

URD2-02



MYSTIC BAY

A One-Round D&D[®] LIVING GREYHAWK[®]
Duchy of Urnst Regional Adventure

Version 1

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RPGA HQ reviewers: Christopher Lindsay, and Stephen Radney-MacFarland

Even the most beautiful gardens develop weeds, left unattended. But who can say what fruit they bear? An adventure for characters level 1-8.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Willams, 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 being around three hours. The rest of the time is spent in preparation before game play, 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. Take time to review 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 non-player 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 Website (www.wizards.com/rpga), and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in the Duchy of Urnst. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

The name Mystic Bay reflects the mysterious sightings that are almost commonplace on the waterfront. Strange lights, odd visions, and unexplained noises are frequent subjects of tall tales and local folklore.

Mystic Bay was, until very recently governed by House Teranor. With their fall, various other houses and political groups are jousting for ultimate control of this lakeside region. The small monastery near the town had volunteered to help watch over the village during this time of transition, but in the past few months they have closed their doors to outsiders.

Unsavoury types, including many Rhennee, have been drawn to Mystic Bay by the growing lawlessness. In response, some of the locals have become quite paranoid about anyone seeking to do business after nightfall. The

town streets are practically deserted by the time the sun goes down.

A former member of the monastery has made the situation even more nervous by making bold accusations against his old brethren. These claims of corruption in the now-sealed monastery have taken away what little sense of security the town had left.

Encounter One

A young novice monk is thrown crashes through the window of the tavern onto the characters' table. A group of Rhennee sailors pursue him inside.

Encounter Two

The party gets to hear the novice's story and accompanies him back to the monastery.

Encounter Three

The characters dine and chat with the monks of the Verdant Thought, including brother Matheiw. Jarem, the monk from the bar, is now under a vow of silence. Prioress Silana requests that the party stay the night at the monastery, in case the thieves that have been plaguing them return.

Encounter Four

The characters help foil a break-in at the monastery. During the ensuing mayhem Brother Matheiw is discovered dead, and the Abbot is removed from power, without the party's knowledge.

Encounter Five

The characters are blamed for Brother Matheiw's death and are banished from the monastery.

Encounter Six

Disgruntled Rhennee and the bard from the tavern lead the party to the exiled monk that has been plaguing their order. He attempts to enlist their help in a final expedition to the monastery.

Encounter Seven

The party returns to the Monastery of the Verdant Thought through a secret cave entrance. Scrags have occupied the cavern, and must be overcome.

Encounter Eight

The Bloodguare, a secret brotherhood of monks, are uncovered within the Verdant Thought. Half of the mystery is revealed, but the fate of the missing monks is not.

Conclusion

The lost monks are found, and possibly rescued by a resourceful party.

INTRODUCTION

You have recently finished escorting a merchant caravan to Nyrstran from Seltaren. Drasyné of House Vos-Nairn received your shipment and signed off on responsibility for the goods. She then asked if your party would volunteer for another task.

Drasyné's heartfelt pleas can still be heard ring in your ears, "I'm terribly worried about my younger brother, Aeosan. My family duties have kept me from investigating, but recently his monastery brethren informed me that he had abandoned his position and left the monastery. We have received no word from him, and I cannot believe he would act in such a foolish manner. Aeosan joined the monastery at a very young age, and I don't know how he could leave everything he knows and loves behind. I'm terribly worried that something horrible has happened to him. Could you please stop by his old village and help me by gathering some information? I have heard that the monastery has sealed off all contact with outsiders, but perhaps the locals will have clues about my brother's whereabouts. My family and I would greatly appreciate any help you might provide. Please help me bring my brother home, I beg you!"

Swayed by her words, you journeyed on to Mystic Bay, in search of clues.

Note: the characters do not have any pay from the caravan escorted reflected on their log sheets or in the play of the scenario. All of that activity is assumed to be a part of their off-table lives and expenses.

ENCOUNTER 1: FINER MOODS

Once the party makes the inevitable stop at the local tavern, read the following:

The laughter and warm glow of the tavern lights has attracted more than just the nearby flies. Many of the local fishermen have come in to celebrate an excellent catch. Boasting and toasts are heard in the moments of silence between the songs of a lovely half-elf bard. A heavysset waitress guides you to a table near the door, and announces the day's fare:

"Potatoes and a vegetable stew are tonight's feast, with fresh trout if you've got the coin for it. We also have a fresh batch of Midnight Draft available if your throats are parched. I'm awful busy, so just holler when you're ready. My name's Denna."

The tavern is quite packed, and the table the party is seated at, near a large window, is the only one available. The beers and ales at this tavern are all brews from the Monastery of Verdant Thought, and are of excellent quality. Most of the locals are drinking Midnight Draft; a dark, bitter ale.

The bartender, Nacoomy, looks to have more than a bit of orcish blood running through his veins. He has no love for troublemakers, though generous tips calm his temper.

Zandre, the half-elf bard, is a local favorite, and many of the older patrons of the tavern join her for duets. After her current singing partner steps down, she invites a new singer onstage:

“Do we have any other volunteers for the stage? Surely one of you has a story to tell or a song to share. The time was never better! Take a drink and come on up!”

Should a character take her up on the offer, have them roll a Perform check (untrained if they lack the Perform skill in singing). A result of 10 or higher is serviceable, 15 impressive, and 20 remarkable.

The locals are more than willing to talk and share rumors with well-behaved adventures. Apply a +2 circumstance bonus to any Gather Information checks, or a +5 circumstance bonus if the person in question performed on stage. Rumors heard in this bar concern ghostly figures, vanishing monks, strange sounds from the lake, and much complaining about how unsafe the town has become.

Once the party has had a chance to engage in a bit of roleplaying and information gathering a fight breaks out in the bar. This can occur at any time after the party has sat down, as long as play is kept moving.

Shadows and a muffled cry alert you seconds before a body explodes through the bar window, landing right in the center of your table in a hail of broken glass.

All characters at the table need to make a successful Reflex save (DC 12) to avoid taking 1d3 points of slashing damage from the shards of glass. Those who succeeded managed to jump clear in time.

A hush of silence falls over the tavern, all eyes upon you and the figure in monk's robes slumped upon your table. The silence is broken by the sound of the front door slamming open, revealing a group of Rhennee sailors. One sports a recently blackened eye, while another swings a pair of manacles in his left hand.

Glaring, the bartender says, “I’ll be expecting payment for that window.” His mood is curiously nonchalant, as though this is not an unusual occurrence for this tavern or these sailors.

The sailor with the manacles nods. “You’ll get your money”.

The barkeep seems to accept this, and goes back to polishing his glass. As the crowd returns to drink and conversation, the Rhennee walk over to your table.

The sailors attempt to grab the monk and drag him away, telling any who gets in their way to “mind their own business”. If the party tries to stop them, they defend themselves as best they can. They fight with saps initially, but go for steel if the characters draw weapons.

☛ **Zandre (singer):** Female half-elf Brd4. (Perform +9).

☛ **Nacoomy (bartender):** Male half-orc Ftr5. (Intimidate +4).

☛ **Jarem (victim):** Male human Mnk1. (hp 6, current hp 4, suffering from 5 points of subdual damage as well).

Any remaining Rhennee flee if half their number is defeated (one down at APL 2, two at APLs 4, 6 and 8). To reflect this, the EL of the encounter has been adjusted

down. Any captured sailors are vague about who hired them, saying only that it was “the man who walks from the shadows”. If Jarem describes Carlorin to them, they admit that the description fits their employer. (See Encounter 2)

APL 2 (EL 3)

☛ **Rhennee Sailors (2):** Male human Ftr1/Rog1; hp 16 each; see Appendix I.

APL 4 (EL 5)

☛ **Rhennee Sailors (3):** Male human Ftr2/Rog1; hp 22 each; see Appendix I.

APL 6 (EL 7)

☛ **Rhennee Sailors (4):** Male human Ftr2/Rog2; hp 25 each; see Appendix I.

APL 8 (EL 9)

☛ **Rhennee Sailors (4):** Male human Ftr3/Rog3; hp 34 each; see Appendix I.

ENCOUNTER 2: HOBBLING BACK HOME

After the dust clears, the monk is still unconscious. Each full minute that he is unconscious, he has a 10% chance to wake up and be staggered until his hit points exceed his subdual damage, as per the rule on *Player's Handbook* page 135. Once Jarem is awake, he groans, rubs his head, and thanks the party for their assistance.

“Greetings, I’m Jarem of the Verdant Thought Monastery. I’m terribly sorry about the trouble I have caused. Thank you for coming to my aid. Those thugs would have likely killed me if not for your brave actions.”

Earlier that day, Jarem spotted Carlorin, an outcast monk of his order. He knew that Carlorin had been spreading horrible lies about the monastery, and hoped to find out why he was doing it.

“I’m afraid this trouble started after I followed the traitor Carlorin into the alleys near the docks. He was negotiating some sort of contract with those thugs when I made the mistake of moving in for a better look. They spotted me, and I made a run for it. Unfortunately, they cornered me, so I attempted to make my stand. Sadly, I don’t believe I did my order proud.”

“Just before I was spotted, I overheard the most curious thing. Carlorin was telling the rogues that he had deciphered the hidden meaning within the scroll, and was asking them to find more evidence within the monastery. He told the Rhennee they should look for red robes to find the evidence he needed to prove who was behind the slaying of his brethren.”

"I really must apologize for having ruined your meal. Would you like to join us for the evening meal at the monastery? We would be honored to have you as guests, and frankly, it would seem I could use the escort as well."

With that, Jarem sets off with a wobbling stride for the Monastery of the Verdant Thought. If asked about the deaths, he looks nervous for a moment, then states that he knows of no deaths at his monastery. Sense Motive attempts reveal (automatically) that he is being only partially truthful, but he does not elaborate.

ENCOUNTER 3: BREAD AND WATER

The path to the monastery is a steep and winding journey. A clear sky allows you to enjoy the star-filled view that this vantage brings. The ground is composed of hard stone, with only sparse vegetation. A cold wind washes over you from beyond the cliff, making the journey long and uncomfortable. The looming structure of the keeps grows closer with every step. You notice that only a few of the many narrow windows are lit, and that no sounds can be heard from within.

Show the players the handout labeled A View of the Monastery at this time.

A humble-looking woman answers the oak doors as soon as the entry bell is rung. Her name is Travissona.

"By the gods! What has happened? Please come inside, I'll fetch aid for poor Jarem. Matheiw! Come quickly!"

Travissona takes Jarem over to a chair, and calls for more assistance. The heavysset, pipe-smoking Matheiw soon joins her. After tending to Jarem's wounds with his spells, Matheiw thanks the party and asks them for details of what has transpired. Jarem is taken off to a private study for debriefing while Matheiw is questioning the party.

Once greetings have been exchanged and an explanation offered, Matheiw offers to heal any wounded members of the party. He insists that they join him for the monastery's evening meal.

Any remarks about a possible raid on the monastery are met with a grim frown and the following information:

The monastery has recently been the target of a number of minor break-ins. Our numbers are small, and we are unable to protect all of the passages and rooms that make up this monastery. We have closed off most of contact with outsiders in an effort to protect ourselves.

I imagine we'll be safe enough tonight if we stick together and maintain vigilance. Please do enjoy the evening meal, and I must encourage you to try our excellent brews."

The monastery has several varieties of beer and ale, ranging from light ales to Midnight Black, their most popular brew (a dark bitter ale, the same offered at Finer Moods). They do not stock any spirits other than their own.

The dining room is composed of three long tables and a half-dozen matching benches. The evening meal is hot bean stew served with fresh bread and mugs of beer and bitter ale. A small group of monks is dining when the players enter, though none are as friendly or inquisitive as Brother Matheiw. Matheiw joins the party at their table, and engages them in conversation willingly. He seems hungry for local gossip, and makes a point to ask about their backgrounds.

The monks of the monastery are fairly close-lipped about the missing members of the Verdant Thought. Brother Matheiw confirms "a few" missing persons, and acknowledges that Aeosan is one of them if asked. He declines to go into more detail.

