

VEL3-07

Pixie in a Bottle

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

by Michael White

Triad Edit: Tim Sech and Jeff Richards

Circle Edit: David Christ

The curator of the museum of Mitrik is looking for some adventurers to do some field research into the origins of a mysterious object that was found in his basement. Special Note: When arranging groups for this event please make an effort to only have one person with the sprite in a bottle (Listed on the cert as Curse of the Decrepit One) from the adventure Vel2-o8 What's Behind this Crate.

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

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

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

Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Reporting

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

Living Greyhawk

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

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

Living Greyhawk Levels of Play

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

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

- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six PCs, add one to that average.

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

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

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

Time Units and Upkeep

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

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

Adventure Background

A year ago some strange goings on happened in the museum of history in Mitrik. A group of adventurers were visiting the museum and were asked to try to find out what happened to some of the museum employee's that had gone down into the storage area in the museum basement but had not returned.

When the adventurers descended into the basement they found some of what might be expected. Crates and boxes formed a disorganized maze throughout the rather large storage area. Old exhibits and long forgotten artifacts stacked all over. They also found devils conjured from another plane of existence, an indestructible cylinder containing a fiery spirit, and a hideously evil mummy.

Why had the mummy chosen this time to animate and wreak havoc? What force summoned the fiends from the lower planes to kill the museum employee's? Who was the mysterious ogre-like being with ebony skin that told them that the forces of evil would seek to lay claim to the poor creature trapped in the cylinder? Many more questions than answers were found in that basement.

To that end the museum curator Sheen Kriha has been trying to unravel this mystery by searching through the archives of the museum. A hopeless mess to be sure as the prior curator was hopelessly disorganized. It has taken him a year to glean some clues as to what was happening in the basement and to find out the origin of the sprite in the cylinder. Now that he has found what he has been looking for he has summoned the brave adventurers that uncovered the strange things in the basement and asks them to continue the search. Especially now that there is need to go beyond the dusty records and seek out the members of the expedition that

found the artifact and hopefully find out how to free whatever spirit is trapped within and unravel the rest of the mystery.

Adventure Summary

Introduction:

The players are drawn into the adventure through one of several adventure hooks. This is greatly dependent on the home region and Veluna Meta-organizations that the player belongs to. The players also get a chance to meet each other before starting on the adventure proper.

Encounter One: The Museum

The players, through one of the adventure hooks in the introduction, meet the dwarf Sheen Kriha curator of the museum of Mitrik. He has been researching the history of a strange object discovered in the basement of the museum by a group of adventurers. He has found out information that he wants to have investigated and asks that the characters help him. He sends the players to meet with Cyrian who might be able to tell them more about the strange device.

Encounter Two: The Research

Doing your homework is always a good idea. If the players want to use spells, skills, or meta-organization contacts to find out more information before paying a visit to Cyrian then use this encounter to resolve these actions.

Encounter Three: Home Sweet Home

Cyrian relates the tale of the expedition that recovered the device from some ancient ruins. When he shows them another item that was also retrieved, the two items merge. Soon after this the players and Cyrian are attacked in his house.

Encounter Four: The Village of Swan Hill

Assuming he survives, Cyrian leads the party to the village of Swan Hill where they can cross the Fals River. Here they can find out that tragedy has recently struck the town. Could this be related to their mission?

Encounter Five: Family Reunion

While in Swan Hill the characters witness the reunion of Cyrian and long lost sister Sereena. She is well aware of the approach of her brother and wishes to speak with him and his companions.

Encounter Six: On the Road Again

While traveling through the mountains the players are attacked. The situation looks bleak until help arrives

from a strange location. A powerful wizard who aids the party possesses whoever carries the pixie in a bottle.

Encounter Seven: Dungeon of Lost Souls

The players arrive at the ancient ruins long buried by the effects of time and weather. Exploring the ruins the characters again meet Cyrian's sister. At first she seeks to have the pixie in the bottle placed on a rune engraved pedestal by using guile and deceit. If need be however she will reveal her true nature and will attempt to take the item by force and place it there herself.

Conclusion:

Whatever the outcome of Encounter Six, the party is faced with a magical portal that they cannot activate. Returning to Mitrik is the only option.

Appendices:

Each of the major NPC's in the adventure has a detailed background located in the back of the adventure. There are also numerous handouts and other game mechanic details located there. Be sure to read through these pages before running the adventure.

VELUNA NOTE TO DMs: Any PC or NPC that attempts a Divination or Scry in this Veluna Regional Adventure story will find it very difficult, basically almost impossible to discern what comes through. All divinations that the NPCs said they have cast in this adventure were either cast months ago or the NPC is making up what they believe they saw. Everyone who attempts this will only 'see' about the size of a baseball. They feel heavy pressure come down upon them and in some cases if the person does not stop they will pass out. It is unknown why this is the case and no clergy will speak of it to the PCs.

Introduction

The Players meet at the museum of Mitrik. Each of them may have a different reason for traveling there. Use one of the following adventure hooks for each of the players in the party. It's possible that the players might use the same adventure hook, such as if the characters belong to the same meta-organization or the players are already been adventuring companions.

Hook 1:

This hook is used if one or more of the characters possess the pixie in a bottle (Curse of the Decrepit One) from the adventure **Vel2-08 What's Behind this Crate**. In the event that more than one character has the item then

politely ask the players to decide among them who 'really' has the item. If the players can't come to an agreement then the items will have naturally gravitated to the kind hearted of the two characters as best you can determine. Players of Good or Lawful alignments should be chosen over someone of Neutral or Chaotic alignments. If both Players have the same alignment and/or both of the characters are both Lawful and Good then choose whichever Players has the weakest Will save. Worse comes to worse have the players roll dice or flip a coin. Have the player of the character that doesn't 'really' have the item pull out the adventure record from **Vel2-o8 What's Behind this Crate** and cross off the curse and note on the log that it was removed due to plot conflict in this adventure.

Once it is decided who has the item then that person receives a vision/dream. This dream is detailed in Player's Handout One.

The morning after the dream the character is visited by one of the Knight's of Salvation. If one or more of the other Players are Knights of Salvation then they are the Knight that is sent. If this is the case then let the PC who is a Knight see all this information so that he may relay onto the other PC. Allow them to roleplay.

If none of the PCs are a member of this meta-organization then they meet Sir Brinan Silvercrown who requests that the character meet with Sheen Kriha at the Museum of Mitrik at 9 bells today. Brinan can relate the following information:

- Sheen has found out more information about the item that the players owns. Brinan does not know any specifics.
- It is likely that other people have been contacted in relation to this investigation. There is a high likelihood that others will be attending this meeting.
- The Knights have been keeping tabs on (*PC who has Pixie in a bottle*) and knew that they possessed the item through various mundane and magical means.
- The Knight also tells them that they do not have much time now that it appears the wasting disease has stricken many priests and even a few Knights and Paladins of Rao. It appears to be getting worse. In other words he cannot dally with the PCs for long because he must go back to keeping watch over Bishop Rinken.

- No reward is offered but if the players refuse to attend the meeting then the Knights of Salvation are authorized to confiscate the item if needed.

Hook 2:

In the event that hook 1 is not used for any of the other Players at the table (In other words if none of them have the Curse of the Decrepit One from **Vel2-o8 What's Behind this Crate**). Then the Knights of Salvation are assumed to possess the item. They have kept it in a secure location up until now and will send a Knight with the item to the meeting at 9 bells at the Museum of Mitrik.

If any of the characters are members of the Knights of Salvation then take them aside to run a meeting with Brinan Silvercrown. Brinan awakes them early in the morning. Brinan either gives the character in question the item or requests that they visit the person who currently possesses the item. In addition to the information detailed in Hook 1 Brinan knows the following additional information:

- The church has been unable to divine any information regarding the item. The lack of knowledge has caused some consternation among the clergy. (*This is because of various other entities blocking them but of course Sheen does not know this.*)
- If the person possessing the item refuses to attend the meeting then the Knights are authorized to use force if needed to take the item from whoever possesses it.
- The character is ordered to do whatever is needed to pursue whatever leads Sheen has discovered and find out as much information as possible about the item.
- The Knight's records show that 10 years ago one of their order was a member of the expedition that originally discovered the item. The Knight's name was Sereena Vantuk.
- Lady Sereena was lost and presumed to have died during the course of the expedition.
- Recent attempts to divine information about Sereena have revealed that she is not dead. Unfortunately that is all that could be discovered.
- Any more information that can be found about the fate of Sereena is of great interest to the knighthood.

