

VEL2-01



# IT'S A KINDA MAGIC

A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>®</sup>  
Veluna Regional Adventure

Version 1

by Tim Sech and Brett Stolle

RPGA HQ reviewers: Christopher Lindsay and Stephen Radney-MacFarland

A frightened and weary wizard begs your help in retrieving a powerful Tome from his insane master. Will you dare to enter this mysterious SpellForge and recover this lost Tome? An adventure for characters level 3-8.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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](http://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 Veluna. All in-region characters pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Out-of-region characters pay double these costs.

## ADVENTURE SUMMARY AND BACKGROUND

Amidst the isolated forest about three days north of the town of Jarl, near the Velderdyva river is a seemingly innocent tower. This tower is known as SpellForge, made of obsidian black stone, nestled within the forest.

The tower is home to a guild of seven mages who train and test their skills for their own betterment. Advias, an aging powerful wizard, decided to build the tower to continue his own magical research away from the townsfolk of Jarl, gathered his choice apprentices and his wizardly friends from around Veluna to help aid him in his research. The reason for their seclusion was the volatile nature of the spells, which could be very dangerous to others.

The only interaction the mages had with the people of Jarl was when Advias would venture there to gather spell components. Advias kept a low profile and never brought attention to him thus the locals figured him as a

simple man. However, over the course of seven years Advias formed a friendship with Count Trisen Mori by providing council and help on issues of importance to the city of Jarl. Only the Count and his most trusted Guards know of SpellForge thus keeping the secret even tighter around the city's elite.

No trouble has occurred between SpellForge and Jarl in the seven years that have gone by. Advias continued his research and teachings in his Tome of Planar Binding with his apprentices help. But Advias became complacent as his research neared completion. Two of his apprentices, Montague Rostflayer and Zangranesh became envious of Advias's position and secrets. Coveting his power and spells they plotted to usurp Advias and gain hold of SpellForge and all within.

Unbeknownst to even Zangranesh, Montague was secretly contacted by a halfling named Danbowln who wanted the Tome of Planar Binding. The halfling would only say that his superiors were very interested in obtaining the book and would reward Montague with the dark and infernal powers that he so desired. Montague then set out to convince Zangranesh to help him overthrow Advias, and through his unique 'persuasions' convinced him to do it.

As both drew up plans for their devious scheme they suspected that Advias's most trusted apprentice knew of their plot. Acting hastily they decided to launch their ambush that very night to still keep the element of surprise.

Under the veil of night, while all were asleep Zangranesh, invisible, snuck into the suspected apprentices room and slit his throat. They then both hastily proceeded to Advias's quarters expecting him to be asleep. When they quietly snuck up they were surprised to see him wide awake but still unknowing of what had just transpired. Advias's first inkling that something was terribly wrong was the bloody dagger dripping from Zangranesh's hand. All he could do before the major spell battle began was to activate all the wards and traps in SpellForge to defend against his betrayers. Montague and Zangranesh left nothing to chance and unleashed all of their spells in their repertoire. The impact of the battle was felt all throughout the tower as the top was blown off and windows were shattering all around. Advias held strong but knew ultimately that this was his last stand as he was unprepared for their ambush. While the spell battle waged on, some of the apprentices attempted to help Advias. Unfortunately as they ran to save their teacher, Advias's own traps and wards killed his apprentices. A few of the apprentices tried to escape but found that they were trapped within the tower with no escape because of Advias's powerful traps and wards. They met their demise while desperately trying to get out.

With Montague and Zangranesh's spells nearly depleted they knew that they had to end the battle now or be defeated. Montague pulled out his secret 'weapon', a scroll of Disintegration, leaving Advias only ash within his boots.

Knowing that the battle rocked the entire tower the two betrayers figured the other apprentices were on their

way to save their teacher. They scrambled around his quarters looking for the Tome but could find nothing. The only clue they found was a piece of parchment with a lion's head on it. They quickly realized that it was the statue of the lion in the study. Zangranesh quickly ran over to turn the lion's paw and before Montague could object, he was hit by a lightning bolt that sent him flying across the room dead. Montague, not caring about his fallen comrade, scrambled over to the lion and attempted to open it. He could not open it as he was completely out of spells and would need the help of a skilled 'craftsman' to unlock the lion's trick.

Desperate for the Tome, Montague knew he would have to travel to Jarl to find help. He knew the only way out of the tower was through the windows as the main double doors were warded. With his last ounce of strength he leapt through the glass window as the fire trap exploded behind him.

His journey to Jarl was not without incident however. He ran into a band of roaming gnolls who wanted nothing more than to kill him. Montague, still weary of his battle and having no time to waste, decided running was more effective then getting into another fight. The gnolls could not catch up to him and gave up as they neared Jarl for fear of the town guards.

Having reached the city of Jarl, Montague now needs to find a group of naïve adventures to retrieve the tome...

The characters begin the adventure arriving in Jarl for some rest and relaxation. When asked for a place to stay they are directed to the Whit and Rye inn. It is late in the evening and the skies look threatening so many shops are closing up, thus having no where else to go or stay but the inn, they proceed there. While enjoying their meals, Montague quickly strides through the inn to his room. A short while later there are a few screams coming from his room and the characters run to the room to see a hell hound attacking Montague. (He conjured the beast)

After defeating the hell hound Montague thanks the characters then tells them of his plight. He claims the hell hound was sent by Advias to track him down and kill him. He explains that Advias tricked and killed all of the apprentices as he barely escaped with his life. Montague urges the characters to help him and that the only way to be rid of Advias is to retrieve the Tome of Planar Binding for him. (Montague is wearing a *ring of mind shielding* to protect against *detect thoughts*, *discern lies*, and attempts to determine his alignment.)

Once the characters agree to help him, he will ask them to go to SpellForge to retrieve the Tome. On the way to SpellForge they are attacked during the night by the same band of gnolls who tried to kill Montague.

After the encounter with the gnolls the characters finally reach SpellForge. Once the characters enter SpellForge they see that the tower holds many mysteries as well as traps.

On the first floor they begin to see that something is not right about Montague's story. Weapons not traps killed some of the bodies. Also they find various clues as to who the actual betrayers were. (Montague and Zangranesh) Also on the first floor is the library that

holds 5 volumes of “Magical Flight through the Ages” with volume 4 missing (These volumes are magical but have no monetary value). These go on the west wall’s bookcase in order to reveal a hidden underground vault that houses the real Tome of Planar Binding. The characters must find volume 4 in order to retrieve the Tome. The second floor holds all the apprentice’s quarters, where more evidence is found. This leads to even more suspicion of Montague and Zangranesh’s guilt.

The third floor is Advias’s study and quarters. They will see the boots with Advias’s ashes in them and his quarters utterly destroyed. The roof of the tower is blown off and there lies the body of Zangranesh. As the characters inspect the body or move into the room the ghost of Zangranesh attacks them.

After the characters defeat the ghost of Zangranesh they find the lion’s head trap. The lion’s head is covered in runes warning that whoever is unlawful that touches or takes the Tome will be destroyed (A celestial lion is conjured and attacks the characters). If a lawful good being takes the Tome then the trap opens to reveal, Volume 4 of the “Magical Flight through the Ages”. The real Tome is actually underground in Advias’s secret vault.

Now, learning that the Tome is underground, the characters have to travel back to the library and place volume 4 into the bookcase to reveal the secret door. Once this is done, the floor to the right of the bookcase slides away and they can walk down to the vault. The staircase leads down into a cellar where the floor is trapped. At the far end of the trapped floor is a door that is magically trapped. Inside the door is the Tome of Planar Binding.

Once the characters retrieve the Tome they have a decision to make. If they decide to give the Tome back to Montague he thanks them for their work and gives them a reward. If the characters decide to fight Montague he is ready for their treachery and attacks the characters to get the Tome in his possession. If they decide to go to the town guard and fully explain what happened at SpellForge the guards send word to the Count (they tell the characters it could take days). Once the Count hears the word SpellForge he immediately sends for the characters to explain themselves. Once the characters give the Tome to him, he sends a patrol to inspect the tower and thank the characters for not giving the Tome to Montague. The ending is completely up to the characters decision.

## INTRODUCTION

The characters have been traveling towards Jarl for a few days now. Jarl is a large port town near the Vilverdyva River. They can rest and replenish their supplies here. The adventure begins as they first near the city limits.

*Darkness befalls you as you see the first shadows of Jarl. A light mist begins to fall, looking like another cold, wet night. As you enter the city you see some merchants scattering around covering their wares from the impending storm.*

If the characters inquire about buying supplies the merchants tell them to come back tomorrow as they wish to get inside before the rain. All the townspeople are heading indoors as to not be caught out in the rain. If the characters ask where there is a place to stay or eat they are directed towards the Whit and Rye Inn. The layout of the town is unimportant for the purposes of this adventure. It is merely here as backdrop for the beginning and end of the adventure.