Towards the end of the meal, Jarem enters the room accompanied by an older woman with an entrenched frown. The older monk approaches the adventurer's table, and addresses them in cold, formal tones:

"My name is Prioress Silana. Jarem informs me that we are in your debt for saving his life. Please allow us to return the favor by giving you food and lodging while you enjoy your stay here in Mystic Bay. I will see about arranging an audience for you with Abbot Tinkso. I'm sure none of you would want to miss that opportunity; he is a very influential man. Jarem is under a vow of silence while he reflects on the significance of today's events. I'm sure you will all respect this."

The unfriendly monk then leaves the party, escorting Jarem to a distant table before departing as swiftly as she came.

After the party has finished dining, Travissona returns to show them to their cells (one per party member). They are each furnished with the bare essentials: a shelf, a bed, a chair, and a small desk, together with a candle and writing implements.

"I know this must not seem like much to you, but we find the lack of distracting elements help us focus on our goals of attaining personal perfection."

After showing them to their cells, Travissona retires for the evening.

☞ **Travissona:** Female human Mnk1.

☞ **Matheiw:** Male human Mnk3/Clr5 (Zuoken).

☞ **Silana:** Female human Mnk2/Sor6/Mindbender4.

ENCOUNTER 4: RESTLESS NIGHT

Exactly six hours and twenty minutes after the first party member goes to sleep, a loud ringing bell sounds, violently awaking nearly everyone. Characters that make a successful Listen check (DC 8) wake up.

Rapid footfalls echo down the monastery halls. Distant cries and the sounds of combat occur soon afterward. The halls are dark, as most of the lamps and other lights were extinguished earlier to save fuel.

OVERVIEW OF THE EVENING'S EVENTS

The following events should keep the characters largely in specific areas of the keep, but an overview of the three levels is provided just in case. A map is not provided, as the action takes place exclusively in the area near the party's cells.

The main level where the characters are consists of two-dozen cells, a kitchen, the feasting room and a meditation room. The party's cells are down the hall from Brother Matheiw's corner cell.

The upper level houses the abbot, his private study, a meeting room, and the cells of the higher-ranking members of the Verdant Thought. The lower level holds two-dozen more cells, a large training room, three lecture chambers, two storage rooms, and a large bathroom. The monastery's brewery is in a nearby outbuilding.

There are other rooms, secret chambers, and an underground mausoleum, but their details are not needed here. A slew of secret tunnels and chambers are hidden with the thick stone walls. Access to these areas requires special mentally activated keys that only work for those attuned to them. This is a process that cannot be reproduced by outside agents within the time constraints of this adventure.

The monks of the Bloodguard have decided to assert their presence this evening by removing Abbot Tinkso from the equation. They wish to be able to interrogate Jarem and divert the party's attentions without interference from the abbot. An alchemical sleep gas has incapacitated Tinkso. It leaves him unconscious until the final encounter. A successful Heal check (DC 25) reveals the cause of his condition, though it does not reveal a cure.

Unfortunately, Brother Matheiw happened upon the disguised monks as they left the abbot's quarters, and attacked them as thieves. Brother Porter dealt a telling blow to Matheiw's temple during the resultant scuffle, killing him instantly. Fearing discovery, the red monks returned Matheiw's body to his meditation cell, hoping his death would be blamed on the adventurers. Prioress Silana used a *dimension door* to transport his body to the cell just minutes before the raiding bell sounded, as the other monks in the abbey stumbled across a group of Rhennee thieves that had broken in.

The Rhennee thieves are not connected to the Bloodguard monks. Like the Rhennee sailors in Encounter 1, they are working for Carlorin, though they are reluctant to provide any information.

Thieves in the Monastery

Two groups of thieves are prowling the main level of the monastery, looking for loot and information. The first set is in Brother Matheiw's corner cell. The second team is searching through a hidden tunnel system. Both groups

know they have been discovered, and are on guard. They have been ordered by Carlorin to avoid serious harm to the monks, but this protection does not extend to any adventurers who try to stop them. Other thieves have infiltrated the upper and lower levels, a dozen in total on the three levels. Some are fighting there way out others are slipping away through windows and hidden tunnels.

Travissona is the only monk on the main level (other than the slain Matheiw). She is guarding the spiral staircase between the levels, and informs anyone who tries to pass here that the situation is well under control, and that the party should remain where they are for their protection. She does not leave her post unless she is attacked.

The first raiding party (Group A) is in Brother Matheiw's room. They are quietly arguing amongst themselves because they just found his dead body, and are trying to puzzle out who could have killed him. They are concerned that they'll be lynched for a crime they didn't commit. The Rhennee enjoy their reputation as being dangerous rogues, but don't fancy being labeled as murderers. As the party arrives, they have just reached the conclusion that Carlorin has set them up and betrayed their trust.

The Rhennee sailors are using bullseye lanterns to light their way. Noticing the lights from out in the hallway requires a Spot check (DC 13). The thugs entered through one of the mentally activated doorways, but it won't let them back through, as Carlorin attuned the key to them improperly. They attempt to leave through the front door if no one finds them within 20 rounds from the time the alarm is set off. They defend themselves if attacked and fight anyone who tries to prevent them from leaving (such as Travissona).

Any character watching the hallways has a good chance of seeing a monk that is actually a disguised thief from Group B, peeping out from one of the hidden doorways. As long as the character either carries a light source or has darkvision, and they make a successful Spot check, (DC 15) they see him. See the stat blocks below for information on penetrating their disguises.

These Rhennee are waiting the return of their comrades, who went into Matheiw's cell and haven't come back. The Rhennee come out of hiding within the first four rounds of any combat involving their allies. Otherwise, they instigate combat with any small group of adventurers that they believe has valuable information. They avoid engaging large groups unless they are able to attack by surprise.

The rogues have had time to familiarize themselves with their surroundings, and use those and their abilities to full effect.

Group B, as mentioned above, is disguised as monks of the monastery. A Spot check (DC 23 plus the APL) is required to penetrate this disguise. This includes modifiers reflecting the party's unfamiliarity with the monks of the monastery. Success indicates that the character has spotted the suspicious bulges of weapons and armor beneath the monks' robes. Remember, the party has not met all of the monks of the monastery, so

failure to recognize the monks does not provide a bonus to the Spot check.

The Rhennee are concerned with survival above all else, and negotiate if defeat is inevitable. To reflect this, make a Will save (DC 20 minus the number of Rhennee who have fallen) each time a Rhennee is killed or otherwise neutralized. Track which ones have failed, don't check again for the ones that have. Once all the Rhennee have failed a Will save, they elect as a group to sell out their partner, and live to fight another day.

"Carlorin hired us to help him find the hidden sources of both power and corruption within these walls. He didn't give us a whole lot of information on what to expect, but you can interrogate him yourself if you allow us to leave here with our lives and freedom intact."

The Rhennee give the description of Carlorin's dry dock boat if these demands are met. If pressed, they also volunteer to trade their lazel-leaf tonic to the party.

"This bottle of lazel-leaf tonic will help you resist the mind-powers that this place may use against you. It was personally prepared by our sacred grandmother."

☞ **Lazel-leaf Tonic:** +2 to Will saves and -1 to Reflex saves for ten minutes after drinking it. Each vial contains three doses. The tonic spoils in a week, and has no sale value.

☞ **Secret Doors:** 4 feet thick; hardness 8; hp 720; Break (DC 50); Act and count as real walls.

☞ **Rose crystal keys:** Shards of rose-colored crystal; Hardness 6; hp 8; Break (DC 20). These keys can open the secret doors of the monastery, if an initiate of the secrets of the monastery has attuned the owner to them. The keys radiate faint transmutation magic. When held against the wall of one of the secret doors, they duplicate the effects of *phase door* as though cast by a 16th level sorcerer. The keys have no other powers, and break down into dust 1d6 hours after being removed from the monastery. They can only be kept stable by those trained in their use. The keys have no sale value.

☞ **Travissona:** Female human Mnk1.

☞ **Matheiw:** Male human Mnk3/Clr5 (Zuoken). (deceased).

APL 2 (EL 5)

Group A

☞ **Rhennee Sailor:** Male human Ftr1/Rog1; hp 14; see Appendix I.

☞ **Rhennee Thug:** Male human Ftr1; hp 12; see Appendix I.

Group B

☞ **Rhennee Mystic:** Female human Sor2; hp 12; see Appendix I.

☞ **Rhennee Thief:** Male human Rog1; hp 11; see Appendix I.

APL 4 (EL 7)

Group A

☞ **Rhennee Sailor:** Male human Ftr2/Rog2; hp 22; see Appendix I.

☞ **Rhennee Thug:** Male human Ftr2; hp 19; see Appendix I.

Group B

☞ **Rhennee Mystic:** Female human Sor4; hp 18; see Appendix I.

☞ **Rhennee Thief:** Male human Rog2; hp 16; see Appendix I.

APL 6 (EL 9)

Group A

☞ **Rhennee Sailor:** Male human Ftr4/Rog2; hp 36; see Appendix I.

☞ **Rhennee Thugs (2):** Male human Ftr3; hp 27 each; see Appendix I.

Group B

☞ **Rhennee Mystic:** Female human Sor6; hp 28; see Appendix I.

☞ **Rhennee Thief:** Male human Rog3; hp 22; see Appendix I.

APL 8 (EL 11)

Group A

☞ **Rhennee Darkhagard:** Male human Ftr4/Rog2/Darkhagard2; hp 48; see Appendix I.

☞ **Rhennee Thugs (2):** Male human Ftr4; hp 34 each; see Appendix I: NPCs.

Group B

☞ **Rhennee Mystic:** Female human Sor8; hp 36; see Appendix I: NPCs.

☞ **Rhennee Thieves (2):** Male human Rog4; hp 39 each; see Appendix I: NPCs.

ENCOUNTER 5: STRANGERS ARE NOT WELCOME ANYMORE

Immediately after driving off or defeating the thieves, the players are confronted by a group of bruised and bleeding monks, searching for hidden thieves. These monks are easily the most physically impressive monks that the party has come across so far. Once the body of Brother Matheiw is found (with or without the party present), they approach the group with accusing stares. The most vocal monk is Brother Porter, but he does not bother to introduce himself.

"You strangers must take us to be fools! Those thieves would never have made it inside without your help. Did Brother Matheiw discover your plot, is that why you killed him?"

Prioress Silana arrives shortly afterwards, looking for answers to the night's events. After reviewing the scene, she announces:

"We don't have proof of your involvement in this mess, but we do have the right to ask you to leave. Consider yourself banished from our monastery. Returning will be considered an act of aggression. We will respond accordingly."

The monks do not negotiate or listen to reason on this matter. Their minds are made up.

The monks give the party time to pack their belongings, and then escort them to the door. No plea for mercy helps the party's cause. A strong breeze and light drizzling rain greet the adventurers as they head down the road from the monastery.

Characters with the Track feat may attempt to find traces of the thieves who fled the monastery. A successful Track check (DC 25) is required due to the rain and the difficulty of tracking across rocky terrain. The tracks lead down the slope to a steep cliff face, at which point they seem to vanish near a large rock. At this point, the thieves rappelled down the cliff with grappling hooks they had stashed near the rock, and waded away through the shallow water. A truly astounding Track result can ascertain this (DC 35).

Back in Mystic Bay, lodging is available at Tetra Stolin's hayloft and stable (poor lodgings). No attendants are available at the Sea Witch Inn. The townspeople are fairly paranoid about what people might be up to so late at night, so any demands for service do not help the party's situation.

☞ **Travissona:** Female human Mnk1.

☞ **Silana:** Female human Mnk2/Sor6/Mindbender4.

☞ **Porter:** Male human Mnk3/Sor4.

☞ **Roman:** Male human Mnk2/Sor2.

☞ **Telenia:** Female human Mnk2/Sor2.

☞ **Talgram:** Male human Mnk2/Sor1.

☞ **Balindak:** Male human Mnk2/Sor1.

ENCOUNTER 6: FRIENDS OR FOES?

Even if the party did not negotiate with the raiding party, the surviving Rhennee rogues, hiding out in an abandoned warehouse, decide to sell out Carlorin, their partner. Their leaders are tired being put into danger without receiving fair reward. They have entrusted a message to Zandre, the bard from Encounter 1, who is searching the village for the adventurers. Zandre comes across the group as soon as they enter a public place during the daytime hours.