Hook 3:

In the event that none of the characters are members of the Knights of Salvation or possesses the item then use this hook to make sure one of the characters at the table is given the item. In this case Brinan Silvercrown has been given the item and has been ordered to find someone to work with Sheen Kriha to find out more about the item. Use Hook 1 as a guide to determine which character in the party should best have the item. The item should be given to any Velunan character before anyone who is not from this region as long as the Velunan character is either Lawful or Good in alignment. If any of the characters has any sort of influence with any Veluna organization you can use this as a determining factor as well. Use your best judgment to determine who would be a best fit for the item. If none of the characters seems really fit to have the item then Brinan simply requests that they meet with Sheen Kriha at 9 bells this morning. Brinan then meets with Sheen before this time and finds out about Cyrian. She then travels to meet with Cyrian and gives him the item. The events of Encounter Three still take place, as Cyrian does not bring out both items until the characters are there. Brinan tells Cyrian that some adventurers are coming to meet with him. This should be a last ditch solution only and should really only be used if all of the characters are from out of region and are to shady/untrustworthy to be given the item.

Note: At this point someone in the party or Cyrian has the item. Use one of the following hooks for each of the rest of the characters to get them to meet at the museum at 9 in the morning. If for any reason the characters ignore their hook then the adventure is over for them.

Hook 4:

If the character is a member of the any Veluna meta-organization then they are approached by one of their superior's. Sheen has contacted their organization and he has requested that they send someone to assist in his investigation. Each of the different organizations has an interest in finding out something more about the item.

Hook 5:

If the character has Veluna as their home region then Brinan Silvercrown pays them a visit and requests that they attend a meeting with Sheen Kriha and assist him with his investigation. If the characters request payment then she is willing to offer the character 100 Crooks (gold) in payment for services rendered. Requesting payment disqualifies the character from receiving the influence at the end of the adventure. Obviously those

that agree to help for the good of Veluna will receive the influence.

Hook 6:

If the characters are from out of region and do not in some way qualify for one of the previous hooks then they meet with a young boy named Younder. It is possible that they have met with Younder previously in the adventure **Vel2-o8 What's Behind this Crate**. If that is the case then Younder remembers them from the previous adventure though he does not remember their names. Younder is currently traveling with his aunt Brinan. When the characters encounter Younder he is sitting outside of a house doing something, anything to keep himself occupied. Feel free to come up with anything you can think of that a very bored young boy could be doing while his aunt is talking with someone inside. The house in question can belong to one of the following people:

- The home of the character used in Hook 1 in the event that no player character knights of salvation are at the table.
- The home of player character Knight of Salvation from Hook 2.
- The home of the PC from Hook 3 if any.
- If Brinan visits none of the other characters then he is outside the home of one of the other Knights of Salvation.

Younder, being the excitable young boy that he is, has overheard his aunt talking. It seems that she is looking for rock-em sock-em adventure types to help with an adventure of some sort. Seeing someone that is foreign to the lands of Veluna who obviously has the look of an adventurer, Younder has taken it onto himself to 'help' his aunt. To this end he will excitedly take up conversation with this complete stranger (the PC). He tells the character the story of how his aunt took him to the Museum last year. He will go into great detail about the big skeletons, scary monsters, and great treasures that are on display there. He will finally get around to asking the character if they are an adventurer and will quiz them on what great and powerful monsters they have slain, treasures they have 'acquired', and good deeds they have done. If he is satisfied that they are in fact a genuine adventurer then he will rush into the house to get his aunt. From there you may have to play it by ear but you can use parts of Hooks 1, 2, or 5 (including payment if requested) to get the character to meet in front of the museum at the allotted time.

Everyone's hooked!

Whatever hook is used the characters all arrive in front of the Museum of Mitrik at 9 in the morning. If the characters don't already know each other then this is the time for character introductions. Once everyone is familiar with each other then have Sheen Kriha emerge from the museum in Encounter One: The Museum. If the characters seem reluctant to band together then feel free to use Sheen to encourage the characters to get to know one another.

Encounter One: The Museum

Arriving at the museum you see an imposing structure. Massive fluted stone pillars support the entire front part of the roof of the building. There is writing on the base of the pillars and the façade is also carved with intricate runes.

At this early hour the Museum is not yet open. However the door to the Museum opens and through the door walks an elderly dwarf. His white beard is braided in an intricately pattern and his hair is neatly brushed. Seeing your group standing out front he approaches. "Greetings this fine morning. You must be the people that the Knights have sent to help me."

Sheen waits for a response from the characters. He will introduce himself and once he has confirmed that they have been sent by the Knights then read the following:

"Very good! Yes very good indeed. I don't doubt you will do a splendid job assisting me. Please follow me." With that Sheen leads you back up the steps and through the front doors of the Museum. Once everyone is inside he locks the doors behind him.

The floor of the entrance hall is fashioned of highly polished black and white marble. Ahead and to either side from the door you entered there are three sets of double doors leading deeper into the Museum, however these doors are all closed. In the left hand corner of the hall is a set of stairs leading down. To the right is another set of stairs leading up, both sets of stairs crafted of the same polished marble as the floor. You can see from here that the stairs on the right are carpeted in the center and a silver chain hangs across the bottom of the stairs with a sign hanging from it. In common it reads – No Admittance.

With the doors secured, Sheen leads you across the hall to the stairs leading up. Removing the chain he motions for you to walk up the stairs. Securing the

chain behind him once again he leads you up the stairs and down a hallway to a door on which is a bronze plaque that reads – Curator. Opening this door he gestures for you to enter. In the room are 6 seats situated on the other side of a desk. Motioning to you to be seated he moves around behind the desk and takes his seat.

At this point Sheen will explain what he wants of the characters and what he knows. If PCs ask him any questions while he leads them upstairs then he will just tell them to wait until they get into his office. He will provide the characters with the following information:

- He has been doing research into the curious item found last year in the basement of the museum.
- Due to the fact that the prior curator was terribly unorganized it took him some time to find out anything.
- He knows that someone named Cyrian Vantuk was a member of the expedition that found the item.
- Cyrian Vantuk retired shortly after the expedition in question.
- He can give directions to Cyrian Vantuk's house. He is not sure that the information is up to date but it is all he has.
- Sheen would like the characters to find Cyrian and try to find out anything he might know about the item.
- Unfortunately that is all he could find out through his all of his searching. It's entirely possible that other records/details of the expedition have been lost/destroyed.
- There is no urgency to go visit Cyrian and the characters should feel free to try to find out more information through any resources they might have.
- Any inquires as to payment or the like he directs the characters to speak with the Knights of Salvation.

More information about Sheen's history can be found in the NPC background section in Appendix Three. It is suggested that you also review that information as well but the above bullet points summarizes the relevant information that the characters need that he has. Once the characters are ready to go Sheen escorts them back out and wish's them safe travels. Use Encounter Two to resolve any attempts to gather further information, if the

characters choose to go directly to see Cyrian then go to Encounter Three: Home Sweet Home.

Encounter Two: Research

This encounter should be used to resolve any attempts by the Players to find out more information using various mundane or magical means. If not specifically listed then the attempt fails to find out any information. Remember that any divination or scry attempts are very cloudy and hardly tell the PCs anything. The characters can gather the information via the libraries of the various organizations or via speaking with members of the organization. Some of the organizations have already researched the topics covered.

If the PCs do not have access to these organizations they can attempt to go inside and set up an appointment for a fee of 500 Crooks. This is a donation for the research and such that they are looking for. However due to the nature of the research they can only visit one organization a day.

Meta-Organizations:

College of the Arcane-

- The pixie in the bottle appears to be only lightly enchanted with Conjuration and Illusion magic. However more powerful forms of divinations have failed to return any results, which is somewhat suspicious.
- The object is likely very old. Based on the research in the great library it is possible that it was created using Ur-Flan Magic.
- Part of the object appears to be missing. Most of these types of objects tend to be worn around the neck as an ornament or the like.