If the characters wander about or are having trouble deciding where to go tell them the rain begins to get steadier and thunder can be heard rumbling in the background. They see fewer and fewer townsfolk as they wait longer because they do not want to be caught out in the rain. The shops are closing up for the night and what few people they see are heading towards the Whit and Rye Inn for some food and drink. Once all the characters decide to make their way to the inn proceed to the first encounter.

## ENCOUNTER 1: WHIT AND RYE INN

*The musty smell of damp rain and mud is overcome by the familiar smell of stew and fresh baked bread as you walk in from the rain. Quite a few tables are empty, though a few patrons eat alone quietly. The bartender barks out, “Grab a table, Leana will be with you shortly...hopefully” he looks around for her but sees no one and grumbles to himself.*

Once the characters decide to sit down at the table allow them to get comfortable and dry off from the rain as they are all are wet. Let them introduce themselves to one another if they have not done so.

Nothing out of the ordinary is happening. A few townsfolk eat quietly in the background and Leana brings the characters whatever they may have ordered. (Typical Inn food, ale, stew, bread, etc.) Read the following when you think the characters are ready to continue.

*As you begin to enjoy your hot meal, a soaked blue robed man comes charging in. “Yes, yes not much time now,” he mumbles to himself as he briskly walks past the bar and upstairs.*

The robed man (Montague) does not stop for anything. He goes straight up to his room and closes the door. No one in the bar seems to care or think that this is strange behavior from this man.

If the characters decide to ask Leana or Maxit the bartender about the man they tell them that he came in a few days ago and bought a room. He has kept to himself and caused no trouble. They do not know his name and say that he only comes down to eat or to buy supplies. This is also the answer the characters get from the patrons in the Inn. After questioning the people downstairs the characters begin to hear screaming coming from upstairs.

If some or all the characters decide to go upstairs before questioning the people downstairs the screaming will begin as soon as they begin the climb up the steps.

## ENCOUNTER 2: MONTAGUE AND THE HELL HOUND

If the characters decide not to run upstairs even after the screaming, Maxit asks them to investigate. The characters that run to the door first hear screams of help from Montague inside. The door is shut but not locked.

Read the following once the door is opened or broken down.

*As you fling the door open the fiendish red eyes of a demon dog greet you. The blue robed man screams, "HE TRICKED ME, ADVIAS TRICKED ME!" The hell hound stands amid a fire that is engulfing the bed ready to leap on the cowering man in the corner of the room.*

### APL 4 (EL 3)

🐾 **Hell Hound:** hp 22; see *Monster Manual* page 118. (Summoned for 7 rounds)

### APL 6 (EL 5)

🐾 **Hell Hounds (2):** hp 22 each; see *Monster Manual* page 118. (Summoned for 9 rounds)

### APL 8 (EL 7)

🐾 **Hell Hounds (4):** hp 22 each; see *Monster Manual* page 118. (Summoned for 11 rounds)

The hell hound(s) attacks the characters once they open the door. This battle should not be a hard one for the characters as it is just to get them involved with Montague.

Once the characters defeat the hell hound(s) it disappears, as it was a summoned creature. These hell hounds were summoned by Montague in hopes of luring the characters to help him. The small fires started by the hell hound do not appear to be spreading, but need to be put out before the encounter can continue. Once the fire is put out read the following:

*The blue robed man brushes himself off and wearily walks over to the characters. "Tha..Thank you for saving me. I fear that this may only be the beginning however."*

*Before the man can speak again Maxit, the bartender arrives, "What happened here?"*

He looks straight at the characters for an answer. If the characters tell him of the hell hound(s) he wonders where it is and does not really understand about it just 'vanishing'. As long as no one was killed he only really cares about receiving payment for the damage the hell hound(s) has done to the room. Montague, wanting to

keep this as quiet as possible, gladly gives him a few gold pieces to make up for the damage and assures him that everything is alright. Montague insists to Maxit that the town guard not be involved no matter what, even if the characters want to include the town guard. Maxit honors his wishes as he is satisfied by the gold he has been given.

Once the characters are alone with Montague he asks them to sit down and listen to his plight. He is still visibly shaken by the encounter. As he begins to tell his tale to the characters please note that he has a *ring of mind shielding* that allows him to tell lies and protect his 'innocence'. He later stashes this item, so it is not present for looting if the characters confront him in a later encounter. If any characters begin to cast spells Montague makes the claim that they have been hired by Advias to track him down, and tries to leave. He constantly looks around in 'fear' of Advias, trying to make the story more believable.

*"Please, come sit down in. Forgive me for not saying but my name is Montague...Montague Rostflayer an apprentice of the proud high mage Advias, teacher of SpellForge. Or I should say once proud teacher. This beast that you destroyed was sent by him to hunt me down for resisting his will. Five days ago he went mad and attacked my fellow apprentices and I. We tried to stop him but...but I'm afraid I'm the only one to have made it out alive. His power derives out of a tome that can see through space and time thus I fear that it is only a matter of days before he finds and kills me."*

*He pauses for a few moments, then his eyes lighten up. "Wait..yes...YES you can help me! You seem to have the strength and wisdom to retrieve the tome, no? Once I have the tome his power is lost and we can defeat him! Will you please help me?"*

He then waits for all the characters to answer. If any characters are wary of helping Montague he tells them that the characters can keep anything they find in the tower that is not destroyed. If that still isn't enough, he offers a substantial reward for helping him with this 'great' cause in returning the Tome. (Go ahead and make up a number off the top of your head.)

Once the characters agree to travel to SpellForge he answers any questions they may have. He gives the characters a crude map to SpellForge to help them. He tells them it is only three days travel there from Jarl. When answering the characters questions, Montague tells them only what he wants them to know. He warns them of the gnolls to hopefully gain the trust of the characters. All answers are followed by a true/lie next to them.

- If the characters ask what he was mumbling coming into the inn he claims he does not remember due to the shock he has endured these last couple days. (Lie)
- If the characters ask why doesn't he go to the town guard he tells them that he is afraid because Advias could have had powerful friends in the town. (Lie)
- There were five other apprentices in the tower who helped Advias in his research of the Tome. (True)

- He barely escaped with his life from his master's insane spells and infernal traps. (Lie, looks the part however due to the gnolls)
- He has been having nightmare visions of being hunted down and killed by Advias. (Lie)
- He tells the characters that the Tome was hidden on the 3<sup>rd</sup> floor in a box protected by a lion's head. (True)
- He does not know where the traps are as he was too busy running in fear of his life. (True)
- All the apprentices were caught off guard to the attack thus had no way to defend themselves in time. (Lie)
- He refuses to go with the characters for fear of his life. He also tells them he would endanger them because Advias would just be looking for him not the characters. (Lie)
- SpellForge has three levels to it with the first being the study rooms, the second being the living quarters, and the third Advias study and quarters. (True)
- If asked he escaped the gnolls by drinking a *potion of fly*. (True)

Once the characters are done asking questions read the following from Montague:

*Montague, a bit more relaxed now that you are helping him says, "Good, after you retrieve the Tome meet me in the Misty Glade just outside of town. It is much safer there away from prying eyes. I will be awaiting your return."*

## ENCOUNTER 3: JARL, THE NEXT MORNING

The characters awake the next morning as the night passes uneventfully. They are free to go about the city and purchase any supplies they may want. If they ask, Maxit tells them they can go to the general surplus store to buy food and to the other shops in town for anything else they need.

If they choose to go to the town guard or ask any of the merchants, townsfolk, and temples about Montague, Advias, SpellForge, or anything relating to his story no one knows what they are talking about. Only Count Trisen Mori and his most trusted guards know of SpellForge and he is out of town on business. The town guards tell the characters that the Count will return in seven days.

If they go to the merchants square they hear rumors of gnolls attacking caravans. They also hear of Old Falsy near Falsridge causing disturbances again. However, no one knows of a tower named SpellForge. There haven't been any disturbances by mages in Jarl that anyone can remember either.

If the characters wish to ask the town guard about the gnolls the town guard dismiss them and say they will deal with the problem soon enough.

Once the characters begin to leave Jarl read the following:

*As you look back over your shoulder you see less of the bustling of townsfolk and more of the plains. The sounds of bartering give way to chirping and the howling of the wind. You continue on following the map wondering if this SpellForge even exists.*

## ENCOUNTER 4: ENTERING SPELLFORGE

As the characters near the tower it becomes eerily quiet. They break through the last of the dense forest and see the black and red tower of SpellForge.