Zandre, the lovely half-elf bard, has come back into your life. She approaches your group with a grace that reveals her elven roots. [Zandre approaches an appropriate male character, such as a bard or paladin] "Have you heard any interesting rumors? I'm always looking for a tale of romance or heroism. In trade, I offer a rumor of my own. It seems that our midnight friends have grown tired of their playmate."

Zandre then pauses, apparently waiting for the party to share a rumor or story before giving her own. If the party complies, she reveals her information:

"You can find the exiled one in the sailing ship that no longer rides the waves."

If the party does not give her a story or rumor, she still gives them the information, but in a quick, offhand manner. She does not repeat the message unless a story was shared, and she does not offer to guide the party or give them additional information.

There are only a few vessels at the village dry dock, a half-dozen small fishing boats and a medium-size cog. Carlorin has convinced the repair crew to allow him use of the cog. He is working out of the captain's cabin.

The fish hold is filled with fishing supplies and four guard dogs. Creaking boards on the surface of the ship make moving silently difficult (-5 circumstance penalty to attempts to Move Silently), though the dogs' inattention gives them a -2 circumstance penalty to their Listen checks as well. The dogs have been trained to attack anyone who enters the hold of the ship; they do not attack strangers on the deck of the ship, though they do bark loudly. The cabin door is trapped with a needle laced with poison, and the door is locked.

☞ **Wooden door:** Thickness 2 in.; Hardness 5; hp 20; AC 5; Break (DC 18). Average quality lock: Hardness 15, hp 30; Open Locks (DC 25).

Trap:

☞ **Poison Needle Trap:** CR 2; +8 melee (1, plus blue whinnis poison); Search (DC 22); Disable Device (DC 20). Blue Whinnis poison: Fort save (DC 14); Initial 1 Con; Secondary Unconsciousness.

Creatures:

☞ **Guard dogs (4):** hp 13 each; see *Monster Manual* page 196. (As per Dog, Riding; add SA Trip).

The cabin door opens to reveal a ghostly-looking middle-aged man, clothed in the same style of robes the monks were wearing. He is standing behind a wooden desk filled with scrolls and navigation equipment. The wall behind him is visible through his misty form.

Carlorin has already activated his etherealness ability, but attempts to parlay with intruders. His improved mental control allows him to remain partially visible while in ethereal form, and while in this form he is immune to nearly all attacks. Carolrin is not evil, merely fanatical. His dedication to the precepts of his order has transformed into an equally fanatical need to uncover the truth.

Carlorin points to the message on his desk, stolen from the red monks, as proof of the conspiracy he is attempting to uncover.

"You may read the scroll on my desk. It is an encoded message between the spies within the monastery. It is the validation that proves the need for my quest for the truth."

Give the players Handout 1 at this time (attempts to use Decipher Script on the document fail, the party does not have enough context to make sense of it). Carolrin explains in brief his suspicions about the red monks (see the Adventure Summary and Background), and attempts to convince the party to find more evidence of the conspiracy. He is most insistent that they help, and does not take no for an answer. He is willing to say almost anything in order to obtain their help. If they agree, he provides the following information:

"I know of an underground entrance that will take you into the secret chambers of the monastery. That is where I found this scroll and the blood monk's secret shrine to the black sun. If you agree to help, I will use my skills and powers to create a diversion upstairs, while you enter through the cave. Please understand that I only undertake this task to aid my brothers. I cannot stand by and allow the blood monks to destroy all that I believe in."

"I still need some time to prepare for our mission. Please feel free to rest in this ship for the next ten hours. I need to meditate and gather items that I shall need. You will want to prepare yourself before going inside, as the caves may be home to dangerous creatures".

Carlorin describes how to find the entrance to the tunnels before leaving.

"You will find a white marking stone approximately a mile down the beach, north of town. A small cave entrance is located twenty feet up the cliff from there. This will lead you to the sacred mausoleum of the monastery."

☞ **Zandre:** Female half-elf Brd4.

☞ **Carlorin:** Male human Mnk4/Sor6/Ghostwalker4.

ROLEPLAYING AWARD

Locating Carolrin and interacting with him without resorting to combat is worth experience. (See the Experience Point Summary).

ENCOUNTER 7: RETURN TO VERDANT THOUGHT

The beach is calm and peaceful. Gentle waves wash across a rocky beach, sweeping over scattered pieces of driftwood. Gulls screech loudly as they fly overhead. A small cave entrance can be seen above through the misty air. Strange marks are visible on the rock wall, left either by climbing gear or by massive claws. The climb up the cliff face does not look too difficult, but the rock is slippery from a recent shower.

The cave entrance is 25 feet up, not the 20 feet Carolrin reported. The conditions require a successful Climb check (DC 15) to scale the wall. Characters that explicitly state when they climb they use the gouges gain a +2 circumstance bonus to their Climb check. Each successful Climb check moves the character one-half their speed, so most characters need to pass two checks to reach the cave entrance. Characters who fall take 1d6 per 10 feet fallen.

A nasty smell, like rotting eggs mixed with carrion, washes over your face as you climb into the cave entrance.

The smell is revolting enough that anyone entering the cave must make a successful Fortitude save (DC 10) or become nauseated as per the condition listed on DUNGEON MASTER'S GUIDE page 85. Characters who pass this check may make a Listen check (DC 13) to hear a low grumbling sound from deep inside, followed by a scraping noise.

A scrag (or a merrow at APL 2) has recently discovered this cave and made it into a den. It fought and feasted on a wandering sorcerer the day before, so its activity at the moment is largely confined to sitting on the stone floor and digesting the meal. The creature may hear a party climbing the cliff face (automatic if they were particularly noisy, otherwise make a Listen check (DC 17) for the creature). If it is successful, it waits in ambush for whoever comes in, possibly gaining surprise.

The tunnel is eight feet high and six feet wide in most areas, forcing the creature to hunch over (-2 circumstance penalty to attacks if it chases a party down this tunnel). It runs slightly upwards for about forty feet,

with the only natural illumination coming from outside the cave (and extending only ten feet). The creature is in the room at the end of this tunnel, which is high enough (12 feet) to accommodate its stature. A map is not provided, sketch in the details as appropriate.

The tunnel opens into a cavern scattered with gore and gnawed bones. Tatters of bloody rags and random trash litter the floor. An old stone door is set on the opposite side of the room from where you stand.

Alter as appropriate if two scrag are present.

Rising out of the shadows of the cave is a sickly-looking brackish creature, unfolding itself to a towering nine feet of height. Squirring sea worms fall from its flesh, fleeing your light. It licks its lips and leaps towards you.

APL 2 (EL 4)

➤ **Merrow (Aquatic Ogre):** Male merrow Ftr2; hp 47; see Appendix I.

APL 4 (EL 6)

➤ **Scrag (Aquatic Troll):** Male scrag Ftr1; hp 74; see Appendix I.

APL 6 (EL 8)

➤ **Scrag (Aquatic Troll):** Male scrag Ftr3; hp 100; see Appendix I.

APL 8 (EL 10)

➤ **Scrag (Aquatic Troll):** Male scrag Ftr5; hp 125; see Appendix I.

Treasure: Mixed in with the gore are a *potion of cure light wounds* (APL 2), a *potion of cure moderate wounds* (APL 4), and a *potion of cure serious wounds* (APLs 6 and 8). Additionally, there is a *potion of alter self* and a strange *golden scarab brooch* (See the Treasure Summary for a more detailed description). A Search check (DC 13) is required to find an item, which one is determined randomly. Three successful searches find all three items. Add one item for each 5 points the Search check is made by. A masterwork gyrspike is plainly visible amidst the litter.

The stone door is barred on the opposite side with an old piece of wood. The difficulty to shatter the old wood and unstick the door is DC 29. If the party can't manage to open the door within two minutes of the defeating the scrag, the door opens from the other side, and Carlorin steps through.

If the party does open it on their own (only one character can assist another in this task), the party finds of maze of twisting passages lined with burial niches. There is a segmented chalk line on the floor, leading directly to the Bloodguard's secret chamber. Carlorin has been to the chamber before, and has seen to it that the adventurers are able to find their way. He joins up with the party

within 10 rounds of their entrance to the maze, if not already present.

"Greetings. I managed to escape my pursuers, and elected to try and find my new allies. How goes the battle?"

After the party responds.

"From here on out, the way is a sort of maze. These catacombs hold the honored dead of our order and others that have gone before. The path ahead is marked for you, leading to the red monk's meeting room. I fear I could not find any more information in there, but perhaps together we can succeed where I alone did not."

ENCOUNTER 8: RED MONK GOOD MONK?

The winding catacombs lead you to a circular room with two entrances that divide the chamber into two areas. The left part of the room has an empty space that provides a clear view of the wall designs. These designs depict different fighting styles and meditation stances. The other side of the room has a stone circular bench that surrounds a perfectly circular piece of obsidian. Statues of stone monks are poised as though guarding the entrances, one on each side of both portals.

If needed, sketch the room as appropriate. It is 30 feet by 30 feet.

Searching the statues (DC 13) uncovers a hidden message secured beneath one of the statue's upraised arms. Give the players Handout 2 if they find this.

The message, if deciphered, requiring a successful Decipher Script check (DC 30) to understand. Keep in mind that a *comprehend languages* spell does not suffice. The message confirms the presence of the red monks (the Bloodguard) within the Monastery of Verdant Thought, but also states that are not to blame for the deaths of the missing monks. This blame falls upon the monks of Verdant Thought themselves.

After a short time, Prioress Silana, Brother Porter, and four other monks of the Bloodguard arrive. They do not wish to fight, but defend themselves with subdual damage and stunning attacks if necessary. Silana begins to speak before the party can act:

"Greetings, Carlorin. Your stubborn persistence has at last rewarded you with the truth you so desperately need. We had hoped to avoid this.

"We are members of an old order, the Bloodguard, here in this monastery before the Verdant Thought arrived. We fled this monastery during the reign of Justinian. When your order expanded its reach to include this monastery, we felt it essential to return and guard our secrets. Our members have joined your order, and though they serve the Bloodguard, know too that they are faithful members of the Verdant Thought. We have been acting to protect both your brotherhood and our own. Do not make us out to be agents of evil. When you seek those responsible

for the loss of your brother monks, you seek the very members of your order, not the Bloodguard."

If the death of brother Matheiw is mentioned, Silana is forced to acknowledge their responsibility for that incident.

"Matheiw came across us as we were dealing with Abbot Tinkso. He attacked us, and Brother Porter was forced to defend himself. Unfortunately, Brother Matheiw was critically wounded in the duel. We feel this loss as though it were our own."

She goes on to give a little back-story:

"As I have said, the Bloodguard were the original caretakers of this monastery and its hidden relic. We returned not only to protect the relic, but also to observe and aid the Verdant Thought. We took action only to remedy a situation grown increasingly out of control. Rest assured, we are as concerned about the fate of the missing monks as anyone."

If questioned about the "evil shrine" or otherwise asked about the Bloodguard's obsidian orb, Silana responds as follows:

"The obsidian orb is a tool to aid in the focusing of the mind and spirit. It is no more evil than a glass or a walking stick. The orb is quite dangerous to the untrained mind, it is our obligation to protect the uninitiated from being harmed by it."

Finally, Silana offers an apology to Carlorin.

"Carlorin, I believe I owe you an apology. We should have supported your inquiries from the beginning. I think it is time we met with Abbot Tinkso."

☞ **Carlorin:** Male human Mnk4/Sor6/Ghostwalker4.

☞ **Silana:** Female human Mnk2/Sor6/Mindbender4.

☞ **Porter:** Male human Mnk3/Sor4.

☞ **Roman:** Male human Mnk2/Sor2.

☞ **Telenia:** Female human Mnk2/Sor2.

☞ **Talgram:** Male human Mnk2/Sor1.

☞ **Balindak:** Male human Mnk2/Sor1.

CONCLUSION

After the confrontation, the Bloodguard are willing to end their masquerade and confront the Abbot about the missing monks of the Verdant Thought. The Abbot is back in his study, drinking tea. He is still recovering from the effects of his poisoning.

Tinkso calmly listens to any accusations the group might make. Carlorin confronts him immediately.