College of the Divine-

- Various divination spells will reveal little to no information about the Pixie in the Bottle itself. The only thing that can be learned by these magic's is that it is more than what it seems. Be sure to tell the PCs that the attempt was very dark and cloudy and almost seemed to be choking them when they tried. The same can be said if any NPC cleric cast it on the item.
- Looking into records about church activities will reveal that the Church of Rao has in the past financed and supported the recovery of ancient lore.

- No specific religious significance can be found recorded as far as the pixie in the bottle is concerned. It does not appear to be connected with the rites or rituals of any known form of worship.

Church of Rao-

- Any information able to be found out in the College of the Divine above can also be found out directly from the Church of Rao.
- Sereena Vantuk was a Paladin of Rao and a Knight of Salvation. She was last heard from several years ago before taking part in an expedition partly funded by the church. She never returned from the expedition and is recorded in the records as lost/dead. Divinations done at the time revealed that she was dead and her body unrecoverable.
- The church has some additional records from the expedition. They reveal that as payment for services rendered Cyrian Vantuk was allowed to retain an object from the expedition. The object was a necklace crafted from multiple precious metals with an ornamental piece hanging from the front.

Knights of Salvation-

- Sereena Vantuk a Knight of Salvation took part in the expedition that recovered the pixie in the bottle. The expedition was lead by her brother, Cyrian Vantuk.
- Sereena did have a somewhat unruly childhood and did have some minor criminal conviction's prior to becoming a knight. However her valor on the field and her piety was proven beyond doubt several times.
- If none of the characters at the table has the pixie in the bottle then the Knights have it and may have already given the object to one of the characters or Cyrian Vantuk. The Knights in this case did allow the Colleges of Arcane and Divine to inspect the object and they will suggest that more information could be found from those organizations.

Any Other-

- Most other Meta Organizations do not have any records related to the adventure. Though some of them will reveal that an expedition took place they do not have any specific information.

Magic:

No information whatsoever can be found out using magic about the Pixie in the Bottle. Treat it as an artifact in regards to any sort of divination or other magic power.

The only exception to this is a *disjunction* spell. If some how a character tries to cast such magic on the pixie in the bottle then the adventure ends and the character casting the spell is considered 'lost' until they contact the Veluna Triad.

- *Scry*- Any attempt to Scry on Sereena Vantuk fails utterly. Those making the attempt would understand that she is protected by powerful magic such as *Mindblank*, she has been destroyed/killed, or her current location is warded in some way. Also darkness clouds the mind of those who do Scry and makes it very difficult for the PC to see anything.
- *Commune*-Careful wording of the spell can find out information about Sereena as follows: 1) She is alive. 2) She is not currently located in the ruins where the pixie in the bottle was found. 3) She no longer worships Rao (with a dark laughter). 4) She survived the fall into pit. No additional information can be found. Any questions asked about her other than this will result in the response of unknown. The whole time during this spell tell the PC that their shoulders seem to be getting heavier and heavier and if they do not quit after 2 rounds they take 1D6 subdual damage per round until they stop or pass out.
- *Contact other plane*-This spell can find out the same information as the commune spell though the questions do not have to be coached in a yes/no manner and therefore they can find out the answers above basically as written.
- Any spells cast to find out any information about the Pixie in the Bottle fail. Any spells cast to find out information about the source of the magical aura across the Fals River give the response found under the College of the Divine entry above.

Skills/Class Abilities:

- Gather Information and various knowledge skills can gather some of the same information above. The DC for any specific information should be set to [15+APL]. No rolls are required if the character in question is a member of the organization in question of course.

- Bardic Lore can reveal the same information as well but the DC is only [10+APL].

Encounter Three: Home Sweet Home

At some point the characters will want to go to visit Cyrian Vantuk. Cyrian currently lives in a small home in the forested foothills of the Lorridges to the south of Mitrik. Travel to Cyrian's small house will take most of a day. No matter what time the characters leave they finally arrive/find the house near dusk. During this encounter a group of thieves will attack the house trying to steal the pixie in the bottle and if possible slay those within. They strike just after the chain that Cyrian possesses fuses with the cylinder containing the pixie. Read the following to describe the arrival of the PCs at this house:

It has been a long day searching through the forested edges of the Lorridges looking for the home of Cyrian Vantuk when you finally spy your destination. The directions you received told you about where the home was located but you are on the edges of the wilderness such as they are and no road leads to the home, only a small foot path.

Ahead of you the footpath you have been following opens into a large clearing in the woods. The forest around you is slowly descending into deep shadows as the sun starts its final slide beneath the horizon.

Your approach has apparently not gone unnoticed for as you approach the door opens and, a man steps out to greet you holding a loaded crossbow in his hands. He speaks in a rough voice, "What do you want!"

- The man is of course Cyrian Vantuk. He only wants to be left alone to live out his days here in the woods. The characters are going to need to approach him diplomatically in order to get him to open up. He has been living with the guilt of the death of his sister for many years. The characters need a Diplomacy check [DC 25] (currently unfriendly need to change to friendly) with the following possible modifiers:
- If the characters first mention anything about the expedition that claimed his sister then they suffer a -2 to the check.
- If they tell him that his sister is not dead (found out through divinations or the like) then add +10 to the roll.

- If the player role-plays the encounter well and speaks kindly then add a +2 circumstance bonus to the roll.
- If the player is rude and role-plays the encounter poorly. Threatens him or allows others in his party to threaten him then give a -2 penalty to the roll.
- If the character is a Knight of any organization and displays it prominently or if a PC is a cleric of Rao then they gain a +3 circumstance bonus to the roll.

If all of the characters fail then he asks them in no uncertain terms to leave him alone and goes inside and locks the door. In this case the fight occurs as the characters are leaving the area. At least one rogue will attack Cyrian while the rest of the villains attack the party. Cyrian should be able to hold his own against the rogue and assuming the characters aid him he will agree to speak with them.

Once the characters manage to either aid him in his fight or talk him into speaking with them he lets them into his house. Once the characters settle into the house he will ask what they want. It's fairly certain that the characters will ask him to tell his story about what happened. He will relate the tale of what happened when he found the pixie in the bottle. Use the star bullets to freely go over the major points of the adventure. Feel free to add some details as needed. He will hit on all of the bulleted points but they do not need to be in any certain order and if the characters ask questions during his tale he can skip ahead or move to a different bullet as needed. The other bullet points can be used after the fight or before he is questioned about the origins of the pixie in the bottle.

- He was once part of a group of adventurers called The Retrievers, named such due to the fact they specialized in retrieving items of art, lore, and the like for the Great Library of Mitrik.
- They had 4 members of their group. His sister Sereena Paladin of Rao, the ranger Dunthark, a wizard named Flinfor.
- Then Sereena fell victim to a pit trap that was very well concealed and only activated when someone went back over it again. She fell more than 200 feet.
- The party was unable to rescue Sereena due to the fact that they were attacked after Sereena fell by many incorporeal undead. During the fight the rest of the party was slain.
- The undead seemed to attack the other members of the party more than Cyrian. He's not sure why.

- Cyrian managed to escape but was sorely wounded. He reported to the College and used the pixie in the bottle as payment to receive healing, as he was severely drained of life energy after the encounter.

At some point during his story Cyrian will bring out a Mithril chain that he begins to tell the characters that he found with the pixie in the bottle. However as soon as he brings out the chain something happens. The pixie in the bottle flies from wherever it is being carried. It hovers in the air radiating light equal to a torch as the Mithril chain likewise flies from the hands of Cyrian to attach itself to the top of the cylinder that holds the pixie in the bottle. After attaching itself the chain and cylinder hang suspended in mid air before slowly floating to the ground.

At this point chaos breaks loose. The door to the house is knocked open as a warrior breaks down the door. You can give the characters a Listen Check [DC 25] (modified for being distracted by the events occurring in the house and distance at the start of the encounter) to hear the approach of the attackers. You can give anyone who is outside on guard a Spot check [DC 20] to detect the presence of an invisible foe. Please refer to **DM Map 1** for the initial locations of the attackers.