*Having traveled through what seems like endless forests you finally break through the last cropping of trees and see an awe-inspiring sight. The ominous blackened tower of SpellForge stands before you, engulfing your shadows as if it were sucking your essence out. Debris is scattered in all directions and as you look closer you see that many of the windows have been blown out. The roof of the tower has been completely destroyed as if ripped apart by some large ghastly hand.*

SpellForge is three stories high and it looks like more than just a small battle was waged here. There is extensive damage to the upper floor of the tower and entering that way would be very difficult and risky due to the steep wall and unforeseen traps that could be in their way. But if some of the more adventurous characters wish to try the climb it would require a successful Climb check (DC 25). However, there appears to be no windows on the second or third floor.

The large double doors are magically sealed and cannot be opened from the outside. Upon further searching around the tower the characters can find two windows. Both windows are about 8 feet off the ground. One of them is intact and magically trapped by a spell.

✦ **Fire Trap:** CR 4; 5 ft radius (1D4+8); Reflex save for half (DC 16); Search (DC 29); Disable Device (DC 29).

The other window has been broken by a chair and is not trapped. There are scorch marks around the window indicating Montague activated the trap while escaping. A human of average size could fit through with no armor. The reason the gnolls could not was because of their bulk and size.

A character looking in sees books strewn about the floor along with shattered desks. It is too dark to make out anything else.

Someone would either need help or make a successful Climb check (DC 10) to get into the window and then help the other characters get inside.

## ENCOUNTER 5A: THE LIBRARY

Once all the characters are inside the room read the following:

*As the last of you climb into the room you see burnt books and desks littering the floor. The smell of burnt flesh bites at your nose as you see a charred body lying on the floor in the doorway.*

The apprentice (nothing of value is on his body) was killed by a firetrap spell on the door while attempting to escape. The books on the bookcases are largely destroyed with the exception of the five Volumes of the “Magical Flight through the Ages”. Volumes 1, 2, 3, 5, and 6 are found lying about but volume 4 is missing. The five books in the room are useful for magic research, covering various topics about flight. Detect Magic reveals that there is slight Abjuration magic on the books. There is nothing else of value in the room.

There is a secret door (Search, DC 22) hidden in the west bookcase that leads down to the under vault. This is where the real Tome of Planar Binding is hidden. In order to unlock the passage the characters must place all 6 Volumes in the correct order on the bookcase. Volume 4 can be found in Encounter 8: The Lion's head. This is a magical secret passage and cannot be unlocked by any other means except via *greater dispelling* and *Mordenkainen's disjunction*, *limited wish*, and *wish*.

Once the characters are finished inspecting the room they can proceed into the hallway. To the right, the hallway dead ends into a window, and to the left it opens up into a grand foyer.

## ENCOUNTER 5B: GRAND FOYER

*As you enter the dimly lit foyer you notice bloodstains on the floor leading up to what once must have been an elegant painting. This painting of the master and his apprentices is now marred by bloody scribble.*

If the characters choose to take a closer look at the painting they see that it says “Betrayers”. There are stairs leading up to the second floor. A set of large ornate iron doors leading outside the tower. There is a door to the right that leads to the spellcasting chamber (Encounter 5d). Another door directly across from the painting is the apprentice's study (Encounter 5c). Reference DM Map 1.

If the characters wish to inspect the painting further they notice the bloody scrawl under the likeness of Montague, which may lead them to believe that something is not right with his story.

The blood trail leads into the apprentice's study (Encounter 5c) where the door is shut but not locked and the handle is stained with blood.

Directly opposite of the painting are a set of two ornate large iron doors. The doors have *arcane lock* cast upon them, barring escape to the outside world.

✦ **Arcane Locked Iron Doors:** Thickness 2 in.; Hardness 10; hp 60; Break (DC 38). The *arcane lock* spell can be overcome by a *knock* spell or a targeted *dispel magic* (DC 25).

If the characters wish to try to enter the spellcasting chamber they find the door locked and magically trapped. (Encounter 5d)

## ENCOUNTER 5C: APPRENTICE'S STUDY

*You open the door revealing a modestly appointed study, complete with couches, reading tables, and a cozy fireplace. The trail of blood, which led you to this room ends abruptly in a pool by the nearest couch.*

The characters can inspect the couch and find another body of an apprentice on the other side. They can inspect the body to determine that the cause of death was a stab wound (by Zangranesh's dagger) rather than any sort of magical injury. Heal check (DC 15). It is also obvious that anything of value was taken from the body by his attacker. There is nothing else of value in the room.

## ENCOUNTER 5D: SPELLCASTING CHAMBER

The door to this room is locked and guarded by a pair of animated halberds.

*As you approach this door you notice a pair of rather large halberds mounted out of reach on the wall above it.*

As the characters move to open the door, the halberds leap down to attack them. The size of the animated halberds depends entirely upon the APL of the party.

*As you attempt to open the door you hear a loud 'whoosh' as the two large shining halberds come alive and with blurring speed attack you, intent on your doom.*

### APL 4 (EL 5)

**Large Animated Halberds** (2): hp 22 each; see *Monster Manual* page 17.

### APL 6 (EL 7)

**Huge Animated Halberds** (2): hp 44 each; see *Monster Manual* page 17.

## APL 8 (EL 9)

**Gargantuan Animated Halberds (2):** hp 88 each; see *Monster Manual* page 17.

**Arcane Locked Wooden Door:** Thickness 1 in.; Hardness 5; hp 10; Break (DC 25). The *arcane lock* spell can be overcome by a *knock* spell or a targeted *dispel magic* (DC 25).

Once the characters defeat the animated halberds and open the door read the following:

*As the door creaks open you see a well-maintained laboratory complete with spell components. In the corner you notice a large summoning circle expertly engraved into the floor. Research logs rest near a table by the back wall.*

A successful search of this room (DC 15) allows the characters to find two potions. One potion is of a light blue color (*potion of levitate*) and the other a dark brown (*potion of ghoul touch*—**Note:** keep in mind the character drinking this potion suffers the effects of the *ghoul touch* spell, as cast by a 3<sup>rd</sup>-level wizard, rather than grant the character the ability to cast *ghouls touch*).

The characters also find a journal that details all of the apprentice's work and interests in the laboratory. If the characters wish to read the book they find that Montague was particularly fond of summoning and binding infernal creatures. This is a very important revelation if they think about it. It is of no importance what the other apprentice's schools were.

The characters can take the *Alchemist lab* (Value 500 gp, Weight 40 lbs). However, this is very heavy and would burden the characters but if they have a cart or are prepared enough to take it then so be it. Nothing else of value can be found of this room.

Move on to Encounter 6a: Second Floor when the characters decide to ascend the staircase.

## ENCOUNTER 6A: SECOND FLOOR

*As you ascend the stairs you are startled to discover lifeless eyes staring back at you. The eyes belong to the corpse of an unlucky apprentice lying in a puddle of water. The darkened hallway looms ominously before you.*

Refer to DM Map 2.

Once the characters inspect the body they see that his fingers and toes are black and his lips are chapped. His skin also has a faint blue hue to it.

A successful Heal check (DC 15) reveals that there is also evidence of bludgeoning damage to the body as well. Any arcane spellcaster armed with this information can make a Spellcraft check (DC 24) to determine that an *ice storm* spell was the likely cause of death.

Directly opposite of the body to the right is a locked door.

## ENCOUNTER 6B: LOCKED ROOM

**Locked Wooden Door:** Thickness 1 in.; Hardness 5; hp 10; Break (DC 15). Average quality lock: Hardness 15; hp 30; Open Locks (DC 25)

After opening the locked door the characters discover a typical living quarters for a mage. It consists of a cot, small writing desk, and a medium sized chest. On the writing desk is a *scroll of detect undead*.

The chest is unlocked and contains a personal journal that contains no relevant information and extra sets of clothes. Also the characters find 5 gp.

It is assumed the characters search the rest of the rooms on this floor. The rest of the rooms are in a bit of disarray as the other apprentices attempted to flee or help Advias. However, other than Encounter 6c: Favored Apprentice, all the rooms are described as above, except there is only the one scroll.

## ENCOUNTER 6C: FAVORED APPRENTICE

The door to this room is magically locked.

**Arcane Locked Wooden Door:** Thickness 1 in.; Hardness 5; hp 10; Break (DC 25). The *arcane lock* spell can be overcome by a *knock* spell or a targeted *dispel magic* (DC 25).

Once the characters gain entrance, you can proceed with the following:

*As you enter the room the smell of death consumes you. You see slumped over on a writing desk, of what has become all too common, a body of another apprentice. Three bloody gashes in his back tell this tale of deceit and murder.*

This apprentice was the first to die thus Advias had no way of knowing who was betraying him and the spell traps were pre-programmed before the attack. Zangranesh killed this apprentice first because he was suspected of knowing their devious plot.