"You are responsible for the deaths of my brothers! It is time you answered for your crimes!"

Silana has her own accusations as well.

"We having been watching your study of the obsidian orb for some time now. I can no longer stand by and allow you to throw away the lives of these young men. How many must perish in your quest for power?"

After listening to this, and any interjections from the player characters, Tinkso responds:

"You must understand that sacrifice is often the first step on the path of enlightenment. The sacrifices of these brave monks have brought us far closer to full understanding of the orb."

After pausing for any responses, Tinkso continues:

"Your concerns are understandable. The missing monks are safe and unharmed, but are suffering the effects of overexposure to the obsidian orb. Their minds are walking distant paths, I can only hope they will return with time. You may see them for yourselves, should you care to. They are in the adjoining room."

As he says these last words, a portion of the wall fades away, revealing a portal. Beyond the portal are six monks lying on wooden beds, unmoving. The monks look clean and well cared for, but their faces are vacant, drooling, and devoid of emotion. One of the monks fits the description of young Aeosan Vos-Nairn.

No normal magic or healing efforts awaken the monks from their slumber. However, if the lazel-leaf tonic of the Rhennee is administered to a sleeping monk, he or she begins to stir 1d3 rounds later, awakening fully within 5 minutes. Each vial of lazel-leaf tonic contains three doses, which may be administered as a full-round action to any monk.

If the monks are not awakened with the potion, there is nothing that can be done at this time. They eventually awaken on their own months later, but the adventurers are unaware of this unless they return to the monastery.

Any monks who awaken feel surprisingly fit and refreshed. The last thing any of them remember is focusing on the orb, and feeling as though they were drawn into it. None of them can explain exactly what happened, save that the power of the obsidian orb overwhelmed them.

If the party speaks to Aeosan, he is most appreciative of their efforts on his behalf. He thanks the gods for blessing him with such a good and loyal sister, and for guiding the heroes to his aid. He tells them that he plans to remain with the Verdant Thought and continue seeking to pierce the mysteries of the obsidian orb.

"I appreciate everything you have done. Nothing I can say will properly express by gratitude. I am needed here at the monastery now more than ever; I shall not be leaving with you. Should you

see my sister again, tell her I have recovered from a long illness, and that I will write to her soon.”

Whether or not the monks are treated, Abbot Tinkso addresses the company a final time:

“Like Carlorin, many of the monks of our order have formidable powers of the mind. In our study of the orb, we sought to unlock greater powers still. All of my students were willing volunteers in the study of the orb, and understood the risks involved. I did not expect so many others to take an interest in our study.

“I fear our life of introspection and study may have blinded us to the consequences of our actions.

To the adventurers:

I must thank you for your deeds, for your intentions were honorable. You have opened my eyes to the dangers of an unbridled quest for knowledge.

“Silana, Porter, I have long suspected the hands of others in the affairs of this monastery. Now that you have come forward, I will discuss this with the masters of the Verdant Thought. It is obvious that there is much for our two orders to discuss. Carlorin, should you desire, you are welcome to rejoin our order, your counsel will not be ignored again.”

To the adventurers again:

“I sense great potential in you. You will always be welcome at this monastery. Perhaps we may even instruct you in our mysteries in the future.”

With that, the heroes are permitted to take their leave of the Monastery of Verdant Thought.

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 1: Finer Moods

Defeat the Rhenee Sailors

APL 2	60 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

Encounter 4: Restless Night

Defeat the Rhenee attackers.

APL 2	120 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

Encounter 6: Friends or Foes

Interact with Carlorin peaceably.

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

Encounter 7: Return to Verdant Thought

Defeat the Scrag/Merrow.

APL 2	90 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

Total Possible Experience

APL 2	300 XP
APL 4	600 XP
APL 6	810 XP
APL 8	1020 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 1: Finer Moods

Defeat the Rhennee and strip them of their gear.

APL 2: L: 17 gp; C: 4 gp; M: 0

APL 4: L: 114 gp; C: 6 gp; M: 0

APL 6: L: 159 gp; C: 8 gp; M: 0

APL 8: L: 159 gp; C: 8 gp; M: *potion of cure light wounds* (Value 5 gp per character)

Encounter 4: Restless Night

Defeat the Rhennee and strip them of their gear.

APL 2: L: 88 gp; C: 13 gp; M: 0

APL 4: L: 133 gp; C: 13 gp; M: *potion of cure light wounds* (Value 5 gp per character); *potion of invisibility* (Value 30 gp per character)

APL 6: L: 179 gp; C: 15 gp; M: *potion of cure light wounds* (Value 5 gp per character); *potion of invisibility* (Value 30 gp per character); 2 *potions of bull's strength* (Value 30 gp per potion per character);

APL 8: L: 241 gp; C: 18 gp; M: *potion of cure light wounds* (Value 5 gp per character); *potion of invisibility* (Value 30 gp per character); +1 *darkha* (Value 230 gp per character); 2 *potions of bull's strength* (Value 30 gp per potion per character).

Encounter 7: Return to Verdant Thought

Defeat the scrag/merrow.

APL 2: L: 39 gp; C: 0 gp; M: *potion of cure light wounds* (Value 5 gp per character); *potion of alter self* (Value 30 gp per character); *Golden scarab brooch* (Value 104 gp per character)

APL 4: L: 39 gp; C: 0 gp; M: *potion of cure moderate wounds* (Value 30 gp per character); *potion of alter self* (Value 30 gp per character); *Golden scarab brooch* (Value 200 gp per character)

APL 6: L: 39 gp; C: 0 gp; M: *potion of cure serious wounds* (Value 75 gp per character); *potion of alter self* (Value 30 gp per character); *Golden scarab brooch* (Value 300 gp per character)

APL 8: L: 39 gp; C: 0 gp; M: *potion of cure serious wounds* (Value 75 gp per character); *potion of alter self* (Value 30 gp per character); *Golden scarab brooch* (Value 300 gp per character,)

ALL APLs: *Golden Scarab Brooch* (see below)

Total Possible Treasure

APL 2: 300 gp

APL 4: 600 gp

APL 6: 900 gp

APL 8: 1,200 gp

Conclusion

- All APLs, one per character: Favor of the Order of the Verdant Thought (gp value n/a, no weight, not tradable, uncommon)

The Order recognizes your bravery and virtue. This favor may be used as follows:

- +2 sacred bonus to all Will saves for one minute, as the Brotherhood feels your need and reaches out to you from afar. This ability must be invoked before the save is rolled, but may be invoked after a spell is cast. This expends the favor.
- Free lodging when the character is in Mystic Bay. This covers standard lifestyle cost, and does not expend the favor.
- The favor may be exchanged for training in the mysteries of the Verdant Thought by a character that meets the prerequisites for the Mindbender prestige class (see *Tome and Blood*). The character gains the ability to access this prestige class and expends the favor, along with 10 time units spent training. The character must return for training for 5 additional time units at the start of each campaign year. If the character skips training, they retain their existing powers, but are unable to advance further in the Mindbender prestige class unless they find another source of training, as the Verdant Thought does not readmit them. This expends the favor.

Golden scarab brooch

(Value 8000 gp; Weight –)

The brooch is an iridescent scarab of gold approximately 4 inches long. A silver hasp and pin on the back are used to secure it to the wearer's garments. The reverse side has two small, but discernable, markings. The first is a small stick figure of a heron, the second the mark of the artificer who created it: the letters "X" and "U" intertwined.

The history of this brooch is unknown; it was crafted for a member of the Ducal Noble House Teranor in the distant past. Certainly it has been neglected and perhaps forgotten all these many years. The item cannot be sold, as a potential buyer would fear the mark of Teranor upon it.

The full powers of the brooch become manifest if a character with at least one level of sorcerer wears it. The brooch takes time to attune itself to its wearer, though the more powerful sorcerer that character is, the quicker the attunement.

It grants the following magical enhancements at all times:

- +2 competence bonus to the wearer's Bluff, Intimidate, and Perform skill checks.
- -4 circumstance penalty to any social interactions where the character must act in a modest or humble fashion

A sorcerer of 3rd level or greater gains the following abilities/enhancements:

- May cast *Tasha's hideous laughter* 1/day (Caster level 3rd; Will save DC 13).
- The owner receives a -2 circumstance penalty to Sense Motive checks made against people trying to flatter them

A sorcerer of 5th level or greater gains the following abilities/enhancements:

- May cast *suggestion* 1/day (Caster level 5th; Will save DC 15).
- The owner becomes increasingly self-absorbed, resulting in a -2 circumstance penalty to Listen and Spot checks.

A sorcerer of 7th level or greater gains the following abilities/enhancements:

- May cast *lesser geas* 1/week (Caster level 7th; Will save DC 17).
- The owner grows arrogant and overconfident in their abilities. When fighting a creature of lesser level (or Hit Dice), the owner suffers a -2 circumstance penalty to their armor class and to hit rolls.

The granted powers only function while the brooch is worn. Should some other individual wear the brooch or the owner loses his sorcerer abilities, the brooch must be re-attuned to gain the special powers again. All accrued penalties return if a former owner regains the brooch.

APPENDIX I: NPCs

☛ **Carlorin:** Male human Mnk4/Sor6/Ghostwalker4; CR 14; Medium-size humanoid (human); HD 4d8+6d4+4d10+31; hp 90; Init +4; Spd 40 ft.; AC 19 (touch 17, flat-footed 15); Atk +12/+7 melee (1d6+2/19-20, quarterstaff) or +7 melee (1d8+1, unarmed strike); SA Unarmed strike, stunning attack, painful reckoning +4; SQ Evasion, deflect arrows, still mind, slow fall (20 ft.), resolute aura, anonymity, feign death, superior iron will, etherealness; AL LG; SV Fort +12, Ref +11, Will +20; Str 12, Dex 19, Con 15, Int 11, Wis 17, Cha 16.

Skills and Feats: Balance +7, Climb +8, Concentration +15, Escape Artist +12, Intimidate +11, Knowledge (arcana) +5, Knowledge (local – Duchy of Urnst) +5, Move Silently +15, Spellcraft +8, Sense Motive +10, Tumble +11; Dodge, Endurance, Improved Critical (quarterstaff), Iron Will, Toughness, Weapon Finesse (unarmed strike).

Possessions: +2 bracers of armor, rose crystal key, +1 quarterstaff, 118 gp, 27 sp, 2 potion of cure serious wounds.

Improved Etherealness (Su): Carlorin's exposure to the obsidian orb has enhanced his ghostwalker powers. He may go ethereal for 10 minutes per level per day, instead of one round per level, and may use the power in the presence of hostile foes that know his name. Carlorin may choose to remain visible as a ghostly form when he is ethereal.

ENCOUNTER 1: FINER MOODS

APL 2 (EL 3)

☛ **Rhennee Sailors (2):** Male human Ftr1/Rog1; CR 2; Medium-size humanoid (human); HD 1d10+1d6+3; hp 16 each; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +4 melee (1d6+2/18-20, rapier) or +3 sap (1d6+2 subdual, sap); SA Sneak attack; AL N; SV Fort +2, Ref +5, Will +0; Str 14, Dex 16, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +5, Hide +4, Innuendo +4, Jump +4, Listen +4, Move Silently +4, Spot +4, Swim +1, Tumble +4; Improved Initiative, Toughness, Weapon Finesse (rapier).

Possessions: buckler, rapier, studded leather, sap, 10 gp. One sailor also carries a pair of masterwork manacles and their key.

APL 4 (EL 5)

☛ **Rhennee Sailors (3):** Male human Ftr2/Rog1; CR 3; Medium-size humanoid (human); HD 2d10+1d6+3; hp 22 each; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atks +6 melee (1d6+2/18-20, rapier) or +4 sap (1d6+2 subdual, sap); SA Sneak attack; AL N; SV Fort +3, Ref +5, Will +0; Str 14, Dex 16, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +6, Hide +4, Innuendo +4, Jump +5, Listen +4, Move Silently +4, Spot +4, Swim +2, Tumble +4; Dirty Fighting*, Dodge, Improved Initiative, Toughness, Weapon Finesse (rapier).

Possessions: buckler, masterwork rapier, studded leather, sap, 10 gp. One sailor also carries a pair of masterwork manacles and their key.

*See Appendix 4: New Rules for a full explanation.