Creatures:

APL 6 (EL 8)

☛ **Gore Lightflood:** Male Human Ftr3; hp 29; see Appendix One.

☛ **Valar:** Male Human Clr5; hp 41; see Appendix One.

☛ **Venril:** Male human Rog4; hp 24; see Appendix One.

APL 8 (EL 10)

v**Gore Lightflood:** Male Human Ftr4/Bbn1; hp 50; see Appendix One.

☛ **Valar:** Male Human Clr7; hp 54; see Appendix One.

☛ **Venril:** Male human Rog5/Asn1; hp 36; see Appendix One.

APL 10 (EL 12)

☛ **Gore Lightflood:** Male Human Ftr4/Bbn3; hp 73; see Appendix One.

☛ **Valar:** Male Human Clr9; hp 68; see Appendix One.

☛ **Venril:** Male human Rog5/Asn3; hp 48; see Appendix One.

APL 12 (EL 14)

☛ **Gore Lightflood:** Male Human Ftr4/Bbn5; hp 95; see Appendix One.

☛ **Valar:** Male Human Clr11; hp 83; see Appendix One.

☛ **Venril:** Male human Rog5/Asn5; hp 60; see Appendix One.

Tactics: During the combat the goal of the attackers is not to kill the characters. They are trying to steal the pixie in the bottle and leave. They will fight to cover the retreat of one of their number. If captured the attackers only know that they were paid to attack the occupants of this house and deliver the pixie in the bottle to a location to be set after they acquire the object. They were to be contacted via magical means to find out the location of the delivery/exchange. They were contacted through several middle men and do not know who the original employer is and do not want to know. This is standard operating procedure for them.

NOTE: Each NPC will drink their potions prior to going into battle if at all possible.

Precast Spells: **APL 6:** Valar precast the following spells *Bull's Strength* (+4) on Gore giving him a 22 Str and a +11 to hit doing 2D4+9 dmg. Then *Invisibility* and *Divine Favor* (+1 to atk/dmg). The rogues advance by stealth trying to sneak attack as many times as possible.

APL 8: Valar precast the following spells: *Bull's Strength* (+4) and *Protection from Good* on Gore then Gore rages. Then he casts the following spells upon himself: *Divine Power*, *Divine Favor*, *Magic Weapon* on his mace, *Spell Immunity* (Lightning Bolt) which gives Valar a +15/+10 to hit and doing 1D8+8 dmg. Also cast *Bear's Endurance* (+4) giving him 68 hps. Then cast *Invisibility* on one of the rogues.

APL 10: Valar precast the following spells: *Bull's Strength* (+4) and *Protection from Good* on Gore then Gore rages. Then he casts the following spells upon himself: *Bull's Strength* (+4), *Divine Power*, *Divine Favor*, *Magic Weapon* on his mace, *Spell Immunity* (Lightning Bolt and Flame Strike) which gives Valar a +20/+15 to hit and doing 1D8+11 dmg. Also cast *Bear's Endurance* (+4) giving him 86 hps. Cast *Magic Vestment* on his Armor giving him AC 23. Valar cast *Freedom of Movement* the rogue and *Invisibility* on the rogue. The rogue casts *True Strike* as well.

APL 12: Valar precast the following spells: *Bull's Strength* (+4) and *Protection from Good* on Gore then Gore drinks his *potion of Enlarge Person*, then rages. Then he casts the following spells upon himself: *Death Ward*, *Divine Power*, *Divine Favor*, *Magic Weapon* on his mace, *Spell Immunity* (Lightning Bolt and Flame Strike) which gives Valar a +22/+17 to hit and doing 1D8+11 dmg. Also cast *Bear's Endurance* (+4) giving him 105 hps. Cast *Magic Vestment* on his Armor giving him AC 23. Valar cast *Mislead* on himself and then *Freedom of Movement* the rogue and *Invisibility* on the rogue. The rogue casts *True Strike* as well.

Treasure:

APL 6: L: 286 gp; C: 0 gp; M: 2 *Cloak of Resistance* +1 (83 gp each), *Amulet of Natural Armor* +1 (83 gp)

APL 8: L: 592 gp; C: 0 gp; M: 2 *Cloak of Resistance* +1 (83 gp each), *Amulet of Natural Armor* +1 (83 gp), +1 *medium spiked chain* (194 gp), *Periapt of Wisdom* +2 (333 gp)

APL 10: L: 592 gp; C: 0 gp; M: 4 *Cloak of Resistance* +1 (83 gp each), *Amulet of Natural Armor* +1 (83 gp), *Ring of Protection* +1 (166 gp), +1 *medium spiked chain* (194 gp), *Periapt of Wisdom* +2 (333 gp), 2 *Potions of Barkskin* (+3) (50 gp each)

APL 12: L: 592 gp; C: 0 gp; M: 4 *Cloak of Resistance* +1 (83 gp each), *Amulet of Natural Armor* +1 (83 gp), *Ring of Protection* +1 (166 gp), +1 *medium spiked chain* (194 gp), *Periapt of Wisdom* +2 (333 gp), 2 *Potions of Barkskin* (+3) (50 gp each), 2 *Potions of Haste* (62 gp each), *Potion of Enlarge Person* (20 gp)

Development: After the combat, Cyrian will agree to guide the characters to the location of the ruins where the pixie in the bottle was found. In fact he will insist that he accompany the characters. He has come to the conclusion that returning to the fell ruins is the only way he can come to grips with the loss of his sister. If the characters have been able to divine and alert him to the fact that his sister yet lives he hopes to find out what became of her.

Encounter Four: The Village of Swan Hill

This village is the last comfortable place to rest before crossing the Fals River. The characters can take up lodging for the night and speak with some of the townsfolk. Cyrian let's the characters know that this is where his group setup their base of operations while exploring the ruins which are about a day's travel across the river in the mountains. Read the following to describe what the characters see once they enter the outskirts of town. Give the PCs **Player Handout #2**.

The small village of Swan Hill lies before you surrounded by small-forested hills. Fields of grain border the road you travel with more forest beyond the edge of the fields. The village proper contains only a few buildings and watchtowers flanking the road just before entering town.

The center of town currently contains a mass of people standing around talking to one another. They

keep pointing at a number of bundles that lay on the ground in ordered rows across the village green.

The characters have arrived in time to witness the local priest of Rao try to revive the Knight of Veluna that was recently assigned to this village after returning from Verbobonc. This was a direct result of the country of Veluna pulling back its Knights to combat the threat posed by 'The One'.

Once the characters approach the center of the village the villagers will direct them to the center of the crowd. There they can speak with Vivian Courtright (Half-Elf, Clr5). Vivian is about to cast a *Raise Dead* from a scroll on William Radcliff (Dead, hm Pal6). The PCs arrive just in time to witness her finishing the spell with dramatic results:

Following the directions of the villagers on the outskirts of the crowd you slowly make your way though the throng to the center. Standing next to the body of a knight whose armor has been rent asunder by some massive force is a beautiful woman in clerical vestments with the symbol of a smiling golden face woven into the fabric. She is reading from an open scroll she holds in her hands.

Then, as the last of the mystical words flow from her lips, the woman sprinkles a glittering powder the length of the corpse. With a jerk the corpse convulses and releases a terrifying scream! The echoing scream and gurgling issues forth one-throat sounds like a thousand voices screaming for release. "Help Me! Kill me! Set Me FREE!" The words blur together into a continuous stream of noise too terrifying to imagine as well as a small stream of black gas waver above the Knight then is gone.

As the sound washes over the crowd the people of the village begin to push and shove each other as they begin to add their own screams to the noise. In a matter of moments the crowd is scattered across the village, running in blind panic into the forest surrounding the village.

Have the characters in the party all make Will saves [DC 14+APL]. Failure causes the character in question to flee from the sound for 1d4 minutes. Success still leaves its mark as the character is shaken for 1d4 rounds. Those that are immune are of course completely unaffected (such as paladins).

After everything has settled down a bit read the following to the PCs:

Once you have calmed down enough after witnessing that strange event you could have sworn you heard a

dark echoing laughter emanating from the body of the dead Knight of Veluna.