The characters need to make a successful Search check (DC 24) to find a *scroll of enlarge* and a *scroll of magic weapon* hidden in a compartment underneath the desk.

A successful Search check of the bed (DC 19) reveals the journal hidden in between the mattresses. There is nothing else of value in the room.

Once the characters are done searching all the rooms on the second floor and wish to go up the stairs proceed to Encounter 7: The Evil Spirit.

## ENCOUNTER 7: THE EVIL SPIRIT

Refer to DM map 3 for this level.

*As you climb the uppermost stair to the top of the tower you are surprised to see the gaping maw of a ferocious lion right ahead of you! You pause; it's only a statue. Is it a trick of the shadows on the crumbling walls or did you just see it move...?*

*More startling is the body lying directly opposite the lion's head. Even from here you can see the scorch mark on the victim's chest.*

Part of this roof is completely torn off by the massive spell battle. Pieces of wood and stone lie all around the room.

Crumpled against the wall is Zangranesh's body. If any of the characters decide to inspect the body have them make an opposed Spot check against the ghost's Hide check. If the characters do not spot the ghost the characters are surprised and read the following:

*As you lean over the slumped body a light breeze blows back your clothes and the hairs on the back of your neck begin to tingle. Looking back over your shoulder you see a shimmering faint white image rise up before you, what scares you even more is that it is grinning at you...*

### APL 4 (EL 5)

🐾 **Zangranesh:** Ghost Wiz3; hp 26; see Appendix I.

### APL 6 (EL 7)

🐾 **Zangranesh:** Ghost Wiz5; hp 45; see Appendix I.

### APL 8 (EL 9)

🐾 **Zangranesh:** Ghost Wiz7; hp 57; see Appendix I.

After defeating the ghost the characters find a +1 dagger on the body of Zangranesh. Also this could be helpful if the characters do not have a magical weapon and are caught off guard. Possibly with a Spot check (DC 17) the characters could see a very fine dagger on Zangranesh's body.

## ENCOUNTER 8: THE LION'S HEAD

After defeating the evil spirit of Zangranesh the characters can inspect the lion's head statue. Search check (DC 15) reveals runes lining around the statue. Read the following:

*Looking closer at the statue you see nearly imperceptible runes inscribed around the head and a box with a strong handle resting underneath its paws.*

The runes can be read with a successful Decipher Script check (DC 25). Knowledge (arcane) (DC 30) also reveals what the runes say.

If a successful check is made the writings indicate:

*"Only one pure of heart and strong of mind may remove this book from the Lion's care"*

Characters who make a successful Knowledge (religion) check (DC 15) can determine what the meaning of this is. It means that only characters of Lawful Good alignment or followers of Rao may turn the handle and open the box. They can then remove the book without activating the trap.

An attempt by any other characters to open the box reveals that it is locked. If it is opened and the trap was not disabled a celestial lion appears and springs to attack.

🔪 **Iron Case:** Thickness 2 in.; Hardness 10; hp 60; Break (DC 28); Open Lock (DC 30); Search (DC 29); Disable Device (DC 29)

### APL 4 (EL 4)

🐾 **Celestial Lion:** hp 32; see Appendix I.

### APL 6 (EL 6)

🐾 **Celestial Dire Lion:** hp 60; see Appendix I.

### APL 8 (EL 8)

🐾 **Celestial Dire Lion, advanced:** hp 92; see Appendix I.

Once the characters defeat the lion or easily open the box they now see that the book is not the Tome of Planar Binding but that of Volume 4 "Magical Flight through the Ages".

## ENCOUNTER 9: ADVIAS' QUARTERS

*Creeping over the smashed door you are surprised to see the amount of devastation this room has experienced. Obviously a spell battle of epic proportion ensued here. Amid the scorch marks and debris, in the middle of the room rests a pristine pair of boots.*

This room is utterly destroyed. There is nothing of value that remains intact except the blackened husk of Advias desk. Burnt and soiled papers are strewn about the room completely useless.

If characters search the desk (DC 21) they incredibly discovered that two scrolls survived the magical onslaught. A scroll of summon monster III and a scroll of locate object.

If the characters pick up or examine the boots they will find a pile of sickeningly sweet smelling soot in each pair. The soot is what is left of Advias, sitting in his (at APL 6 and 8 only) magical boots (boots of grounding, See Treasure Summary for Stats)

The characters have to go back to Encounter 5a: The Library to place the books in order on the shelf in order to open the secret vault. If the characters do not figure this out then 'guide' them back to the library. Explain to them that these books were Advias's favorites and why would he hide one of them in such a dangerous trap?

## ENCOUNTER 10: SECRET VAULT

Once the characters place all 6 volumes on the bookshelf read the following:

*As you place the last volume in its place on the bookcase, you hear a soft rumbling noise to your right. The stone floor is quickly receding away to reveal a winding staircase leading straight down.*

The characters follow the staircase down to the bottom, which then opens up into a large 15 feet by 20 feet cellar. See DM map 1.

*The floor in this area has a checkered pattern. Every other tile is marked with a solemn looking face peering up to you. At the far end of the room you see a plain looking door.*

### APL 4 (EL 2)

The tiles are in fact triggers for a devious trap designed by Advias. The serene faces are actually the holy symbol of Rao, which can be deciphered by succeeding at a Knowledge (religion) check (DC 10). The Rao tiles are safe tiles, which can be traversed without incident. Each of the unmarked tiles is a 30 feet deep pit trap.

✎ **Pit trap (30 ft. deep) (6):** CR 2; no attack roll necessary (3D6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20).

### APL 6 AND 8 (EL 5)

At APLs 6 and 8, once the characters get past the tiles, they encounter the actual trap that works in tandem with the pit traps. Any character that is not Lawful Good or a worshipper of Rao that opens this door sets off this magical trap. Also a rogue can disable the trap if they are skilled enough.

✎ **Emotion (fear) Trap:** CR 4; all living creatures within a 15 ft. radius of the door. (All creatures flee immediately from the door); Will Save (DC 16) negates; Search (DC 29); Disable Device (DC 29).

Any of the characters failing the save automatically flee from the door in a panicked state towards the stairs. They may not take caution and thus have a 50% chance per 5 feet moved to activate a pit trap. They still get their Reflex save to avoid the pits, but running over them is certain. If they fall into a pit trap refer to the pit trap stats as above.

Once the door is opened, anyone can pass through. Read the following:

*Resting on a dais in this small chamber is a large tome, which can only be the item you seek.*

Once the characters pick up the tome they can see that there is some writing on it in a strange and arcane language. Any characters that can read Celestial know this tome is in fact the *Tome of Planar Binding*. There is nothing else of value in this room.

Now the characters have to make a decision. They may have gathered all the evidence needed to figure out that Montague was actually the betrayer and not Advias. The characters can decide whether they confront Montague on this or not. They have three possible decisions they can make. 1) Do they give Montague the Tome even after learning he is the betrayer? 2) Do they go directly to the Count with the book? 3) Do they just go to meet Montague in the grove and give him the Tome in return for his reward? After the characters have made their decision, go to the appropriate encounter in which they chose. Also, give them the opportunity to rest and recover before proceeding further with the adventure. Chances are, they are not doing so well at this point.

## ENCOUNTER 11A: RETURNING THE TOME

This is assuming the characters are going to return the Tome of Planar Binding to Montague to just receive the reward. As the characters approach the grove read the following:

*As you near the area where Montague told you the grove was located you hear the caw of a raven beckoning you above. It seems as if it wants you to follow it, further into the forest.*

Ask the characters if they wish to follow Montague's familiar. If none do then have the raven land on a nearby tree branch and stare at the character who is not willing to go. Have it caw a few more times then hop along the branches leading them to the grove. Once all the characters decide to go read the following:

*The raven leads you into a misty grove where the grass feels like morning dew, which is strange since it is in the hot mid afternoon sun. As you walk into the clearing you see Montague smiling, "Well? Have you returned with the book?"*

If the characters say they have it he asks them to place the book on a stone in between him and the characters. He casts *mage hand* to retrieve the tome carefully because he is still a bit wary of what the characters may have learned. Once he has the tome in his possession, read the following:

*"Ahh good good! I cannot thank you enough for doing this great deed. Of course here is your reward. You have earned it."*

He then puts a bag in the *mage hand* and has it float over to the characters to drop in their hands. As the characters inspect the bag Montague casts *fly* and leaves. Inside the bag is a quartet of pearls (Value 100 gp each). After giving Montague the Tome, the characters may wish to still go to the Town Guard of Jarl to tell them of SpellForge. Then proceed to Encounter 11C.

## ENCOUNTER 11B: CONFRONTING MONTAGUE

This encounter is when the characters have declared that they are going to go see Montague first but confront him on their suspicions.