APL 6 (EL 7)

☛ **Rhennee Sailors (4):** Male human Ftr2/Rog2; CR 4; Medium-size humanoid (human); HD 2d10+2d6+3; hp 25 each; Init +7; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +7 melee (1d6+2/18-20, rapier) or +5 sap (1d6+2 subdual, sap); SA Sneak attack; SQ Evasion; AL N; SV Fort +3, Ref +6, Will +0; Str 14, Dex 17, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Balance +4, Climb +7, Hide +6, Innuendo +5, Jump +7, Listen +5, Move Silently +6, Spot +5, Swim +2, Tumble +7; Dirty Fighting*, Dodge, Improved Initiative, Toughness, Weapon Finesse (rapier).

Possessions: buckler, masterwork rapier, masterwork studded leather, sap, 10 gp. One sailor also carries a pair of masterwork manacles and their key.

*See Appendix 4: New Rules for a full explanation.

APL 8 (EL 9)

☛ **Rhennee sailors (4):** Male human Ftr3/Rog3; CR 6; Medium-size humanoid (human); HD 3d10+3d6+3; hp 34 each; Init +7; Spd 30 ft.; AC 17 (touch 13, flat-footed 14); Atk +9 melee (1d6+2/18-20, rapier) or +7 sap (1d6+2 subdual, sap); SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +4, Ref +7, Will +2; Str 14, Dex 17, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Balance +5, Climb +8, Hide +7, Innuendo +6, Jump +9, Listen +6, Move Silently +7, Spot +6, Swim +4, Tumble +8; Dirty Fighting*, Dodge, Improved Initiative, Mobility, Toughness, Weapon Finesse (rapier).

Possessions: buckler, masterwork rapier, masterwork studded leather, sap, *potion of cure light wounds*, 10 gp. One sailor also carries a pair of masterwork manacles and their key.

*See Appendix 4: New Rules for a full explanation.

ENCOUNTER 4: RESTLESS NIGHT

APL 2 (EL 5)

Group A

☛ **Rhennee Sailor:** Male human Ftr1/Rog1; CR 2; Medium-size humanoid (human); HD 1d10+1d6; hp 14; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +5 melee (1d8+3/x3, dharka) or +3 melee (1d6+2 subdual, sap) or +6 ranged (1d8+2/x3, dharka); SA Sneak attack; AL N; SV Fort +2, Ref +5, Will +0; Str 14, Dex 16, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +4, Hide +6, Innuendo +4, Jump +5, Listen +4, Move Silently +6, Spot +4, Profession (boater) +4, Swim +1, Tumble +6; Exotic

Weapon Proficiency (dharka), Improved Initiative, Weapon Focus (dharka).

Possessions: masterwork dharka, studded leather, sap, 20 gp, unmarked glass vial partially filled with a black fluid (lazel-leaf tonic), bullseye lantern, rose crystal key.

➤ **Rhennee Thug:** Male human Ftr1; CR 1; Medium-size humanoid (human); HD 1d10+2; hp 12; Init +4; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +5 melee (1d10+3/x3, greataxe); AL CN; SV Fort +4, Ref +0, Will +0; Str 16, Dex 11, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Jump +5, Swim -2; Improved Initiative, Power Attack, Weapon Focus (greataxe).

Possessions: chain shirt, greataxe, 10 gp, unmarked glass vial partially filled with a black fluid (lazel-leaf tonic), bullseye lantern.

Group B

➤ **Rhennee Mystic:** Female human Sor2; CR 2; Medium-size humanoid (human); HD 2d4+5; hp 12; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d4/19-20, dagger) or +3 ranged (1d8/19-20, light crossbow); AL N; SV Fort +1, Ref +2, Will +4; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Skills and Feats: Hide +3, Listen +3, Move Silently +3, Spot +3, Tumble +4, Swim -2; Improved Initiative, Toughness.

Possessions: dagger, light crossbow, 20 bolts, 30 gp, unmarked glass vial partially filled with a black fluid (lazel-leaf tonic), bullseye lantern, rose crystal key.

Spells Known (6/5; base DC = 13 + spell level): 0 – dancing lights, daze, ghost sound, mage hand, ray of frost; 1st – color spray, mage armor.

Familiar (toad): Diminutive magical beast; HD 2d8; hp 6; Init +1 (Dex); Spd 5 ft.; AC 16 (touch 15, flat-footed 15); Atk -4 melee (touch); SQ Alertness, improved evasion, share spells, empathic link; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +2, Ref +3, Will +5; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

➤ **Rhennee Thief:** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+5; hp 11; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +0 melee (1d6/18-20, rapier) or +3 ranged (1d8/19-20, light crossbow); AL CN; SA Sneak attack; SV Fort +2, Ref +5, Will +0; Str 10, Dex 16, Con 14, Int 10, Wis 10, Cha 11.

Skills and Feats: Appraise +3, Climb +3, Disable Device +4, Disguise +3, Hide +5, Listen +4, Move Silently +5, Open Lock +7, Search +4, Spot +4, Tumble +6; Improved Initiative, Toughness.

Possessions: masterwork studded leather, rapier, dagger, light crossbow, 20 bolts, 15 gp, unmarked glass vial partially filled with a black fluid (lazel-leaf tonic), 50 feet of silk rope, masterwork thieves' tools.

APL 4 (EL 7)

Group A

➤ **Rhennee Sailor:** Male human Ftr2/Rog2; CR 4; Medium-size humanoid (human); HD 2d10+2d6; hp 22; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d8+3/x3, dharka) or +5 melee (1d6+2 subdual, sap) or +8 ranged (1d8+2/x3, dharka); SA Sneak attack; SQ Evasion; AL N; SV Fort +3, Ref +6, Will +0; Str 15, Dex 16, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +7, Hide +8, Innuendo +5, Jump +7, Listen +5, Move Silently +8, Spot +5, Profession (boater) +5, Swim +3, Tumble +8; Blind-Fight, Dodge, Exotic Weapon Proficiency (dharka), Improved Initiative, Weapon Focus (dharka).

Possessions: masterwork dharka, masterwork studded leather, sap, 20 gp, unmarked glass vial partially filled with a black fluid (lazel-leaf tonic), bullseye lantern, rose crystal key, *potion of cure light wounds*.

➤ **Rhennee Thug:** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 19; Init +4; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +7 melee (1d10+3/x3, greataxe); AL CN; SV Fort +5, Ref +0, Will +0; Str 16, Dex 11, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Jump +6, Swim -1; Dirty Fighting*, Improved Initiative, Weapon Focus (greataxe).

Possessions: chain shirt, masterwork greataxe, 10 gp, unmarked glass vial partially filled with a black fluid (lazel-leaf tonic), bullseye lantern.

*See Appendix 4: New Rules for a full explanation.

Group B

➤ **Rhennee Mystic:** Female human Sor4; CR 4; Medium-size humanoid (human); HD 4d4+7; hp 18; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d4/19-20, dagger) or +4 ranged (1d8/19-20, light crossbow); AL N; SV Fort +2, Ref +3, Will +5; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 17.

Skills and Feats: Concentration +3, Hide +3, Listen +3, Move Silently +3, Spot +3, Tumble +4, Swim -1; Combat Casting, Improved Initiative, Toughness.

Possessions: dagger, light crossbow, 20 bolts, 30 gp, unmarked glass vial partially filled with a black fluid (lazel-leaf tonic), bullseye lantern, rose crystal key, thunderstone, *potion of invisibility*.

Spells Known (6/7/4; base DC = 13 + spell level): 0—dancing lights, daze, ghost sound, mage hand, open/close, ray of frost; 1st—color spray, mage armor, magic missile; 2nd—Melf's acid arrow.

Familiar (toad): Diminutive magical beast; HD 4d8; hp 9; Init +1; Spd 5 ft.; AC 17 (touch 15, flat-footed 16); Atk -3 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +2, Ref +3, Will +6; Str 1, Dex 12, Con 11, Int 7, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

➤ **Rhennee Thief:** Male human Rog2; CR 2; Medium-size humanoid (human); HD 2d6+7; hp 16; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +1 melee (1d6/18-20, rapier) or +4 ranged (1d8/19-20, light crossbow); AL CN; SA Sneak attack; SQ Evasion; SV Fort +2, Ref +6, Will +0; Str 10, Dex 16, Con 14, Int 10, Wis 10, Cha 11.

Skills and Feats: Appraise +4, Climb +4, Disable Device +5, Disguise +4, Hide +6, Listen +5, Move Silently +6, Open Lock +8, Search +4, Spot +5, Tumble +6; Improved Initiative, Toughness.

Possessions: masterwork studded leather, rapier, dagger, light crossbow, 20 bolts, 15 gp, unmarked glass vial partially filled with a black fluid (lazel-leaf tonic), 50 feet of silk rope, masterwork thieves' tools.

APL 6 (EL 9)

Group A

➤ **Rhennee Sailor:** Male human Ftr4/Rog2; CR 6; Medium-size humanoid (human); HD 4d10+2d6; hp 36; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +9 melee (1d8+3/x3, dharka) or +7 melee (1d6+2 subdual, sap) or +10 ranged (1d8+3/x3, dharka); SA Sneak attack; SQ Evasion; AL N; SV Fort +4, Ref +7, Will +1; Str 15, Dex 16, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +8, Hide +8, Innuendo +5, Jump +8, Listen +5, Move Silently +8, Spot +5, Profession (boater) +5, Swim +7, Tumble +8; Blind-Fight, Dodge, Exotic Weapon Proficiency (dharka), Expertise, Improved Initiative, Weapon Focus (dharka).

Possessions: masterwork dharka, masterwork studded leather, sap, 20 gp, unmarked glass vial partially filled with a black fluid (lazel-leaf tonic), bullseye lantern, rose crystal key, potion of *cure light wounds*.

➤ **Rhennee Thugs (2):** Male human Ftr3; CR 3; Medium-size humanoid; HD 3d10+6; hp 27 each; Init +4; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +8 melee (1d10+3/x3, greataxe); AL CN; SV Fort +5, Ref +1, Will +1; Str 16, Dex 11, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Jump +7, Swim +0; Dirty Fighting*, Dodge, Improved Initiative, Mobility, Weapon Focus (greataxe).

Possessions: chain shirt, masterwork greataxe, 10 gp, unmarked glass vial partially filled with a black fluid (lazel-leaf tonic), bullseye lantern, *potion of bull's strength*.
*See Appendix 4: New Rules for a full explanation.

Group B

➤ **Rhennee Mystic:** Female human Sor6; CR 6; Medium-size humanoid (human); HD 6d4+9; hp 28; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +3 melee (1d4/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); AL N; SV Fort +3, Ref +4, Will +6; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 17.

Skills and Feats: Concentration +7, Hide +3, Listen +3, Move Silently +3, Spot +3, Tumble +5, Swim +0; Combat Casting, Dodge, Improved Initiative, Toughness.

Possessions: dagger, light crossbow, 20 bolts, 29 gp, unmarked glass vial partially filled with a black fluid (lazel-leaf tonic), bullseye lantern, rose crystal key, thunderstone, *potion of invisibility*.

Spells Known (6/7/6/4; base DC = 13 + spell level): 0—*dancing lights*, *daze*, *ghost sound*, *light*, *mage hand*, *open/close*, *ray of frost*; 1st—*color spray*, *expeditious retreat*, *mage armor*, *magic missile*; 2nd—*Melf's acid arrow*, *mirror image*; 3rd—*slow*.

Familiar (toad): Diminutive magical beast; HD 6d8; hp 14; Init +1 (Dex); Spd 5 ft.; AC 18 (touch 15, flat-footed 17); Atk -2 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +2, Ref +3, Will +7; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

➤ **Rhennee Thief:** Male human Rog3; CR 3; Medium-size humanoid (human); HD 3d6+9; hp 22; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +6 melee (1d6/18-20, rapier) or +5 ranged (1d8/19-20, light crossbow); AL CN; SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); SV Fort +3, Ref +6, Will +1; Str 10, Dex 16, Con 14, Int 10, Wis 10, Cha 11.

Skills and Feats: Appraise +5, Climb +6, Disable Device +7, Disguise +6, Hide +8, Listen +7, Move Silently +8, Open Lock +9, Search +6, Spot +7, Tumble +6; Improved Initiative, Toughness, Weapon Finesse (rapier).