Vivian is reduced to a crying shaking wreck for at least 1 hour unless the characters can find some way of calming her down and bringing her out of her fit. She just tried to cast the spell *Raise Dead* on her liege lord and husband. The resultant failure and backlash of negative energy have left her mildly insane for a brief period of time. Any of the following can bring her around enough to speak coherently:

- Profession (Herbalist) [DC 18] to brew up some tea to calm her nerves.
- Heal check [DC 15] will let the character know that a cold compress and a quiet place for a few minutes should snap her out of it.
- Intimidate check [DC 19] will cause her to react violently and start shouting things like "He's dead and I can't bring him back!", "Rao has failed to bring him back and it's all my fault!", "You don't understand!" Feel free to make up your own statements as she pours out her emotion in a rage before sputtering to a halt and becoming coherent.

After the characters calm her down, they can question her as to what happened. The characters can also question some of the villagers and they will back-up her statements and have some information of their own to add. The characters can find out the following information:

- Vivian just finished casting a *Raise Dead* from a scroll on William and the result was what the characters saw and heard.
- Heal Check [DC 20] will discern that William died of massive claws ripping his sternum open. A Heal check [DC 25] will reveal that he was impaled after death.
- Knowledge(Religion) check [DC20] will let the character know that the horrible scream was quite unusual and they have no explanation for that result.
- Vivian was ordered to remain in the village yesterday when William, along with his men at arms, used the village barges, from the Swan Lake, to ford the river to investigate the claims of a woman who came into town early yesterday morning.
- Late last night a wall of fire appeared on the other side of the river. The wall of fire served as a light source and grim highlight for the impaled remains of Sir William and his men.

- The woman that wandered into town said moaning corpses chased her across the river.
- None of the villagers remember seeing the women in town last night. The innkeeper however will report that she woke up this morning and came down for breakfast. The villagers and the innkeeper will report that they think that she spent the night recovering from her ordeal.
- One of the older villagers will report that for some reason he thinks that he had seen her before but is not sure where or when.

Vivian will ask the PCs to please carry in her lord to her small home in the village so she can prepare the burial.

Encounter Five: Family Reunion

After learning what they can from Vivian it is likely the characters will want to go speak with this strange woman who recently came into town. Once the characters enter the Inn read the following:

The Flaming Plum Tavern is the only lodging to be found in this small town. Standing 3 stories tall it towers over the largest of the surrounding village houses and has a pair of gold painted lion statues standing guard to either side of the large oak door. Pushing your way inside you find a self appointed dining hall that would not be out of place in the better established venues in Mitrik.

The main room is still quickly filling up as the villagers flock to the first floor tavern. The recent scare has sent most of them here to wash away the memory of the terrible scream.

As you begin to push your way though the edges of the crowd and begin to look around you quickly notice that Cyrian has stopped dead in his tracks. One of the townsfolk is trying to push his way into the room yet Cyrian is ignoring him completely. He is staring intently across the room to a corner table. His face is pale and he begins to shake as he raises his finger to point at the figure seated at the table.

He utters just one word before beginning to push his way across the room in a rush saying one word over and over again. "Sereena."

The characters may want to try to act at this point. The woman seated at the table is indeed Sereena. She is here waiting for Cyrian and his new 'friends' to arrive. She is more than willing to speak with the characters and Cyrian, however at the first sign of trouble she will say,

"We shall meet again" in Infernal. This will activate a contingency she cast from a *ring of spell storing* several days ago. The *contingency* is a *teleport* spell that will take her back to just outside the entrance to the Dungeon of Souls. She may however accept a duel from a paladin or other knightly figure and will only use the contingency if it appears she is going to lose.

She can relate some information and will try to get the characters to turn over the pixie in the bottle to her. Keep in mind her social skills listed in Appendix Three as you role-play this encounter, roll her Bluff each time someone wish's to attempt a Sense Motive, knowing most players that will be every other word that comes out of her mouth. She can relate the following information and will use some of the following 'tactics' to try to convince the characters to turn over the pixie. She will of course radiate evil. No other patrons seem to be paying much attention to her in the bar.

Her Story:

- She will relate how she fell down the pit in the dungeon complex where she lost touch with her brother. She was sorely wounded but not killed by the fall. She was however knocked unconscious by the fall. (True)
- After waking up she tried to use her deity given powers to heal herself but failed. She does not know why she failed. (Partly true, she now knows why she failed to heal herself but did not know at the time).
- After crawling though the lower parts of the ruins she found a large fountain filled with black waters. She was very parched and could not resist drinking from the water. She was very surprised to find out that the waters healed her. (Partly true, she was lead to the fountain by a voice.)
- After drinking her fill and being healed she fought her way though the terrible dungeons beneath the ruins and only recently managed to find her way back to the surface years later. (A Lie).
- During her time in the dungeons she found records of the fact that the Pixie in the Bottle that her brother had found was in fact a powerful magic device. If placed upon a special pedestal will release the powerful pixie trapped within. (Partly true, it will release something that is trapped within.)
- She will try to get the characters and her brother to travel to the dungeon entrance so she can lead them to the pedestal.

Her Brother:

- At first she gives her brother anything but a warm welcome. She will however 'pretend' to warm up to him when he starts to take her side in any disagreement.
- Cyrian still blames himself for what happened to his sister no matter how much the characters managed to get through to him in Encounter Four. He will do anything to make up what happened to his sister.
- During her tale he will show sympathy and will take up her side in any argument. This may cause the characters to become suspicious.
- If they do, have the players roll Sense Motive and let whoever rolls highest know that he seems truly remorseful. Let the player know that he is tearfully glad to see his sister and is doing everything in his power to win her good graces.

But She's EVIL!

- It's very possible that the characters will find out that she is now evil and therefore not a paladin. In this event the encounter can take really two different turns of events. The characters can try to talk with her and find out her real story or they can attack her.
- She tells the PCs and her brother that she is the only one that knows of the dangers down below and that they need her. Also the Knights and Museum would want them to make sure what the Pixie is and find out all they can and she knows the next step in doing that.
- If the characters attack her en masse she just uses her contingency to escape. She is watching for just this event and is ready for it.
- If one or more characters challenge her to a duel of honor or the like then she will accept. If she drops below one-third her hit points and it seems like she has any possibility of falling then she will use her contingency to escape. Use combat statistics found in Appendix Three. If the fight is not to the death and she loses then she will tell the truth (see next section of role-playing notes.)
- However if they are willing to talk with her and demand the truth she will tell them everything she knows. Telling the truth will ultimately bring her closer to redemption. This will take heavy roleplaying. Also have the PCs roll 2 Diplomacy Checks [DC 20] to get her on their side even more. If the characters are kind, respectful, and empathize

with her blight then events in the final encounter will differ. Note this event as it will influence the final encounter and will be noted on the Adventure Record.

The Truth

- After waking up from her fall she could not use her paladin healing powers to cure herself because she was in an area of anti-magic.
- After crawling pitifully around the darkened pit she found no way to escape at first. However a secret door opened and a voice called out to her. Following the voice she was lead past many undead with glowing red eyes to a large pool of pitch-black water adorned with marvelous gems, some of which sparkled with an inner light.
- The voice bade her drink from the pool. When she did she felt the life force sucked from her body as her soul was drawn into one of the gems. The voice that led her to the pool spoke with her over the years that past. It told of ways to escape the gem however she needed to forswear her oaths as a paladin and ask for the aid of a powerful fiend.
- At first she flatly rejected the calls of the voice and tried as she could to escape the endless sea of blackness she found herself floating in. Again and again it became clear that there was no escape.
- The voice continued to speak with her. Over time her will and moral fortitude were slowly eroded until only recently she finally agreed to speak with the fiend. The being was summoned and pulled her from the gem. The fiend was wreathed in flames however strangely enough spoke kind words. It was truly sympathetic to her cause and told her how it was through no fault of her own that she ended up here. In fact it was the fault of her brother and his lack of skill that caused her to fall in the pit.
- The voice continued to speak with her and it and the fiend schooled her in the arts of battle. They trained her to become a Blackguard and charged her with retrieving that which her worthless brother had stolen.

Eventually she will either leave via the *teleport* or agree travel with them the next day. She will lead them along with her brother to the cave entrance that leads to the Dungeon of Lost Souls.