*As you near the area where Montague told you the grove was located you hear the caw of a raven beckoning you above. It seems as if it wants you to follow it, further into the forest.*

Ask the characters if they wish to follow Montague's familiar. If none do then have the raven land on a nearby tree branch and stare at the character who is not willing to go. Have it caw a few more times then hop along the branches leading them to the grove. Though the raven will be very high up in the trees watching for pre-emptive strikes from the characters. Once all the characters decide to go read the following:

*The raven leads you into a misty grove where the grass feels like morning dew, which is strange since it is in the hot mid afternoon sun. As you walk into the clearing you see Montague smiling, "Well? Have you returned with the book?"*

Observant characters that succeed at a Spot check (DC 15) notice that Montague did not actually speak. He acts normally, but the sounds of his voice actually come from the raven.

If the characters have any spells pre-cast that are noticeable or are carrying unsheathed weapons Montague immediately notices. He has already cast *fly*, *mage armor* and *invisibility* on himself, and used a *silent image* spell to create an image of himself standing in the grove, waiting for the characters. As the characters approach, he has the image appear as though it is speaking, while he talks nearby. Allow the characters a Listen check (DC 15) to notice something odd about the direction of Montague's voice.

*"Advias got to you didn't he? Even you betray me now! Return this book to me now or you will suffer great consequences!"*

### APL 4 (EL 7)

➤ **Montague Rostflayer:** Male human Wiz7; hp 29; see Appendix I.

### APL 6 (EL 9)

➤ **Montague Rostflayer:** Male human Wiz9; hp 37; see Appendix I.

### APL 8 (EL 11)

➤ **Montague Rostflayer:** Male human Wiz11; hp 45; see Appendix I.

**Tactics:** This battle will be difficult for most parties. Montague already has a readied action. Before initiative he will fly 20 feet straight up into the air to avoid melee combat thanks to his pre-cast *fly* spell. His first action is to cast *ice storm* in a way to strike as many party members as possible. He will focus on offensive spells rather than defensive unless his survival depends on it. Montague is not concerned with killing the characters just recovering the tome. He follows and attacks any character that attempts to flee if he has reason to believe they are carrying the book. Once he has recovered the tome he leaves. He does not care about the fate of the party.

The purpose of the raven familiar is to lead the characters to the grove. It does not enter combat. It is just the eyes and ears of Montague. If the characters decide to attack the raven, it flees, flying away as quickly as possible.

If the characters defeat Montague they then can take his body back to Jarl and speak with Count Trisen Mori. He thanks the characters for what they have done and asks for the Tome. He sends a patrol out to SpellForge to clean it of any harm it may pose to the citizens of Jarl. They gain his favor by returning the Tome to him and the body.

If the characters are defeated by Montague and lose the Tome they may wish to speak with the Count or end the adventure. He thanks them for trying and sends out patrols to look for Montague and to check out SpellForge.

## ENCOUNTER 11C: RETURNING THE TOME TO THE COUNT

This encounter is for when the characters decide to go straight to Jarl and speak with Count Trisen Mori. They can ask any of the town guard and they direct them to the Count's mansion. A steward greets them at the gates and they must tell him of their findings about SpellForge, Montague, Advias, and the Tome. He then tells them to wait at the gates as he goes to relay the message to the Count.

*After waiting for what seems like an hour you finally glimpse an image of a well-dressed man making his way hastily towards you. "Greetings I am Count Trisen Mori. My steward says that you have news of my friend Advias. Sorry to keep you waiting, please come in."*

He only takes them into his courtyard to where a few of his trusted bodyguards watch the party.

He then asks the characters to tell him their story. He reacts to the death of Advias with genuine shock and remorse. He is upset that a fiend like Montague may still pose a threat to the city and he thanks the characters heartily for coming to him first with the Tome. He is in the characters debt for helping.

*"I'm very saddened by this news you have brought. I am glad that you had the wisdom to see through Montague's ruse and deliver the Tome to me. I vow Montague will be found and punished for his treachery."*

Adapt the text above if the characters do not have the Tome with them. They only receive the influence point if they return the Tome to the Count first.

If any characters are level drained the Count will tell them that they can go to the Temple of Rao to try and regain the lost level.

The Count has the patrols search for Montague but they are unsuccessful in finding him. Because the characters did not return the Tome to Montague they have made a powerful enemy for the future.

### 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 2: Montague and the Hell Hound

Defeat the hell hound(s).

|       |        |
|-------|--------|
| APL 4 | 100 XP |
| APL 6 | 150 XP |
| APL 8 | 200 XP |

### Encounter 5d: Spellcasting Chamber

Defeat the animated halberds

|       |        |
|-------|--------|
| APL 4 | 100 XP |
| APL 6 | 150 XP |
| APL 8 | 200 XP |

### Encounter 7: The Evil Spirit

Defeat the ghost of Zangranesh.

|       |        |
|-------|--------|
| APL 4 | 120 XP |
| APL 6 | 170 XP |
| APL 8 | 220 XP |

### Encounter 8: The Lion's Head

Defeat the Celestial (dire) Lion

|       |        |
|-------|--------|
| APL 4 | 100 XP |
| APL 6 | 150 XP |
| APL 8 | 200 XP |

### Encounter 10: Secret Vault

Defeat the trap

|       |        |
|-------|--------|
| APL 4 | 30 XP  |
| APL 6 | 80 XP  |
| APL 8 | 120 XP |

### Encounter 11b: Confronting Montague

Defeating Montague

|       |        |
|-------|--------|
| APL 4 | 150 XP |
| APL 6 | 200 XP |
| APL 8 | 250 XP |

### Total Possible Experience

|       |         |
|-------|---------|
| APL 4 | 600 XP  |
| APL 6 | 900 XP  |
| APL 8 | 1200 XP |

## TREASURE SUMMARY

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

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

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

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

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

### TREASURE KEY:

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

### Encounter 5d: Spellcasting Chamber

Defeat the animated halberds and gain entrance into this room. L represents money gained from packing and selling off the alchemy lab.

APL 4: L: 50 gp; C: 0 gp; M: *potion of levitate and potion of ghoul touch* (Value 30 gp per potion per character.)

APL 6: L: 50 gp; C: 0 gp; M: *potion of levitate and potion of ghoul touch* (Value 30 gp per potion per character.)

APL 8: L: 50 gp; C: 0 gp; M: *potion of levitate and potion of ghoul touch* (Value 30 gp per potion per character.)

### Encounter 6b: Locked Room

Gain entrance into the room.

APL 4: L: 0 gp; C: 5 gp; M: *scroll of detect undead* (Value 5 gp per character)

APL 6: L: 0 gp; C: 5 gp; M: *scroll of detect undead* (Value 5 gp per character)

APL 8: L: 0 gp; C: 5 gp; M: *scroll of detect undead* (Value 5 gp per character)

### Encounter 6c: Favored Apprentice

Gain entrance into the room.

APL 4: L: 0 gp; C: 0 gp; M: *scroll of enlarge and scroll of magic weapon* (Value 5 gp per scroll per character)

APL 6: L: 0 gp; C: 0 gp; M: *scroll of enlarge and scroll of magic weapon* (Value 5 gp per scroll per character)

APL 8: L: 0 gp; C: 0 gp; M: *scroll of enlarge and scroll of magic weapon* (Value 5 gp per scroll per character)

### Encounter 7: The Evil Spirit

Defeat the ghost of Zangranesh.

APL 4: L: 0 gp; C: 0 gp; M: *+1 dagger* (Value 200 gp per character)

APL 6: L: 0 gp; C: 0 gp; M: *+1 dagger* (Value 200 gp per character)

APL 8: L: 0 gp; C: 0 gp; M: *+1 dagger* (Value 200 gp per character)

### Encounter 9: Advias' Quarters

Find the hidden scrolls.

APL 4: L: 0 gp; C: 0 gp; M: *scroll of summon monster III* (Value 37 gp per character); *scroll of locate object* (Value 15 gp per character)

APL 6: L: 0 gp; C: 0 gp; M: *scroll of summon monster III* (Value 37 gp per character); *scroll of locate object* (Value 15 gp per character); *boots of grounding* (Value 450 gp per character).

APL 8: L: 0 gp; C: 0 gp; M: *scroll of summon monster III* (Value 37 gp per character); *scroll of locate object* (Value 15 gp per character); *boots of grounding* (Value 450 gp per character).

### Encounter 11a: Returning the Tome

Giving the tome to Montague.

APL 4: L: 0 gp; C: 80 gp; M: 0

APL 6: L: 0 gp; C: 80 gp; M: 0

APL 8: L: 0 gp; C: 80 gp; M: 0

- OR -

### Encounter 11b: Confronting Montague

Defeat Montague.