Possessions: masterwork studded leather, masterwork rapier, dagger, light crossbow, 20 bolts, 15 gp, unmarked glass vial partially filled with a black fluid (lazel-leaf tonic), 50 feet of silk rope, masterwork thieves' tools.

APL 8 (EL 11)

Group A

➤ **Rhennee Darkhagard:** Male human Ftr4/Rog2/Darkhagard2; CR 8; Medium-size humanoid (human); HD 6d10+2d6; hp 48; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +12/+7 melee (1d8+7/x3, dharka) or +10/+5 melee (1d6+3 subdual, sap) or +12 ranged (1d8+2/x3, dharka); SA Sneak attack, prone fighting; SQ Evasion; AL N; SV Fort +7, Ref +7, Will +1; Str 16, Dex 16, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +8, Hide +8, Innuendo +6, Jump +8, Listen +5, Move Silently +8, Spot +6, Profession (boater) +6, Swim +7, Tumble +8, Blind-Fight, Dodge, Exotic Weapon Proficiency (dharka), Expertise, Improved Disarm, Improved Initiative, Weapon Focus (dharka), Weapon Specialization (dharka).

Possessions: +1 dharka, masterwork studded leather, sap, 20 gp, unmarked glass vial partially filled with a

black fluid (lazel-leaf tonic), bullseye lantern, rose crystal key.

➤ **Rhennee Thugs (2):** Male human Ftr4; CR 4; Medium-size humanoid (human); HD 4d10+8; hp 34 each; Init +5; Spd 30 ft.; AC 15 (touch 11, flat-footed 14); Atk +9 melee (1d10+6/x3, greataxe); AL CN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +9, Jump +9, Swim +1; Dirty Fighting, Dodge, Improved Initiative, Mobility, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: masterwork chain shirt, masterwork greataxe, 10 gp, unmarked glass vial partially filled with a black fluid (lazel-leaf tonic), bullseye lantern, *potion of bull's strength*.

*See Appendix 4: New Rules for a full explanation.

Group B

➤ **Rhennee Mystic:** Female human Sor8; CR 8; Medium-size humanoid (human); HD 8d4+11; hp 36; Init +6; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +4 melee (1d4/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); AL N; SV Fort +3, Ref +4, Will +7; Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 18.

Skills and Feats: Concentration +9, Hide +3, Listen +3, Move Silently +4, Spot +3, Tumble +6, Swim +1; Combat Casting, Dodge, Empower Spell, Improved Initiative, Toughness.

Possessions: dagger, light crossbow, 20 bolts, 30 gp, unmarked glass vial partially filled with a black fluid (lazel-leaf tonic), bullseye lantern, rose crystal key, toad familiar (AC 20; hp 18; non-combatant), thunderstone, *potion of invisibility*.

Spells Known (6/7/7/6/4; base DC = 14 + spell level): 0—*dancing lights, daze, detect magic, ghost sound, light, mage hand, open/close, ray of frost*; 1st—*color spray, enlarge, expeditious retreat, mage armor, magic missile*; 2nd—*alter self, Melf's acid arrow, mirror image*; 3rd—*flame arrow, slow*; 4th—*shout*.

Familiar (toad): Diminutive magical beast; HD 8d8; hp 18; Init +1 (Dex); Spd 5 ft.; AC 19 (touch 15, flat-footed 18); Atk -1 melee (touch); SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; Face/Reach 1 ft. by 1 ft./0 ft.; AL N; SV Fort +2, Ref +3, Will +8; Str 1, Dex 12, Con 11, Int 8, Wis 14, Cha 4.

Skills: Hide +21, Listen +5, Spot +5.

➤ **Rhennee Thieves (2):** Male human Rog4; CR 4; Medium-size humanoid (human); HD 4d6+11; hp 39 each; Init +7; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +7 melee (1d6/18-20, rapier) or +6 ranged (1d8/19-20, light crossbow); AL CN; SA Sneak attack; SQ Evasion, uncanny dodge (Dex bonus to AC); SV Fort +3, Ref +7, Will +1; Str 10, Dex 16, Con 14, Int 10, Wis 10, Cha 12.

Skills and Feats: Appraise +5, Climb +7, Disable Device +7, Disguise +7, Hide +9, Listen +8, Move

Silently +9, Open Lock +9, Search +7, Spot +8, Tumble +8; Improved Initiative, Toughness, Weapon Finesse (rapier).

Possessions: masterwork studded leather, masterwork rapier, dagger, light crossbow, 20 bolts, 15 gp, unmarked glass vial partially filled with a black fluid (lazel-leaf tonic), 50 feet of silk rope, masterwork thieves' tools.

ENCOUNTER 7: RETURN TO VERDANT THOUGHT

APL 2 (EL 4)

➤ **Marrow (Aquatic Ogre):** Male merrow Ftr2; CR 4; Large giant; HD 4d8+2d10+12; hp 47; Init -1; Spd 30 ft., swim 40 ft.; AC 16 (touch 8, flat-footed 16); Atk +10 melee (1d8+7, huge longspear); Face/Reach 5 ft. by 5 ft./10 ft. (15 ft. with the longspear); AL CE; SV Fort +9, Ref +0, Will +3; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +6, Listen +2, Spot +2; Cleave, Iron Will, Power Attack, Weapon Focus (longspear).

APL 4 (EL 6)

➤ **Scrag (Aquatic Troll):** Male scrag Ftr1; CR 6; Large giant; HD 6d8+1d10+42; hp 74; Init +2 (Dex); Spd 20 ft., swim 40 ft.; AC 16 (touch 11, flat-footed 16); Atk +10 melee (1d6+6, 2 claws) and +5 melee (1d6+3, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9; SQ Regeneration 5 (in water only), scent, darkvision 90 ft.; AL CE; SV Fort +13, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Jump +7, Listen +5, Spot +5; Alertness, Cleave, Iron Will, Power Attack.

APL 6 (EL 8)

➤ **Scrag (Aquatic Troll):** Male scrag Ftr3; CR 8; Large giant; HD 6d8+3d10+54; hp 100; Init +2; Spd 20 ft., swim 40 ft.; AC 16 (touch 11, flat-footed 16); Atk +12 melee (1d6+6, 2 claws) and +7 melee (1d6+3, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+9; SQ Regeneration 5 (in water only), scent, darkvision 90 ft.; AL CE; SV Fort +14, Ref +5, Will +4; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Jump +9, Listen +5, Spot +5; Alertness, Cleave, Dodge, Iron Will, Mobility, Power Attack.

APL 8 (EL 10)

➤ **Scrag (Aquatic Troll):** Male scrag Ftr5; CR 10; Large giant; HD 6d8+5d10+66; hp 125; Init +2; Spd 20 ft., swim 40 ft.; AC 16 (touch 11, flat-footed 16); Atk +15 melee (1d6+7, 2 claws) and +10 melee (1d6+3, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend 2d6+10; SQ Regeneration 5 (in water only), scent, darkvision 90 ft.; AL CE; SV Fort +15, Ref +5, Will +4; Str 24, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Jump +12, Listen +5, Spot +5;
Alertness, Cleave, Dodge, Iron Will, Mobility, Power
Attack, Spring Attack.

APPENDIX II: MYSTIC BAY

Mystic Bay is a small town with a population of 1,200 citizens, mostly human. It borders the Nyr Dyv not far from Nyrstran. The local economy is based on fishing and trade. Some of the more prominent local establishments include:

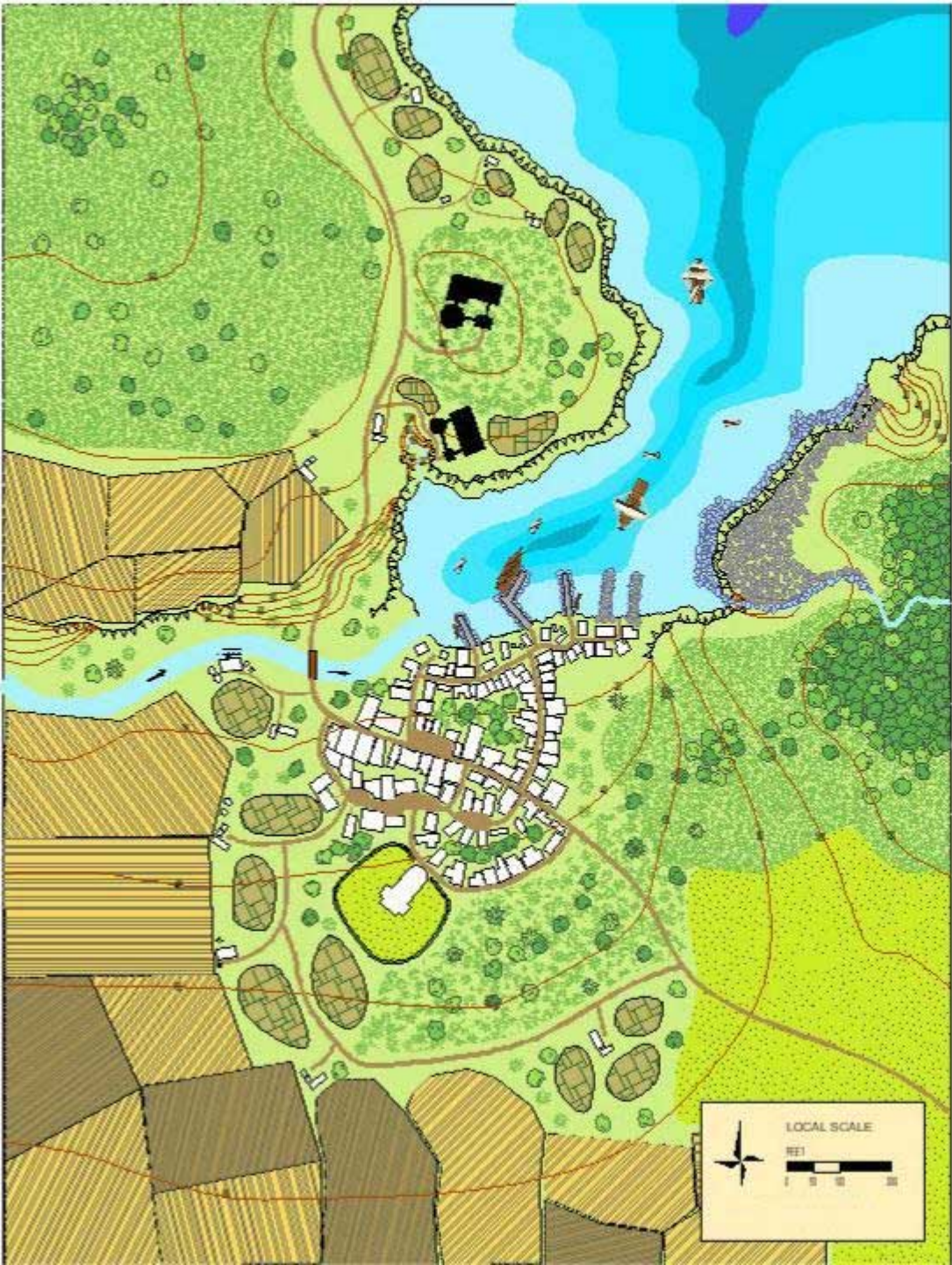
- **Finer Moods** – a popular tavern for locals and travelers alike
- **Odds and Ends** – a general store
- **The Sea Witch Inn** – a humble two-story establishment, catering to sailors
- **Tetra Stolin's Hayloft and Stables** – in counterpoint to the Sea Witch Inn, this somewhat seedy hostelry accommodates mostly landlubbers
- **The central trading square** – the town square serves as a public market on most days
- **The Magistrate's office** – currently unoccupied
- **The fisherman's dock** – fresh Nyr Dyv fish, along with all the lake monster stories you can swallow
- **A shrine to Geshtai** – a meditative garden with ornamental wells. The shrine is of mysterious origin, given the absence of Baklunish people in the area. It is not actively patronized by any of the villagers, and has no priests. It is located not far from the shores of the Nyr Dyv.
- **The Monastery of the Verdant Thought** – the monks are well known in town, and throughout the area nearby, for producing excellent beers and ale. The monks haven't conducted much business of town in the past few months.

