. While the spell lasts, your familiar receives a +2 competence modifier on attack rolls, saves, and weapon damage. The familiar also receives a +2 dodge modifier to Armor Class.

IMPROVED FAMILIAR [GENERAL] AS PRESENTED IN *TOME AND BLOOD*

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

Prerequisite: Ability to acquire a familiar, compatible alignment.

Benefits: When choosing a familiar, the following creatures are also available to you. You may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through evil).

Familiar	Alignment	Arcane Spellcaster Level
Shocker lizard	Neutral	5
Stirge	Neutral	5
Formian worker	Lawful neutral	7
Imp	Lawful evil	7
Pseudodragon	Neutral good	7
Quasit	Chaotic evil	7

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

Hit Points: One-half the master's total or the familiar's normal total, whichever is higher.

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

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

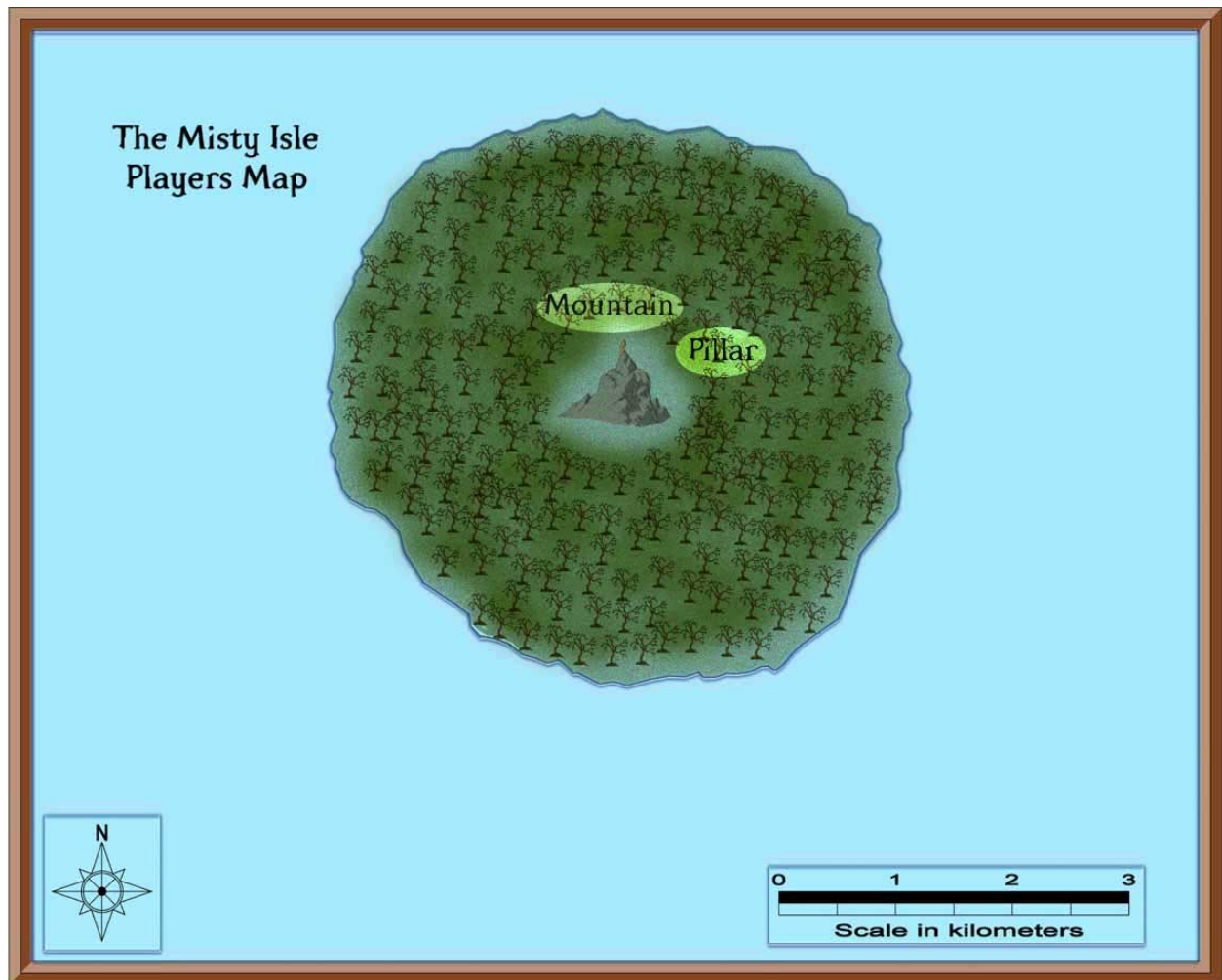
Special Qualities: The familiar has all the special qualities of its kind.