APL 4: L: 0 gp; C: 80 gp; M: 0

APL 6: L: 0 gp; C: 80 gp; M: 0

APL 8: L: 0 gp; C: 80 gp; M: 0

### Encounter 11c

*Influence with Count Trisen Mori:* For returning the Tome of Planar Binding to the Count first, the characters are entitled to a favor or help if they wish it in the town of Jarl.

### Total Possible Treasure

APL 4: 462 gp

APL 6: 912 gp

APL 8: 912 gp

## APPENDIX I: NPCS

### APL 4

☛ **Mer'Grash:** Male gnoll Clr3; CR 4; Medium-size humanoid (gnoll); HD 5d8+8; hp 36; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atks +6 melee (1d8+2, heavy mace) or +3 ranged (1d6/x3, shortbow); SA Spells; SQ Darkvision 60 ft., rebuke undead; AL CE; SV Fort +7, Ref +1, Will +5; Str 15, Dex 10, Con 13, Int 8, Wis 15, Cha 12.

**Skills and Feats:** Concentration +4, Listen +5, Spellcraft +2, Spot +5; Combat Casting, Power Attack, Toughness, Weapon Focus (heavy mace).

**Spells Prepared** (4/3+1/2+1; base DC = 12 + spell level): o—*detect magic, detect poison, read magic, resistance*; 1<sup>st</sup>—*cause fear, magic weapon, protection from good\**, *shield of faith*; 2<sup>nd</sup>—*bull's strength, hold person, spiritual weapon\**.

\*Domain spells; Deity: Erythnul; Domains: Evil (Casts evil spells at +1 caster level); War (Free Weapon Proficiency and Weapon Focus of deity's favored weapon).

**Possessions:** heavy mace, holy symbol of Erythnul, scale mail, shortbow, 20 arrows, large wooden shield.

### APL 6

☛ **Mer'Grash:** Male gnoll Clr5; CR 6; Medium-size humanoid (gnoll); HD 7d8+10; hp 48; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atks +7 melee (1d8+2, heavy mace) or +4 ranged (1d6/x3, shortbow); SA Spells; SQ Darkvision 60 ft., rebuke undead; AL CE; SV Fort +8, Ref +1, Will +7; Str 15, Dex 10, Con 13, Int 8, Wis 16, Cha 12.

**Skills and Feats:** Concentration +6, Listen +5, Spellcraft +2, Spot +5; Combat Casting, Power Attack, Toughness, Weapon Focus (heavy mace).

**Spells Prepared** (5/4+1/3+1/2+1; base DC = 13 + spell level): o—*detect magic, detect poison, guidance, read magic, resistance*; 1<sup>st</sup>—*cause fear, magic weapon, obscuring mist, protection from good\**, *shield of faith*; 2<sup>nd</sup>—*bull's strength, hold person, sound burst, spiritual weapon\**; 3<sup>rd</sup>—*deeper darkness, magic vestment\**, *protection from elements*.

\*Domain spells; Deity: Erythnul; Domains: Evil (Casts evil spells at +1 caster level); War (Free Weapon Proficiency and Weapon Focus of deity's favored weapon).

**Possessions:** heavy mace, holy symbol of Erythnul, scale mail, shortbow, 20 arrows, large wooden shield.

☛ **Gnolls (4):** Male gnoll Bbn1; CR 2; Medium-size humanoid (gnoll); HD 2d8+1d12+6; hp 26 each; Init +0; Spd 30 ft.; AC 17 (touch 10, flat-footed 17); Atks +5 melee (1d8/x3, battleaxe) or +2 ranged (1d6/x3, shortbow); SA Rage; SQ Darkvision 60 ft., fast movement; AL CE; SV Fort +7, Ref +0, Will +0; Str 16, Dex 10, Con 14, Int 8, Wis 11, Cha 8.

**Skills and Feats:** Jump +7, Listen +3, Spot +3; Cleave, Power Attack.

**Possessions:** scale mail, large wooden shield, battleaxe, shortbow, 20 arrows.

### APL 8

☛ **Mer'Grash:** Male gnoll Clr 7; CR 8; Medium-size humanoid (gnoll); HD 9d8+12; hp 60; Init +0; Spd 20 ft.; AC 17 (touch 10, flat-footed 17); Atks +9/+4 melee (1d8+2, heavy mace) or +6/+1 ranged (1d6/x3, shortbow); SA Spells; SQ Darkvision 60 ft., rebuke undead; AL CE; SV Fort +9, Ref +2, Will +8; Str 15, Dex 10, Con 13, Int 8, Wis 16, Cha 12.

**Skills and Feats:** Concentration +8, Listen +5, Spellcraft +2, Spot +5; Combat Casting, Power Attack, Toughness, Weapon Focus (heavy mace)

**Spells Prepared** (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): o—*detect magic, detect poison, guidance, read magic, resistance, virtue*; 1<sup>st</sup>—*cause fear, doom, magic weapon, obscuring mist, protection from good\**, *shield of faith*; 2<sup>nd</sup>—*bull's strength, darkness, hold person, sound burst, spiritual weapon\**; 3<sup>rd</sup>—*deeper darkness, magic vestment\**, *protection from elements, summon monster III*; 4<sup>th</sup>—*divine power, unholy blight\**.

\*Domain spells; Deity: Erythnul; Domains: Evil (Casts evil spells at +1 caster level); War (Free Weapon Proficiency and Weapon Focus of deity's favored weapon).

**Possessions:** heavy mace, holy symbol of Erythnul, scale mail, shortbow, 20 arrows, large wooden shield.

☛ **Gnolls (4):** Male gnoll Bbn3; CR 4; Medium-size humanoid (gnoll); HD 2d8+3d12+10; hp 44 each; Init +0; Spd 30 ft.; AC 17 (touch 10, flat-footed 17); Atks +7 melee (1d8/x3, battleaxe) or +4 ranged (1d6/x3, shortbow); SA Rage; SQ Darkvision 60 ft., fast movement; AL CE; SV Fort +8, Ref +1, Will +1; Str 16, Dex 10, Con 14, Int 8, Wis 11, Cha 8

**Skills and Feats:** Jump +9, Listen +3, Spot +3; Blind-Fight, Cleave, Power Attack.

**Possessions:** scale mail, large wooden shield, battleaxe, shortbow, 20 arrows.

### APL 4 (EL 5)

**Zangranesh:** Ghost Wiz3; CR 5; Medium-size undead (incorporeal); HD 3d12; hp 26; Init +2 (Dex); Spd Fly 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (touch attack) or +3 ranged (ranged touch attack); SA Manifestation, frightful moan, horrific appearance, corrupting gaze; SQ Undead, incorporeal, rejuvenation, turn resistance (+4); SV Fort +1, Ref +3, Will +4; Str 10, Dex 14, Con —, Int 18, Wis 12, Cha 14.

**Skills and Feats:** Alchemy +10, Concentration +6, Hide +10, Knowledge (arcane) +10, Knowledge (the planes) +10, Knowledge (undead) +10, Listen +11, Scry +10, Search +12, Spellcraft +10, Spot +11; Combat Casting, Empower Spell, Spell Focus (Necromancy).

**Spells Prepared** (5/5/3; base DC = 14 + spell level; necromancy spells base DC = 16 + spell level): o—*daze*,

*detect magic, disrupt undead, mage hand, prestidigitation*; 1<sup>st</sup>—*magic missile* (2), *ray of enfeeblement* (2), *shield*; 2<sup>nd</sup>—*flaming sphere, ghoul touch, web*.

**Manifestation (Su):** All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

**Frightful Moan (Su):** The ghost can moan as a standard action. All living creatures within a 30-foot spread must succeed at a Will save or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for one day.

**Horrific Appearance (Su):** Any living creature within 60 feet that views the ghost must succeed at a Fortitude save or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points of permanent Constitution drain. A creature that successfully saves against this effect cannot be -affected by the same ghost's horrific appearance for one day.

**Corrupting Gaze (Su):** The ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed at a Fortitude save or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

**Rejuvenation (Su):** In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's level or HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

**Turn Resistance (Ex):** A ghost has +4 turn resistance.

## **APL 6 (EL 7)**

☛ **Zangranesh:** Ghost Wiz5; CR 7; Medium-size undead (incorporeal); HD 5d12; hp 45; Init +6 (+2 Dex, +4 Improved Initiative); Spd Fly 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +2 melee (touch attack) or +4 ranged

(ranged touch attack); SA Manifestation, frightful moan, horrific appearance, corrupting gaze; SQ Undead, incorporeal, rejuvenation, turn resistance (+4); SV Fort +1, Ref +3, Will +5; Str 10, Dex 14, Con —, Int 18, Wis 12, Cha 14

**Skills and Feats:** Alchemy +12, Concentration +8, Hide +10, Knowledge (arcane) +12, Knowledge (the planes) +12, Knowledge (undead) +12, Listen +11, Scry +12, Search +12, Spellcraft +12, Spot +11; Combat Casting, Empower Spell, Improved Initiative, Spell Focus (Necromancy).