Cyrian will lead the party to the dungeon entrance as he has been there before but not below. If at anytime the party attempts to kill Sereena she will *teleport* to safety

via the ring. If the PCs kill her like in her sleep then she is dead.

Encounter Six: On the Road Again

After crossing the river Cyrian and/or his sister will lead the characters to the entrance of the dungeon of lost souls. However there is a bit of a snag in the plan. Unknown to Sereena **The Voice** has other plans. Whether or not she is with the party read the following text as the characters come within sight of the cave entrance:

For the last few hours you have been following a trail, which is just a little more than a game path as it winds its way through the wilderness. The mountains loom above your heads as you travel among their foothills following the lead of your guide.

Ahead in the distance you can see a large cave opening in the side of a huge hill. Your guide (be it Cyrian or Sereena) says, "There it is that is the entrance we are seeking." No sooner is this said than the hills to either side erupt with motion. Humanoids and giant shapes take up weapons hidden under dirt-covered tarps and move to attack. Before you are able to turn to face your adversaries you spy more of the beasts erupting from the cave further down the path.

At this point roll initiative. There is not really any surprise as it takes an action to stand from their concealment. Also note that in all cases the undead in this encounter are cloaked with a *veil* spell to appear to be living and breathing members of their race. Characters wishing to disbelieve are allowed a Will Save [DC 24] to see though the illusion please only give them this if they ask for it or directly interact with the creatures (casting spells)

Special NOTE: During this encounter the voice from the pixie in the bottle will try to convince the character carrying it to allow it to help them. To this end the encounter is setup in a series of 'waves'. The party will face off versus the first wave only. The voice will be trying to will itself to be used by the PC that holds it the whole time and then will just 'let go' and blast the second wave no matter what. This is to show the power of the pixie in the bottle. It's also possible for a high level party to 'escape' using *teleport* magic to transport themselves to the cave entrance. Keep in mind the limitations of such magic and the fact that they are a touch spell. If they do

manage then continue on to the next encounter. Note to yourself if the character holding the pixie in the bottle trusted the voice enough to allow it to take over in the first wave. This will need to be recorded on the Adventure Record at the end of the adventure. For more information on the Pixie in the Bottle and the powers available to it see Appendix Two. It will use the following spells to great effect in order each round until any remaining undead are destroyed: *Sunburst*, *meteor swarm*, *time stop* (3 rounds casting *acid fog*, *incendiary cloud*, and *gate* (summons solar)). Feel free to let the character possessed select spells within reason but the being suggests these as the most effective in the current situation.

Remember that Cyrian and possibly Sereena are with the party. Give the characters 1 round between waves to heal up. Then roll initiative for the next wave. Pay careful attention to time when playing though this.

Note: Due to the PCs having the aid of the NPCs this encounter is a bit tougher than normal.

Creatures:

APL 6 (EL 8)

☛Troll Skeletons (4): hp 39 each; see *Monster Manual*.
☛Troglydte Zombies (6): hp 29 each; see *Monster Manual*.

APL 8 (EL 10)

☛Ettin Skeletons (4): hp 65 each; see *Monster Manual*.
☛Ogre Zombies (4): hp 55 each; see *Monster Manual*.

APL 10 (EL 12)

☛Cloud Giant Skeletons (2): hp 110 each; see *Monster Manual*.
☛Umbur Hulk Zombies (9): hp 107 each; see *Monster Manual*.

APL 12 (EL 14)

☛Young Adult Red Dragon Skeletons (5): hp 123 each; see *Monster Manual*.
☛Gray Render Zombies (5): hp 133 each; see *Monster Manual*.

These are the creatures that the PCs will see in wave 2. Roll initiative just like normal to make the PCs think they have to fight these creatures but then let the pixie in the bottle take over.

APL 6

☛Ettin Skeletons (4)
☛Ogre Zombies (4)

APL 8

☛ Cloud Giant Skeletons (4)

☛ Umber Hulk Zombies (5)

APL 10

☛ Young Adult Red Dragon Skeletons (5)

☛ Gray Render Zombies (6)

APL 12

☛ Nightwalker (1)

Note: The *Veil* spell causes the Nightwalker to appear as a Titan. It begins combat with *Haste*, *detect magic*, and *See invisibility*, all pre-cast on itself. For this creature assume the Pixie gets past the SR. Also there is no loot in this encounter as the weapons (if any) that are used are ancient and cannot stand the test of time.

Encounter Seven: Dungeon of Lost Souls

Having defeated the forces arrayed against you outside you finally enter the cave. All that you see in the back of the cavern is a hole in the ground leading down.

Cyrian leads you down the tunnel deeper into the mountains. After traveling some 300 feet you come to a large door, which stands open. Cyrian says, "Here is the entrance we found. I disabled the traps on the door and managed to open it."

Passing though the entrance you find yourself looking at a large room filled with rubble. Just ahead of you a large gaping hole encompasses the floor.

The hole in the floor is the location of the pit trap that Sereena fell through. Searching the chamber will reveal nothing. Eventually the characters will want to search the hole in the floor. The pit is smooth all the way to the bottom some 200 feet down. The characters can use ropes to secure a safe climb down or use magical means. If characters failed to bring rope then Cyrian or Sereena (if she is with the party) will provide enough silk rope to reach the bottom. With the aid of the rope the climb check is [DC 5]. Without the aid of a rope the climb check is [DC 25].

The bottom of the rope is the location marked by the exploded skeleton on **DM Map Two**. The large area at the bottom denoted by rubble is under a constant aura of an *Antimagic field* spell. This effect starts 20 feet up the shaft leading down which could cause characters using

magic to fall the final 20 feet taking 2d6 damage as a result. The effect ends once they have passed through the door.

The door from this area is currently closed. Searching the area [DC 20] will find the following treasure:

☛ **Locked Stone Door:** 6 in. thick; hardness 8; hp 60; AC 10; Break DC 25.

Once the characters open the door read the following:

Beyond the door reveals a room some 50 feet deep and 35 feet wide. At the far side of the room you can see two large black marble pillars standing against a blank wall.

Closer to you is a raised dais in the center of which stands a long marble pedestal of some sort. Magical lights glow along the edges of the dais highlighting the pillar in the center.

The marble pillar's on the far side of the room is an inactive portal leading to the next level of the dungeon complex. However the characters currently do not have the key to open the portal nor do any of the NPC's that travel with the party. The portal is the subject of the next adventure in the series and the characters will return here again once they have uncovered the secret of opening the portal.

As listed on the DM Map #3 there are two secret rooms off of this main room containing the pedestal and gate. One contains the devil that was summoned as part of the process of Sereena becoming a blackguard (or starting to become as at lower APL's she is just a fallen paladin.) The other contains Sereena if she was confronted at the village of Swan Hill and the characters did not try to sway her from the path of evil. If she is here she will come out to confront the party after the evil trapped within the pixie in the bottle is freed. If she is instead with the party and the party has made a strong effort to turn her from the way of evil such as showing her that she was led astray and what have you. She will then in turn lead the fight against the devil when it appears and will fight on the side of the characters. However if she simply tricked them then she will also turn against them. This encounter could prove to be even higher if the characters did not discover that she had fallen and did not try to redeem her.

In any case if Sereena is with the party she tries to convince the character that is holding the pixie in the bottle to place it on the pedestal. If she is not with the party either because they managed to kill her by trickery or some other means then the pixie in the bottle will constantly ask that the character holding it place it on the pedestal. It will even go so far as to use some of its spells

to prevent other characters from preventing the holder of the pixie in the bottle from placing the device on the pedestal. Once it is clear that the character is refusing to put the pixie in the bottle on the pedestal or is otherwise prevented from doing so then the devil and Sereena (If she is not with the party) will step out in an attempt to force the issue. In this case the devil in question goes after the holder of the pixie in the bottle and grapples in an attempt to take the item from that player (or disarms if the character is not armed). It then places the pixie in the bottle on the pedestal.