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

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

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

PLAYER'S HANDOUT 1: MISTY ISLE



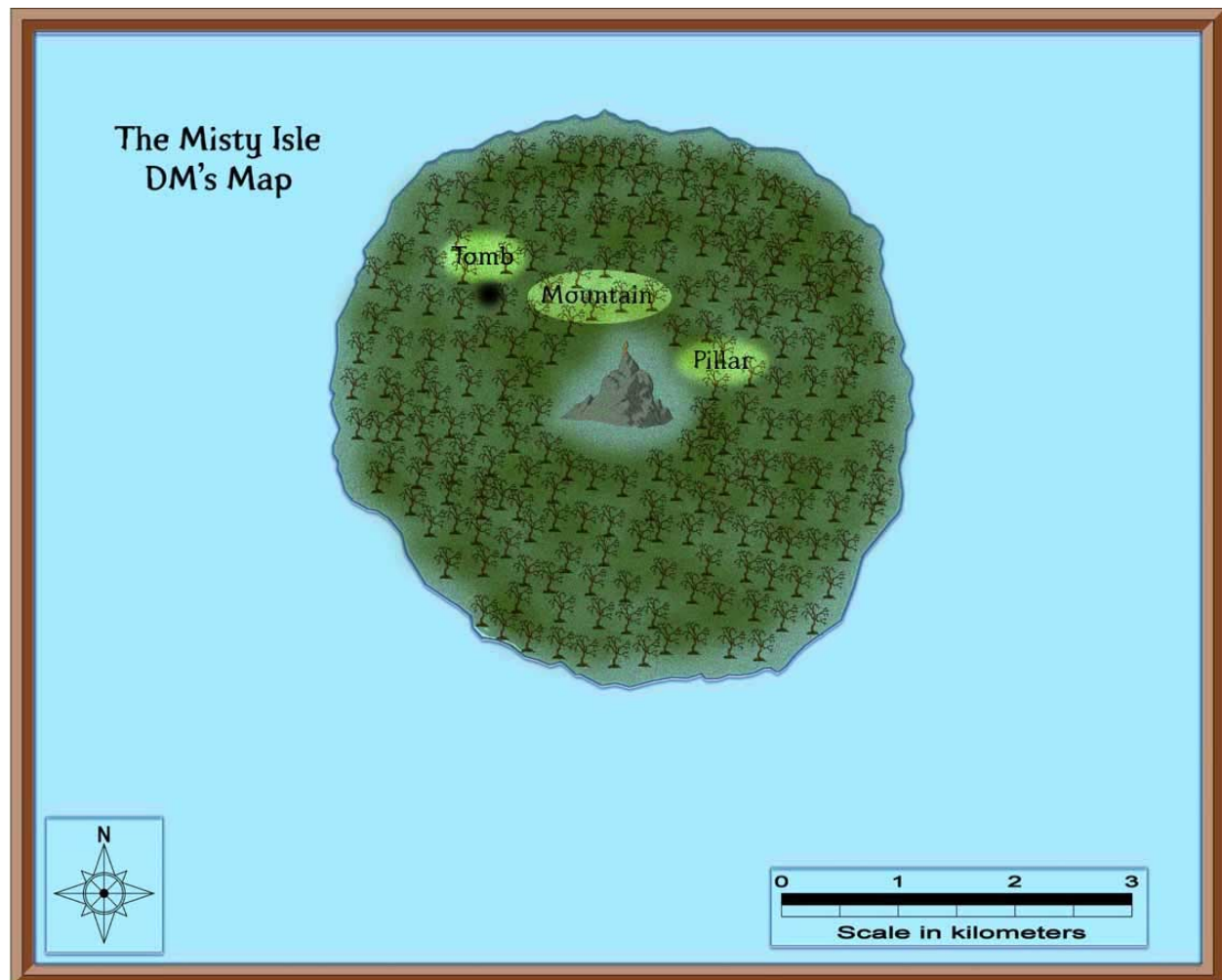
PLAYER'S HANDOUT 2: KRINA'S LETTER TO RAKEHELL CHERT