**Spells Prepared** (5/5/4/3; base DC = 14 + spell level; necromancy base DC = 16 + spell level): 0—*daze, detect magic, disrupt undead, mage hand, prestidigitation*; 1<sup>st</sup>—*magic missile* (2), *ray of enfeeblement* (2), *shield*; 2<sup>nd</sup>—*darkness, flaming sphere, ghoul touch, web*; 3<sup>rd</sup>—*empowered magic missile, fireball, vampiric touch*.

**Manifestation (Su):** All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

**Frightful Moan (Su):** The ghost can moan as a standard action. All living creatures within a 30-foot spread must succeed at a Will save or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for one day.

**Horrific Appearance (Su):** Any living creature within 60 feet that views the ghost must succeed at a Fortitude save or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points of permanent Constitution drain. A creature that successfully saves against this effect cannot be -affected by the same ghost's horrific appearance for one day.

**Corrupting Gaze (Su):** The ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed at a Fortitude save or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

**Rejuvenation (Su):** In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check

(1d20 + ghost's level or HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

**Turn Resistance (Ex):** A ghost has +4 turn resistance.

## APL 8 (EL 9)

☛ **Zangranesh:** Ghost Wiz7; CR 9; Medium-size undead (incorporeal); HD 7d12; hp 57; Init +6 (+2 Dex, +4 Improved Initiative); Spd Fly 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (touch attack) or +5 ranged (ranged touch attack); SA Manifestation, frightful moan, horrific appearance, corrupting gaze; SQ Undead, incorporeal, rejuvenation, turn resistance (+4); SV Fort +2, Ref +4, Will +8; Str 10, Dex 14, Con –, Int 18, Wis 12, Cha 14

**Skills and Feats:** Alchemy +14, Concentration +10, Hide +10, Knowledge (arcane) +14, Knowledge (the planes) +14, Knowledge (undead) +14, Listen +11, Scry +14, Search +12, Spellcraft +14, Spot +11; Combat Casting, Empower Spell, Improved Initiative, Iron Will, Spell Focus (Necromancy).

**Spells Prepared** (5/6/5/4/3; base DC = 14 + spell level):

0 – daze, detect magic, disrupt undead, mage hand, prestidigitation; 1<sup>st</sup> – burning hands, magic missile (2), ray of enfeeblement (2), shield; 2<sup>nd</sup> – darkness, flaming sphere, ghoul touch (2), web; 3<sup>rd</sup> – empowered magic missile (2), fireball, vampiric touch; 4<sup>th</sup> – enervation (2), minor globe of invulnerability.

**Necromancy** (base DC = 16 + spell level).

**Manifestation (Su):** All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

**Frightful Moan (Su):** The ghost can moan as a standard action. All living creatures within a 30-foot spread must succeed at a Will save or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for one day.

**Horrific Appearance (Su):** Any living creature within 60 feet that views the ghost must succeed at a Fortitude save or immediately suffer 1d4 points of

permanent Strength, 1d4 points of permanent Dexterity, and 1d4 points of permanent Constitution drain. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for one day.

**Corrupting Gaze (Su):** The ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed at a Fortitude save or suffer 2d10 points of damage and 1d4 points of permanent Charisma drain.

**Rejuvenation (Su):** In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's level or HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

**Turn Resistance (Ex):** A ghost has +4 turn resistance.

## APL 4 (EL 4)

**Celestial Lion:** CR 4; Large magical beast; HD 5D8+10; hp 32; Init +3 (Dex); Spd 40 ft.; AC 15 (touch 12, flat-footed 12); Atks +7 melee (1d4+5, 2 claws) and +2 melee (1d8+2, bite); SA Pounce, improved grab, rake 1d4+2, smite evil; SQ Darkvision 60 ft., acid, cold, and electricity resistance 10; damage reduction 5/+1; SR 10; AL CG; SV Fort +6, Ref +7, Will +2; Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

**Skills:** Balance +7, Hide +4, Jump +5, Listen +5, Move Silently +11, Spot +5.

## APL 6 (EL 6)

**Celestial Dire Lion:** CR 6; Large magical beast; HD 8D8+24; hp 60; Init +2 (Dex); Spd 40 ft.; AC 15 (touch 11, flat-footed 13); Atks +12 melee (1d6+7, 2 claws) and +7 melee (1d8+3, bite); SA Pounce, improved grab, rake 1d6+3, smite evil; SQ Darkvision 60 ft., acid, cold, and electricity resistance 15; damage reduction 5/+2; SR 16; AL CG; SV Fort +9, Ref +8, Will +7; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

**Skills:** Hide +5, Jump +10, Listen +4, Move Silently +9, Spot +4.

## APL 8 (EL 8)

**Celestial Dire Lion, advanced:** CR 8; Large magical beast; HD 12D8+36; hp 92; Init +3 (Dex); Spd 40 ft.; AC 16 (touch 12, flat-footed 13); Atks +16 melee (1d6+7, 2 claws) and +11 melee (1d8+3, bite); SA Pounce, improved grab, rake 1d6+3, smite evil; SQ Darkvision 60 ft., acid, cold, and electricity resistance 20; damage reduction 10/+3; SR 24; AL CG; SV Fort +11, Ref +10, Will +9; Str 25, Dex 16, Con 17, Int 2, Wis 12, Cha 10.

Skills: Hide +9, Jump +14, Listen +8, Move Silently +13, Spot +8.

## APL 4 (EL 7)

**Montague Rostflayer:** Male human Wiz7; CR 7; Medium-size humanoid; HD 7D4+7; hp 29; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +3 melee (1d4/19-20, dagger); SA Spells; AL NE; SV Fort +3, Ref +4; Will +6; Str 10, Dex 14, Con 12, Int 17, Wis 12, Cha 11.

Skills and Feats: Bluff +5, Concentration +13, Knowledge (arcane) +13, Knowledge (the planes) +13, Scry +13, Spellcraft +13; Improved Initiative, Silent Spell, Skill Focus (Concentration), Spell Focus (Evocation), Silent Spell.

Spells Prepared (4/5/4/3/1; base DC = 13 + spell level): 0 – daze, detect magic, mage hand, ray of frost; 1<sup>st</sup> – color spray, ~~mage armor~~, magic missile, ~~silent image~~, sleep; 2<sup>nd</sup> – flaming sphere, ~~invisibility~~, Melf's acid arrow, silent reduce; 3<sup>rd</sup> – dispel magic, ~~fly~~, lightning bolt; 4<sup>th</sup> – ice storm.

Possessions: 4 pearls (100 gp each), dagger

**Isis:** raven familiar; Tiny magical beast; HD 7D8; hp 14; Init +2 (Dex); Spd 10 ft., Fly 40 ft. (average); AC 18 (touch 14; flat-footed 16); Atks +5 melee (1d2-5, claws); Face/Reach 2 1/2 ft. by 2 1/2 ft./ 0 ft.; SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type; AL NE; SV Fort +2, Ref +4, Will +7.

Str 1, Dex 15, Con 10, Int 9, Wis 14, Cha 6.

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

## APL 6 (EL 9)

**Montague Rostflayer:** Male human Wiz9; CR 9; Medium-size humanoid; HD 9D4+9; hp 37; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +4 melee (1d4/19-20, dagger); SA Spells; AL NE; SV Fort +4, Ref +5; Will +7; Str 10, Dex 14, Con 12, Int 18, Wis 12, Cha 11.

Skills and Feats: Bluff +6, Concentration +15, Knowledge (arcane) +16, Knowledge (the planes) +14, Knowledge (religion) +10, Scry +14, Spellcraft +16; Combat Casting, Improved Initiative, Silent Spell, Skill Focus (Concentration), Spell Focus (Evocation), Silent Spell.

Spells Prepared (4/5/5/4/3/1; base DC = 14 + spell level): 0 – daze, detect magic, mage hand, ray of frost; 1<sup>st</sup> – color spray, ~~mage armor~~, magic missile (2), ~~silent image~~; 2<sup>nd</sup> – flaming sphere, ~~invisibility~~, Melf's acid arrow, silent reduce, web; 3<sup>rd</sup> – dispel magic, ~~fly~~, haste, lightning bolt; 4<sup>th</sup> – Evard's black tentacles, ice storm, silent fireball; 5<sup>th</sup> – summon monster V (fiendish dire boar).