No matter who places the pixie in the bottle on the altar once someone has done so read the following:

There is an audible sigh of relief from the middle of the room as the cylinder containing the small pixie made of flame comes to rest on top of the pedestal. The recently attached chain snaps apart and snakes its way around to four points on the top of the pedestal as it secures the cylinder in the center. Strange arcane lights begin to flash down the securing chains and along runes hidden down four sides of the pedestal and across the floor of the dais to all corners of the platform. The lights that illuminated the pedestal begin to flash and rays of intense energy fly up to strike the cylinder. A cloud of energy forms itself around the cylinder flashing as the rays of light strike it from all sides. The cloud of energy continues to grow until it obscures the entire center of the dais, pedestal and cylinder lost in a cloud of pure light.

Out of the light step two beings, then the lights and magical energy disappear instantly. Strangely enough the two beings appear to be almost identical.

One of the beings wears a robe of pure white fabric with green and brown filigree along the bottom. Images of forest creatures, tree's, the sun and the moon can all be seen along the hem and the ends of the short sleeves that billow out. Every inch of his bronze skin is tattooed with images of the forest, stars, and other images of nature. He seems disoriented and stunned.

The other being is a dark twisted image of the man standing beside him. This man wears a similar robe, but all in black. Images of skulls and fiendish symbols can be seen along the hem and the ends of the short billowing sleeves. The man has a look of hatred in his eyes as he sneers at his lighter twin. With a growl he begins to cast a spell.

If this happens during combat, consider the light twin stunned and the dark twin as aware. As any aware combatant being added to a combat (DMG pg. 24 "Newcomers are Aware"), the dark twin acts before

anybody else in the new round. Assume they don't appear until the top of the round.

If this happens out of combat and the PC's wish to react to the dark twin's spell casting. Have them roll initiative.

However, for story purposes, have the dark twin win the initiative and get his spell off (don't tell the players this, roll a die and give him a sufficiently high init).

Have any PC w/ spellcraft roll a spellcraft check [DC24] to identify the spell being cast as *Timestop*.

As the dark twin completes his spell, things seem to shift suddenly. The dark twin is suddenly standing before the twin pillars at the back of the room, which are now crackling with black energy between them. The bottle on the pedestal is also now open, and the chain is missing. Before anybody can react, the dark twin leaps through the crackling black energy between the pillars and disappears. The black energy immediately disappears with him.

*The light twin seems to melt into a white sparkling mist that is drawn back into the open bottle which then shuts itself with a resounding *click*.*

At this point the characters are free to act.

Once he has stepped through the portal the devil and Sereena, if they have not already done so, come out of their secret doors to confront and try to slay the party. As discussed before if Sereena is with the party and they have managed to try to redeem her then she attacks the devil.

DM NOTE*: REMEMBER TO USE CYRIAN TO HELP THE PCs. If need be allow them to control him. His stats are in Appendix Three. Also even if Cyrian dies they do NOT get any of his equipment. The church will confiscate his remains and return them to his family (and use magic to make sure it happens).

After the dust has cleared read the following:

Unsure of what has just happened you turn to look at Sereena and Cyrian for answers.

"I'm at a lost for words by what just happened. It's as if I just woke up from a bad dream. I'm not quite sure." Sereena trails off as she stares out to the door that is the only thing left in the room.

APL 6 (EL 9)

☠ Bone Devil (Osyluth): hp 95; see *Monster Manual*.

APL 8 (EL 11)

☠ Barbed Devil: hp 126; see *Monster Manual*.

APL 10 (EL 13)

❖ **Ice Devil (Gelugon):** hp 147; *see Appendix One.*

APL 12 (EL 16)

❖ **Horned Devil (Cornugon):** hp 172; *see Monster Manual.*

Treasure:

APL 6: L: (0 gp); C: (0 gp); M: *Lens of Detection* (292 gp), *Cold Iron Longsword* (3 gp)

APL 8: L: (0 gp); C: (0 gp); M: (0 gp).

APL 10: L: (0 gp); C: (0 gp); M: *Amulet of Endurance* +2 (333 gp).

APL 12: L: (0 gp); C: (0 gp); M: *Amulet of Endurance* +4 (1,333 gp), *Potion of Tongues* (62 gp)

Conclusion

The characters find themselves unable to pass through the gate in the room. No divinations will work to discover the key to operating the portal. The characters can search all about the room but they do not find anything else of note. They can note down all the runes and other markings adorning the pedestal and gate but they do not even hint at the key to the gate.

Sereena and Cyrian thank the players for helping to free her from the curse that was below. She will hopefully meet them in the future to possibly combat what they have just faced.

They need to report what they have found and seek the answers they require from the great library and others.

The End

Experience Point Summary

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

Encounter Three: Home Sweet Home

Defeat the would-be thieves.

APL 6 240 xp

APL 8 300 xp

APL 10 360 xp

APL 12 420 xp

Encounter Six: On The Road Again

Defeat the waves of the enemy hordes.

APL 6 240 xp

APL 8 300 xp

APL 10 360 xp

APL 12 420 xp

Encounter Seven: Dungeon of Lost Souls

Kill the devil guardians.

APL 6 270 xp

APL 8 330 xp

APL 10 390 xp

APL 12 480 xp

Story Roleplaying Award

The PCs successfully converted Sereena back to the good side.

APL 6 60 xp

APL 8 85 xp

APL 10 105 xp

APL 12 130 xp

Discretionary Roleplaying award

APL 6 120 xp

APL 8 160 xp

APL 10 165 xp

APL 12 185 xp

Total possible experience:

APL 6 900 xp

APL 8 1,125 xp

APL 10 1,350 xp

APL 12 1,575 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 treasure.

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

the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three: Home Sweet Home,

APL 6: L: 286 gp; C: 0 gp; M: 2 *Cloak of Resistance* +1 (83 gp each), *Amulet of Natural Armor* +1 (83 gp)

APL 8: L: 592 gp; C: 0 gp; M: 2 *Cloak of Resistance* +1 (83 gp each), *Amulet of Natural Armor* +1 (83 gp), +1 *medium spiked chain* (194 gp), *Periapt of Wisdom* +2 (333 gp)

APL 10: L: 592 gp; C: 0 gp; M: 4 *Cloak of Resistance* +1 (83 gp each), *Amulet of Natural Armor* +1 (83 gp), *Ring of Protection* +1 (166 gp), +1 *medium spiked chain* (194 gp), *Periapt of Wisdom* +2 (333 gp), 2 *Potions of Barkskin* (+3)(50 gp each)

APL 12: L: 592 gp; C: 0 gp; M: 4 *Cloak of Resistance* +1 (83 gp each), *Amulet of Natural Armor* +1 (83 gp), *Ring of Protection* +1 (166 gp), +1 *medium spiked chain* (194 gp), *Periapt of Wisdom* +2 (333 gp), 2 *Potions of*

Barkskin (+3) (50 gp each), 2 *Potions of Haste* (62 gp each), *Potion of Enlarge Person* (21 gp)

Encounter Seven: Dungeon of Lost Souls

APL 6–L: (0 gp); C: (0 gp); M: *Lens of Detection* (292 gp), *Cold Iron Longsword* (3 gp)

APL 8– L: (0 gp); C: (0 gp); M: (0 gp).

APL 10– L: (0 gp); C: (0 gp); M: *Amulet of Endurance* +2 (333 gp).

APL 12– L: (0 gp); C: (0 gp); M: *Amulet of Endurance* +4 (1,333 gp), *Potion of Tongues* (62 gp)

Total Possible Treasure

APL 6: 800 gp

APL 8: 1,250

APL 10: 2,100

APL 12: 3,000

Special

☛ **Pixie in the Bottle:** Any character that assisted the pixie in the bottle from being freed of its evil tormentor has the gratitude of the being trapped within. This item will come into play in a future adventure played. In return for their help, the being will help the character in a limited way. It can provide the following spell to the character in the event it appears that the character and his or her associates are about to lose a combat. It does this only once and from thereafter it does not have the power to do so again. It casts a *mass teleport* affecting the character in question and any of his associates. It returns them to the last safe location that the party rested. This results in no experience or treasure from the encounter. This ability will only affect the character and his associates if they are willing. It only offers to do this once (whether they accept or not it is used). If more than one character at the table has this influence then they are all used up at this time. If the spell would not work due to the location then this favor is still used and the spell does not work.