All standard goods and services for a small town are available in Mystic Bay, but at 20% higher than normal *Player's Handbook* prices.

MYSTIC BAY

Mapped by Daniel Thomson

COMMON MAP



APPENDIX III: THE VERDANT THOUGHT

The Brotherhood of the Verdant Thought has a scattering of monasteries in Western Urnst, clustered around the hills and the shore of the Nyr Dyv. The Verdant Thought is dedicated to reflection on the inner potential of the mind. Many members are both monks and sorcerers; a few are priests of appropriate gods (such as Zuoken). In 574 CY, they expanded their holdings to include the monastery in Mystic Bay, which had been abandoned by another order during the Temple Coalition Revolt. After a time, they discovered the hidden chambers beneath the monastery, and found the ancient artifact referred to as the obsidian orb. The abbot elected to study the artifact in secret, using trusted volunteers. These volunteers succumbed to the power of the artifact, provoking Carlorin to abandon the order when the abbot would not admit to their fate. Carlorin, convinced the orb was somehow involved in what he believe to be the deaths of brothers of his order, stole back into the monastery, and conducted his own study of the artifact.

Using his newly developed talents, Carlorin has witness monks in red robes meditating upon the obsidian orb. He has even managed to steal a coded letter from them, and has twisted it in his own mind into proof that the red-robed monks are behind all that is wrong in his order. He now believes that the missing monks were sacrificed upon the orb, acting as black altar for some unknown power.

Carlorin has enlisted aid with a group of Rhennee sailors, compelling them with his powers to scout the monastery for more evidence of this conspiracy.

Another recent arrival in Mystic Bay is Brother Matheiw, sent by his superiors in the Verdant Thought to investigate reports of trouble at the monastery. He does not let on to any outsiders that he is not normally a resident of this particular monastery.

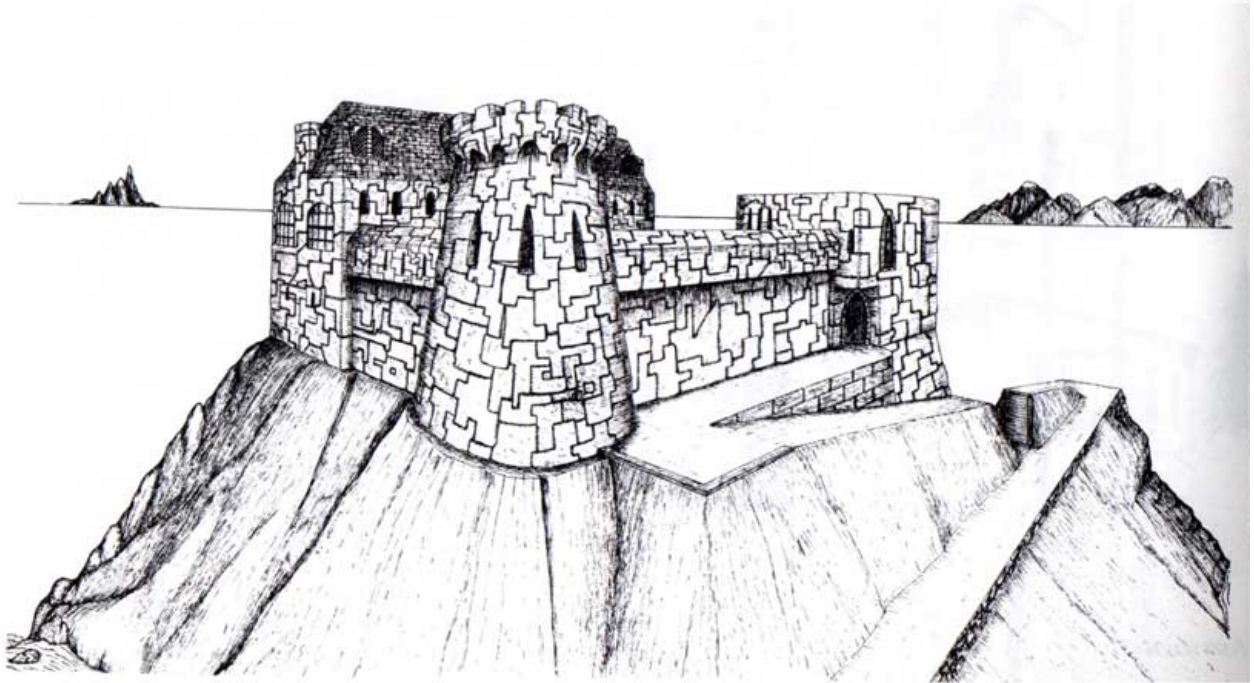
THE BLOODGUARD

Within the Verdant Thought at Mystic Bay is a secret order of monks known as the Bloodguard. They are members of the brotherhood that occupied the monastery prior to the Temple Coalition Revolt (they are also responsible for the construction of the shrine to Geshtai centuries ago, but few know this). They too are dedicated to the study of the mind, and most worship Zuoken or Xan Yae. Their religious fervor led them to leave Urnst during the Temple Coalition Revolt, leaving their monastery deserted.

After the Verdant Thought took over the monastery, the Bloodguard realized that the obsidian orb beneath the monastery would eventually be discovered. Preparing against this eventually, they infiltrated the Verdant Thought, forming a secret cell within the monastery. In time, several of their members rose to high ranks in the monastery, with Prioress Silana becoming second only to the abbot. Convinced that Abbot Tinkso has engaged in reckless use of the orb, and frightened by the obsessive behavior of Carlorin, the Bloodguard has decided to act now to prevent further abuse of the artifact.

It is at this point that the party arrives at Mystic Bay.

A VIEW OF THE MONASTERY



APPENDIX IV: NEW RULES

Dirty Fighting [General] (Sword and Fist)

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Base attack bonus +2

Benefit: Make a melee attack roll normally. If successful, you inflict an additional +1d4 points of damage. This feat requires the full attack action.

Darkha (Living Greyhawk Journal #2)

Members of the Darkhagard are seldom far from their special two-pronged harpoon, the darkha. The darkha is considered a large exotic melee weapon with the following statistics: Cost 4 gp; Damage 1d8; Critical x3; Range Increment 30 ft.; Weight 4 lbs.; Type Piercing. A Darkhagard takes great pride in his weapon, which has been individually crafted to his personal specifications. Some warriors prefer shorter, heavier darkhas for more effective hand-to-hand combat. Others affix iron rings to the butts of their weapons in order to use the darkhas as harpoons, with ropes attached to draw the darkha once it's been thrown (this counts as a partial action, and assumes the darkha is free to be pulled back). Certain Darkhagard have been known to conceal slender daggers, potion vials, or lockpicks in the shafts of their darkhas. Handling a warrior's darkha without permission is considered an insult to the weapon's owner.

Gyrspike (Sword and Fist)

A gyrspike is a double weapon. A stout shaft holds a flail on one end and a long sword on the other. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties for two-weapon fighting, as if you were using a one-handed weapon and a light weapon.

You get a +2 bonus on your opposed attack roll when attempting to disarm an enemy when you wield a gyrspike (including the opposed attack roll to avoid being disarmed yourself if you fail to disarm your enemy).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the gyrspike to avoid being tripped.

DARKHAGARD (LIVING GREYHAWK JOURNAL #2)

Only those Rhennee men who have exhibited a high degree of skill and vigor are considered for membership in the Darkhagard. A Darkhagard has devoted himself to defending the Rhennee way of life. He sees all landfolk as threats to his continued existence, and has left behind his mundane duties aboard the barge to keep a constant vigil against outside forces. To this end, he pursues weapon mastery and seamanship with equal ardor, honing his dual crafts so that his people will not have to fear giving up their nomadic lifestyle at the demand of a foreign prince. Being bound by any sovereign rule would be tantamount to death.

Hit Die: d10

Requirements

To qualify to become a member of the Darkhagard, a character must fulfill all the following criteria:

Race and Sex: Rhennee male

Base Attack Bonus: +5

Feats: Exotic Weapon Proficiency (darkha), Weapon Focus (darkha)

Skills: Profession (boater) 4 ranks

Sneak Attack: +1d6

Special: Must have been blooded in a battle with a hostile lake creature (dragon turtle, giant lamprey, etc).

Class Skills

The Darkhagard's class skills (and the key ability for each skill) are Balance (Dex), Intuit Direction (Wis), Knowledge (navigation) (Int), Profession (boater) (Int), Spot (Wis), Swim (Str), Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLAS S LEVE L	BASE Attack Bonus	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 ST	+1	+2	+0	+0	PRONE FIGHTING
2 ND	+2	+3	+0	+0	BONUS LANGUAGE, DARKHA SPECIALIZATION
3 RD	+3	+3	+1	+1	INCREASED RANGE (33 FT.)
4 TH	+4	+4	+1	+1	UNCANNY SWIM, IMPROVED WEAPON FOCUS
5 TH	+5	+4	+1	+1	INSTANT STAND
6 TH	+6	+5	+2	+2	BONUS LANGUAGE, DARKHA MASTERY 1
7 TH	+7	+5	+2	+2	INCREASED RANGE (36 FT.)
8 TH	+8	+6	+2	+2	BONUS LANGUAGE, DARKHA MASTERY 2
9 TH	+9	+6	+3	+3	HOLD BREATH
10 TH	+10	+7	+3	+3	WATER TRACKING

Class Features

Weapon and Armor Proficiency: A Darkhagard is proficient in all simple and martial weapons, with all types of armor and shields.

Prone Fighting (Ex): Having spent countless hours training with their darkhas, the Darkhagard suffer no penalties to melee attacks using a darkha while prone. Further, opponents fighting a prone Darkhagard enjoy no melee attack bonuses due to his prone status.

Bonus Languages: In their travels, the Darkhagard come into contact with various merchants from other cultures, and have picked up some of their speech. This gives the Darkhagard an edge in dealing with trading partners and potential enemies.

Each time the Darkhagard achieves a bonus language, choose one tongue from the Player's Handbook or the Living Greyhawk Gazetteer. The Darkhagard can read and write in this language as if he had acquired it in the usual manner. The language must be one with which the Darkhagard has had some contact.

Darkha Specialization (Ex): The Darkhagard gains Weapon Specialization (per the feat) with the darkha, giving him a +2 damage bonus with that weapon.

Increased Range (Ex): Each time this ability is acquired the Darkhagard may add 25% to the base range increment when hurling his darkha.

Uncanny Swim (Ex): On a successful Swim check, a Darkhagard may swim one-half of his speed as a move-equivalent action or his full speed as a full-round action (failure indicating no progress). Furthermore, members of the Darkhagard suffer a Swim penalty of only –1 per 10 pounds of gear they carry.

Superior Weapon Focus (Ex): Stacking on top of any existing Weapon Focus bonus, this ability grants the Darkhagard an additional +1 to attack rolls with the darkha.

Instant Stand (Ex): Naturally agile and trained for combat, a Darkhagard has learned to leap to his feet from a prone position as a free action.

Darkha Mastery 1 (Ex): Through arduous practice with his weapon and rope, the Darkhagard has mastered his weapon to the degree that it can be considered to have reach, allowing him to make melee attacks against enemies within 10 ft. Further, he may swing the darkha and strike with the blunt haft of the weapon, inflicting subdual damage at a to hit penalty of only –2.

Darkha Mastery 2 (Ex): The darkhagard has mastered his darkha and rope to the degree that he can make trip attacks with it against enemies within 20 ft. If tripped during his own trip attempt, the Darkhagard may drop the weapon to avoid being tripped.

Hold Breath (Ex): Having conditioned his lungs and learned to control his respiration, a Darkhagard may hold his breath for a number of rounds equal to three times his Constitution score.

Water Tracking (Su): The most difficult skill for a Darkhagard to master, the ability to track creatures on water poses a mighty challenge to even the most veteran seaman. In effect, this allows members of the Darkhagard to follow a creature's trail across the surface of the Nyr Dyv, as per the Track feat. In a sense, the Darkhagard consults the water itself, reading signs and portents from waves and ripples. In this manner the Darhagard may track a creature that has not even broken the surface. The base DC for such checks is 25, and the usual modifiers for Track checks apply. This is a supernatural ability.