Possessions: 4 pearls (100 gp each), dagger

**Isis:** raven familiar; Tiny magical beast; HD 9D8; hp 18; Init +2 (Dex); Spd 10 ft., Fly 40 ft. (average); AC 19 (touch 14; flat-footed 17); Atks +6 melee (1d2-5, claws); Face/Reach 2 1/2 ft. by 2 1/2 ft./ 0 ft.; SQ Alertness, improved evasion, share spells, empathic link, touch,

speak with master, speak with animals of its type; AL NE; SV Fort +3, Ref +5, Will +8.

Str 1, Dex 15, Con 10, Int 10, Wis 14, Cha 6.

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

## APL 8 (EL 11)

**Montague Rostflayer:** Male human Wiz11; CR 11; Medium-size humanoid; HD 11D4+11; hp 45; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +5 melee (1d4/19-20, dagger); SA Spells; AL NE; SV Fort +6, Ref +5; Will +8; Str 10, Dex 14, Con 12, Int 18, Wis 12, Cha 11.

Skills and Feats: Bluff +7, Concentration +17, Knowledge (arcane) +18, Knowledge (the planes) +16, Knowledge (religion) +12, Scry +16, Spellcraft +18; Combat Casting, Great Fortitude, Improved Initiative, Silent Spell, Skill Focus (Concentration), Spell Focus (Evocation), Silent Spell.

Spells Prepared (4/5/5/5/4/2/1; base DC = 14 + spell level): 0 – daze, detect magic, mage hand, ray of frost; 1<sup>st</sup> – color spray, ~~mage armor~~, magic missile (2), ~~silent image~~; 2<sup>nd</sup> – flaming sphere, ~~invisibility~~, Melf's acid arrow, silent reduce, web; 3<sup>rd</sup> – dispel magic, fireball, ~~fly~~, haste, lightning bolt; 4<sup>th</sup> – Evard's black tentacles, ice storm, minor globe of invulnerability, silent fireball; 5<sup>th</sup> – cone of cold, summon monster V (fiendish dire boar); 6<sup>th</sup> – summon monster VI (barbazu).

Possessions: 4 pearls (100 gp each), dagger

**Isis:** raven familiar; Tiny magical beast; HD 11D8; hp 22; Init +2 (Dex); Spd 10 ft., Fly 40 ft. (average); AC 20 (touch 14; flat-footed 18); Atks +7 melee (1d2-5, claws); Face/Reach 2 1/2 ft. by 2 1/2 ft./ 0 ft.; SQ Alertness, improved evasion, share spells, empathic link, touch, speak with master, speak with animals of its type, SR 16; AL NE; SV Fort +4, Ref +6, Will +9.

Str 1, Dex 15, Con 10, Int 11, Wis 14, Cha 6.

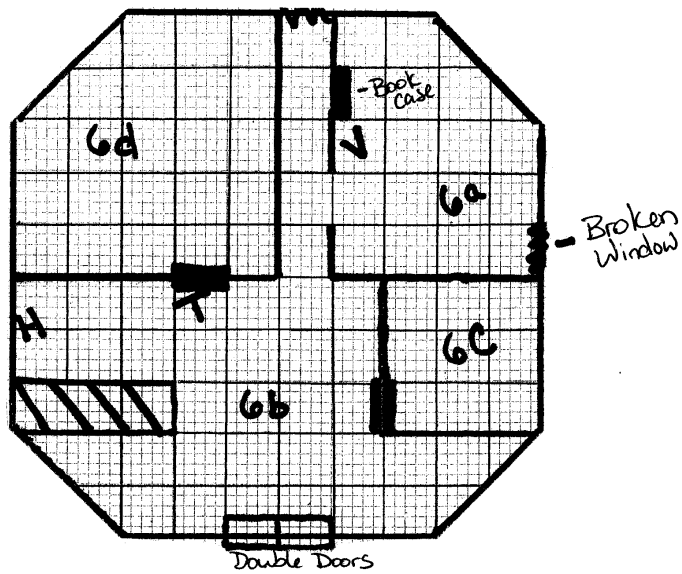
Skills and Feats: Listen +6, Spot +6; Weapon Finesse (claws).

## APPENDIX II: NEW MAGIC ITEMS

**Boots of Grounding:** The wearer of these boots is magically protected from some electrical damage. Every round the magic of these boots absorbs the first 5 points of electrical damage done to the wearer in the same way that an *endure elements* (electricity) spell does. Also, in a similar fashion to the *endure elements* spell, these boots absorb damage from electrical attacks but do not protect the wearer from any secondary effect done by the source of such damage. The magic of these boots also overlaps (and do not stack with) *resist elements* and *protection from elements* spells or similar effects, in the same way that *endure elements* does.

Caster level: 3<sup>rd</sup>; Prerequisites: Craft Wondrous Items, *endure elements* (electricity); Market Price: 3,000 gp; Weight 1 lb.

# 1st Level



## Key

m - window

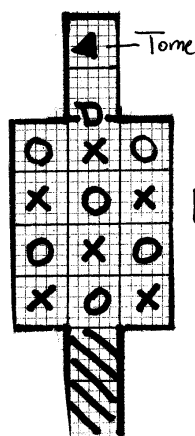
T - Trap

/// - Stairs

D - Door

H - Halberds

V - Vault



## Underground Vault

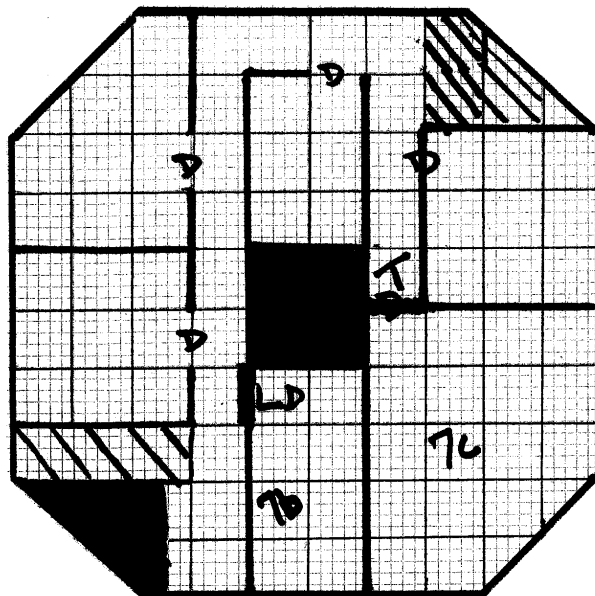
X - pit trap

O - Face of Rao

/// - Stairs

D - Door with Trap

## 2<sup>nd</sup> Floor

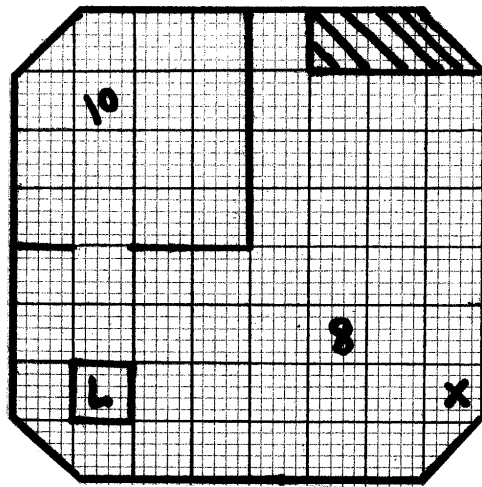


D- Door

LD - Locked Door

T- Trap

3<sup>rd</sup> Floor



L- Lion head Trap (Encounter 9)

X- Zangranesh's body

/// - Stairs

## PLAYER HANDOUT 1

From Journal found in Encounter 6c.

### Journal Entry 21:

Something dreadful has happened, today while I was testing the limits of my invisibility spell, I came upon Montague and Zangranesh exchanging hushed words. I listened in horror as they plotted their betrayal of Advias. I immediately went to my old teacher but alas he was wrapped in study. He said he did not have time for my words and that I should come back to him on the morrow and explain to him my suspicions.

Poor fool by tomorrow it may be too late. Even now the witching hour is upon me and sleep beckons. I pray in the name of the great Mediator that we will act in time to save SpellForge.

## DM HANDOUT: CRITICAL EVENT SUMMARY

This form needs to be filled out at every table run at the convention OrbCon 2002 and turned in to the convention coordinator in order for the results of the table's actions to count in the development of the campaign. Failure on the part of the convention coordinator to pass these forms on to the Triad will prevent OrbCon from holding premiere events in the future.

- 1) Is the tower, Spellforge, still standing?
- 2) Has the undead spirit of Zangranesh been put to rest?
- 3) Is Montague alive or dead?
- 4) Who has the tomes at the end of the event?

Did anything special happen that you feel the Triad needs to know?

## 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*; 1<sup>st</sup>—*mage armor, sleep*.

*Spellbook:* 0—all of them; 1<sup>st</sup>—*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*; 1<sup>st</sup>—*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.