Rakehell,

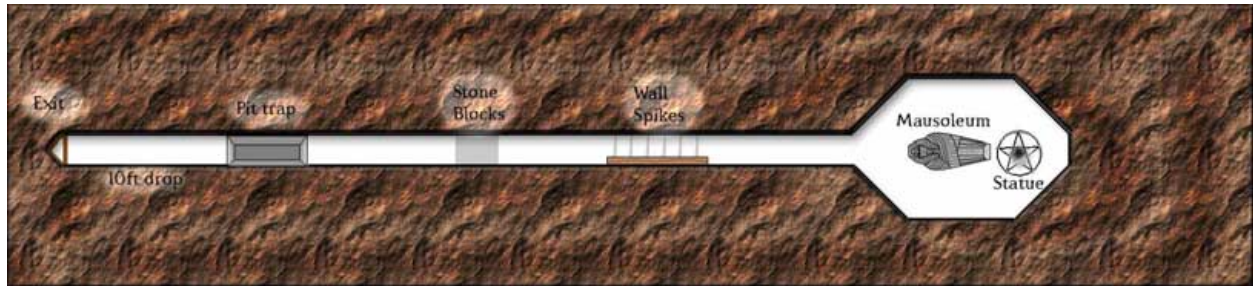
I write you with a heart made heavy by the knowledge my goddess has imparted to me. I have spent the last several months burdened by the gifts of Istus, as they have given me disturbing news. Fate has made me a prisoner, and I am even now defying the will of Istus by writing this letter to you. I am with child. Your child, Rakehell, of this I am certain. My powers have allowed me to view his fate, and it is a grim one. He will be born innocent, but will be seized and corrupted by a red fist. Shortly after his birth, I will be killed, and this boy will be taken to a castle above the clouds, to be twisted and warped into a vile beast. He will kill thousands, Rakehell, unless he is stopped. I have spent many weeks meditating on our son's fate, and I think I have found a strand of the great web that will save us all. I have seen him escaping the grasp of the red fist, and eventually making his way back to you. Together, the two of you will be powerful enough to destroy the evil that sought to embrace him. It is on this slim chance that I base my faith in you, Rakehell. I pray that you will return to me, find this letter, and rescue our son from a terrible destiny. With that in mind, I had the Silver sword I gave you enchanted. It will not only guide you to me, but will become a weapon against our foe. Place it back in the Stone Pillar on the Misty Isle, and speak our names, Krina, Rakehell, and Griff, the name of our son. Speak those names, and the sword will manifest my spirit, and possess the power to grant Griff the knowledge of his true heritage. Simply place the pommel of your sword in his hand, and he will realize his true nature. Do this, Rakehell, for the love we once had for each other, and the love of your son.

-Krina
CY 583

MISTY ISLE (DM'S MAP)



KRINA'S TOMB



ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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