GHOSTWALKER (SWORD AND FIST)

A mysterious figure becomes visible at the edge of town. Unheralded and unnoticed until his first step onto the dried-mud street, the stranger's only companion is soundlessness. He draws the wordless gaze of children who cease their play and scurry to seek a hidden place to watch him, unseen. From behind shuttered windows and closed doors, parents and shopkeepers end their conversations as their eyes follow his slow steps. The din of the blacksmith dies, and the sudden whinny of a horse is blasphemously loud. No one saw this one before he seemed to appear out of the summer's haze, but they know their lives will change before he has gone.

The ghostwalker is not a role that fits many heroes. The ghostwalker wanders from place to place, typically alone as he goes about his business. Just what drives the ghostwalker to roam from one town to another depends on the individual. Many are monks who have left behind their cloisters, because they could no longer engage in a life of contemplation or because they rebelled against the ordered, sheltered life within a world of chaos. One ghostwalker may be out to right an ancient wrong, another to take vengeance on a distant foe, and yet another to atone for some tragic mistake. Some ghostwalkers represent a source of merciless justice as they right wrongs and punish the villainous. Others are more compassionate as they progress from one community to another, helping those in need. Ghostwalkers do exist who seep into communities determined to spread their selfish desires and villainy like a cancer. Their abilities point to some underlying, mysterious mysticism that surrounds and accompanies these wanderers, and they often appear just when and where they are needed.

Most ghost walkers are warriors, whether their background describes them to be fighters, monks, or rangers. Former barbarians, fallen paladins, rogues, and some bards also take to the dusty roads of a wandering life. Wizards, clerics, druids, and sorcerers are rarely seen as ghostwalkers, but have been known to exist.

Hit Die: d10

Requirements

Base Attack Bonus +6

Alignment: Lawful Good, Lawful evil, Chaotic good, chaotic evil, true neutral

Feats: Endurance, Iron Will, Toughness

Skills: Intimidate 4 ranks, Move Silently 4 ranks

Class Skills

The ghostwalker's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Intuit Direction (Wis), Knowledge (law) (Int), Profession (Wis), Spot (Wis), Listen (Wis), Move Silently (Dex), Sense Motive (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skills Points at Each Level: 4 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	Painful Reckoning +1, resolute aura, anonymity
2 nd	+2	+3	+0	+3	Feign death, painful reckoning +2
3 rd	+3	+3	+1	+3	Superior Iron Will, painful reckoning +3
4 th	+4	+4	+1	+4	Etherealness 1/day, painful reckoning +4
5 th	+5	+4	+1	+4	Shadow walk, painful reckoning +5
6 th	+6	+5	+2	+5	Painful reckoning +6
7 th	+7	+5	+2	+5	Etherealness 2/day, painful reckoning +7
8 th	+8	+6	+2	+6	Painful reckoning +8
9 th	+9	+6	+3	+6	Painful reckoning +9
10 th	+10	+7	+3	+7	Etherealness 3/day, painful reckoning +10

Class Features

Weapon and Armor Proficiency: The ghostwalker is proficient with all simple and martial weapons, light and medium types of armor, and shields.

Painful Reckoning: If the ghostwalker loses more than 50% of his normal hit-point total in one encounter (and survives), he gains this bonus to his AC, attack, and damage rolls when he faces the specific foe(s) that he fought in the initial encounter.

Resolute Aura: Whether fearful or respectful, humanoids around the ghostwalker typically pause and obey when confronted. Ghostwalkers add their number of ghostwalker levels to all Intimidate checks. Therefore, a 5th-level ghostwalker has a +5 bonus to all Intimidate checks.

Anonymity: The ghostwalker benefits from anonymity, but should his name ever become known to his foes, his powers are weakened. On those enemies who know his name, his resolute aura no longer functions. If they are hostile, he cannot feign death, become ethereal, or shadow walk in their presence (to a distance of 100 feet), and his painful reckoning bonus, if any, is halved against them.

Feign Death: Once per day, the ghostwalker can enter a cataleptic state that is impossible to distinguish from actual death—usually for ending an encounter. The effect lasts for 10 rounds per level of the ghostwalker. Although he can smell, hear, and knows what is going on, no feeling or sight of any sort is possible for the ghostwalker; any wounding of his body is not felt, and any damage taken is only one-half normal. Paralysis, poison, and energy drain do not affect the ghostwalker in this state, but poison injected into the body becomes effective when the effect ends.

Superior Iron Will: This ability provides an additional +2 bonus to Will saves. It stacks with the Iron Will feat.

Etherealness: Calling on the obscure, mystic forces that drive him to wander the world, the ghostwalker has the power to become ethereal, as per the spell **ethereal jaunt**. The effect persists for 1 round per level of the ghostwalker. This is an extraordinary ability.

Shadow Walk: The ghostwalker can shadow walk, as per the spell. The character travels at a rate of one mile in (11 – the number of ghostwalker levels) minutes. The maximum time that the ghostwalker can shadow walk is 1 hour per level per day. The ghostwalker can shadow walk three times per day. In addition, while in this state, the ghostwalker heals at the rate of 3 hit points per ghostwalker level. This is an extraordinary ability.

MINDBENDER (TOME AND BLOOD)

Mindbenders seek to control the thoughts and dreams of others. From an early age, those destined to walk this path learn little tricks of manipulation to get their way. Later, they turn to spellcasting to enhance their already impressive skills at bluffing, intimidating, and otherwise dealing with people to their own advantage. Magic holds the promise of complete mental domination, and the mindbender realizes it spectacularly.

Spellcasters who take this prestige class give up advancing in caster level, but they instead gain ever-greater ability to alter and eventually command the will of others. Anyone who is ready to sacrifice magic for manipulation is a suitable candidate.

Mindbenders do not get on well with one another, as each attempts to assert his control over the rest. It is not unknown for one mindbender to secretly control another – such is considered the perfect front. Possessing the power to control others' minds doesn't ensure immunity to the same treatment.

Hit Die: d4

Requirements

Skills: Bluff 4 ranks, Diplomacy 4 ranks, Intimidate 4 ranks, Sense Motive 4 ranks

Feat: Leadership (see page 45 of the *DUNGEON MASTER's Guide*).

Spells: Ability to cast arcane spells of 3rd level or higher.

Class Skills

The mindbender's class skills (and the key ability for each skill) are Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skills Points at Each Level: 2 + Int modifier.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Telepathy, skill boost, +1 level of existing class
2 nd	+1	+3	+0	+3	Suggestion
3 rd	+1	+3	+1	+3	Mindread, +1 level of existing class
4 th	+2	+4	+1	+4	Beguile
5 th	+2	+4	+1	+4	Skill boost, +1 level of existing class
6 th	+3	+5	+2	+5	Friends forever, +1 level of existing class
7 th	+3	+5	+2	+5	Skill boost, +1 level of existing class
8 th	+4	+6	+2	+6	Dominate
9 th	+4	+6	+3	+6	Mass beguile, +1 level of existing class
10 th	+5	+7	+3	+7	Thrall

Class Features

Weapon and Armor Proficiency: A mindbender gains no additional proficiency in any weapon or armor.

Spells per Day: At 1st, 3rd, 5th, 6th, 7th, and 9th level gained in the mindbender class, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a mindbender, he must decide to which class he adds the new level for purposes of determining spells per day.

Telepathy (Su): At 1st level, the mindbender unlocks one of the most basic elements of his mental craft, gaining the supernatural ability to communicate telepathically with any creature within 100 feet that has a language.

Skill Boost (Ex): The mindbender is a consummate student of manipulation, be it magical or mundane. At 1st, 5th, and 7th level, he receives a +6 competence modifier on any of the following skills: Bluff, Diplomacy, Intimidate, and Sense Motive. The character can apply the entire bonus to one skill or split it among several, as he desires.

Suggestion (Su): At 2nd level, the mindbender can influence the actions of a living creature of size Large or smaller twice per day. Also called "pushing," this is a supernatural, mind-affecting ability that suggests a course of activity (limited to a sentence or two). A target within 100 feet must succeed at a Will save (DC 17) to resist the suggestion. The effect lasts until the target accomplishes what it was asked to do or after 6 hours, whichever occurs first. It is otherwise identical to the *suggestion* spell (see page 257 of the *Player's Handbook*).

Mindread (Su): At 3rd level, the mindbender learns to read the surface thoughts of a living creature. Twice per day as a supernatural, mind-affecting ability, he can choose a target within 100 feet, which must succeed at a Will save (DC 17) to resist the effect. Reading the mind of a creature requires concentration but draws no attack of opportunity. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts. The ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. The effect lasts for up to 10 minutes, or when the mindbender ceases concentration.

Beguile: (Su) At 4th level, the mindbender can beguile any single living creature of size Large or smaller. Once per day as a supernatural, mind-affecting ability, he can choose a target within 100 feet, which must succeed at a Will save (DC 18) to resist the effect. The creature gains a +5 modifier on its saving throw if it is currently being attacked by the mindbender or his allies. Beguiling a creature is a standard action that does not draw an attack of opportunity. If successful, the creature regards the mindbender as its trusted friend and ally, as though under the effect of a *charm person* spell (see page 183 of the *Player's Handbook*). It is not necessary to know the creature's language—the ability is exercised telepathically.

Friends Forever (Su): On reaching 6th level, the mindbender tightens his mental control over others. A creature he has beguiled using that supernatural ability (see above) becomes his permanent friend, unless the mindbender does something obviously harmful to the creature or orders it to take an action that is suicidal or utterly against its nature (which breaks the friendship). This is a supernatural, mind-affecting ability. A mindbender can have only two such friends at one time. The effect is temporarily suppressed if the target is warded by *protection from evil*. It is permanently broken by a successful *dispel magic* against caster level 14.

Dominate (Su): At 7th level, the mindbender can dominate any single living creature of size Large or smaller once per day. He chooses a target within 100 feet, which must succeed at a Will save (DC 19) to resist the effect. This is a supernatural, mind-affecting ability, creating a compulsion effect, and takes a standard action that does not draw an attack of opportunity. The effect lasts for 3 days. It is otherwise identical to the *dominate person* spell (see page 197 of the *Player's Handbook*).

Mass Beguile (Su): On reaching 9th level, the mindbender can extend his influence to several beings. Once per day, he can use his beguile ability (see above) against a number of appropriate targets whose combined Hit Dice do exceed 40. This is a supernatural, mind-affecting ability that can be used in addition to beguiling a single creature. If more potential targets exist than the mindbender can affect, he chooses them one at a time until he exceeds the Hit Die limit.

Thrall (Su): At 10th level, the mindbender's mental mastery reaches its pinnacle. Any creature that he has dominated (see above) becomes his permanent thrall. A mindbender can have only one thrall at a time. A *protection from evil* spell does not interrupt this influence, but it can be permanently broken by a successful *dispel magic* against caster level 18.

PLAYER HANDOUT 1

SKULL,

The greedy orcs have awakened the sleeping dragon in their quest for the hoard. I think it is time for the red clan ogres to show their dominance in this situation. We have the discipline and skill that is necessary to fulfill this quest. The orc chieftain has been captivated by the allure of the gold. He will bring in the wrath of the knights if he is allowed to remain dominant. The role we play in this quest is a disgrace. Just give me the order and I shall clear the field. You are skilled enough to dance with the dragon. Don't you want to hear the music? Something must be done before the stray orc brings in any more goblin kin.

What say you?

FIST

PLAYER HANDOUT 2

Fist,

The dragon has always been awake and we all live within the realms of its power. We have lost our clan and our den. The reign of the orcs is now and we are their supporters. The chieftain may have to rest but he is wise despite his greed. The goblins have never been a serious threat but they do crowd the tent. The strength of the red clan ogres shall not be left to rot. We shall begin our campaign as soon as their front starts to waver. The knights may decide to search for the dragon's hoard but they will become as dead from the dragons blast as anyone else. Your ogre tongue is green with stench; don't provoke my anger. The Celestial force supports the actions of both our clans. We must be careful not to damage any of the knights or their kinfolk. We must keep our problems within the boundaries of our family. Word of a dragon hoard will bring in a sea of fools.

Live for the Celestial Rise,

Skull

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.