☛ **Redemption of Sereena:** If any or all of the characters in the group attempted to sway Sereena Vantuk from the side of evil then they have done a deed of great good. Treat this as a Greater Influence point with the Church of Rao in Veluna. Also note that this will also affect the events in the sequel to this adventure: The Well of Souls.

☛ **Defeat of Sereena:** If the characters in the group either slew or captured Sereena Vantuk then they have preformed a service to the Church of Rao. Treat this as a Major Influence point with the Church of Rao in Veluna.

Appendix One: NPCs

Encounter Three: Home Sweet Home

APL 6 (EL 8)

☛ **Gore Lightfoot:** CR 3; Male Human Ftr3; Medium Humanoid; HD 3d10+9; hp 29; Init +2; Spd 20; AC 18, Touch 12, Flatfooted 16; Base Atk +3; Grp +7; Atk +9 (2d4+6, Chain, spiked, Masterwork); Full Atk +9 (2d4+6, Chain, spiked, Masterwork); Space/Reach 5 ft./10 ft.; AL CE; SV Fort +7, Ref +4, Will +4; Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +6, Intimidate +5, Jump +6, Swim +6; Combat Reflexes, Exotic Weapon Proficiency: Spiked Chain, Iron Will, Power Attack, Weapon Focus (medium Spiked Chain)

Possessions: Ragged Fur Clothing, Chain, spiked, Masterwork, Alchemist's fire x2, Breastplate, *Amulet of natural armor* +1, *Cloak of resistance* +1

☛ **Valar:** CR 5; Male Human Clr5; Medium Humanoid; HD 5d8+10; hp 41; Init +4; Spd 20; AC 20, Touch 10, Flatfooted 20; Base Atk +3; Grp +5; Atk +5 (1D8+2, medium heavy mace); Full Atk +5 (1D8+2, heavy mace); AL NE; SV Fort +7, Ref +4, Will +8; Str 14, Dex 10, Con 14, Int 10, Wis 16, Cha 9.

Skills and Feats: Concentration +10, Knowledge (Arcana) +4, Knowledge (Religion) +4, Spellcraft +8; Combat Casting, Improved Initiative, Lightning Reflexes.

Spells Prepared (5/4+1/3+1/2+1; Base DC = 13 + Spell Level) oth – Read Magic, Guidance, Inflict Minor Wounds x2, Detect Magic; 1st – Cause Fear, Command, Cure Light Wounds, Protection from Good*, Divine Favor; 2nd – Bull's Strength, Hold Person, Invisibility*, Sound Burst; 3rd – Dispel Magic, Searing Light, Nondetection*.

* Domains: Evil – You cast evil spells at +1 caster level; Trickery – Add Bluff, Disguise, and Hide to your list of cleric class skills.

Possessions: Holy Symbol of the One, medium Heavy Mace, Full plate, Heavy Steel Shield, *Cloak of Resistance* +1

☛ **Venril:** CR 4; Male humans Rog; Medium Humanoid; HD 4d6+8; hp 24; Init +7; Spd 30; AC 16, Touch 13, Flatfooted 13; Base Atk +3; Grp +3; Atk +4 (1D6, Masterwork Medium shortsword) or +6 ranged (1D8, Masterwork light crossbow); Full Atk +4 (1D6, Masterwork medium shortsword) or +7 ranged (1D8, Masterwork light crossbow); SA Uncanny dodge,

evasion, sneak attack +2D6, trap sense +1, trapfinding; AL NE; SV Fort +3, Ref +7, Will +0; Str 11, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +7, Decipher Script +8, Hide +10, Forgery +8, Listen +6, Move Silently +10, Search +8, Sense Motive +6, Spot +6, Tumble +10; Dodge, Improved Initiative, Quick Draw.

Possessions: Masterwork light crossbow, 20 crossbow bolts, Masterwork medium short sword, Studded Leather Armor.

APL 8 (EL 10)

☛ **Gore Lightfoot:** CR 5; Male Human Ftr4/Bbn1; Medium Humanoid; HD 4d10 + 1D12 + 15; hp 50; Init +2; Spd 40; AC 18, Touch 12, Flatfooted 16; Base Atk +5; Grp +9; Atk +12 (2d4+9, +1 medium spiked chain); Full Atk +12 (2d4+9, +1 medium spiked chain); SA Fast movement, rage 1/day; Space/Reach 5 ft./10 ft.; AL CE; SV Fort +10, Ref +4, Will +4; Str 19, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +6, Intimidate +7, Jump +6, Swim +7, Survival +2; Combat Reflexes, Exotic Weapon Proficiency: Spiked Chain, Iron Will, Power Attack, Weapon Focus (medium Spiked Chain), Weapon Specialization (Spiked Chain)

Possessions: Ragged Fur Clothing, +1 Medium spiked chain, Alchemist's fire x2, Mithril Breastplate, *Amulet of Natural Armor* +1, *Cloak of Resistance* +1

☛ **Valar:** CR 7; Male Human Clr7; Medium Humanoid; HD 7d8+14; hp 54; Init +4; Spd 20; AC 20, Touch 10, Flatfooted 20; Base Atk +5; Grp +7; Atk +7 (1D8+2, medium heavy mace); Full Atk +7 (1D8+2, medium heavy mace); SA Rebuke Undead; AL NE; SV Fort +8, Ref +5, Will +10; Str 14, Dex 10, Con 14, Int 10, Wis 18, Cha 9.

Skills and Feats: Concentration +12, Knowledge (Arcana) +5, Knowledge (Religion) +5, Spellcraft +10; Combat Casting, Improved Initiative, Lightning Reflexes, Spell Focus (Evocation)

Spells Prepared (6/5+1/4+1/3+1/2+1; Base DC = 14 + Spell Level; DC = 15 + Spell Level for Evocation) oth – Read Magic, Guidance, Inflict Minor Wounds x2, Detect Magicx2; 1st – Cause Fear, Command, Cure Light Wounds, Protection from Good*, Divine Favor, Magic Weapon; 2nd – Bull's Strength, Hold Person, Invisibility*, Sound Burst, Bear's Endurance; 3rd – Dispel Magic, Inflict Serious Wounds, Searing Light,

Nondetection*; 4th – Confusion*, Spell Immunity, Divine Power.

* Domains: Evil – You cast evil spells at +1 caster level; Trickery – Add Bluff, Disguise, and Hide to your list of cleric class skills.

Possessions: Holy Symbol of the One, medium Heavy Mace, Full plate, Heavy Steel Shield, *Cloak of Resistance* +1, *Periapt of Wisdom* +2.

☛**Venril:** CR 6; Male human; Rog5/Asn1: Medium Humanoid; HD 5d6 + 1D6 + 12; hp 36; Init +7; Spd 30; AC 16, Touch 13, Flatfooted 13; Base Atk +4; Grp +5; Atk +7 (1D6+1, Masterwork Medium shortsword) or +8 ranged (1D8, Masterwork light crossbow); Full Atk +7 (1D6+1, Masterwork medium shortsword) or +7 ranged (1D8, Masterwork light crossbow); SA Uncanny dodge, evasion, sneak attack +4D6, trap sense +1, trapfinding, death attack, poison use, spells; AL NE; SV Fort +3, Ref +9, Will +0; Str 12, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Skills and Feats: Bluff +7, Decipher Script +8, Disguise +4, Hide +12, Forgery +8, Listen +8, Move Silently +12, Search +8, Sense Motive +6, Spot +10, Tumble +12; Dodge, Improved Initiative, Quick Draw, Weapon Finesse.

Spells Prepared (1; Base DC = 11 + Spell Level); 1st – True Strike, Obscuring Mist.

Possessions: Masterwork light crossbow, 20 crossbow bolts, Masterwork medium short sword, Studded Leather Armor

APL 10 (EL 12)

☛**Gore Lightflood:** CR 7; Male Human Ftr4/Bbn3: Medium Humanoid; HD 4d10 + 3D12 + 21; hp 73; Init +2; Spd 40; AC 18, Touch 12, Flatfooted 16; Base Atk +7/+2; Grp +9; Atk +14 (2d4+9, +1 medium spiked chain); Full Atk +14/+9 (2d4+9, +1 medium spiked chain); SA Fast movement, rage 1/day, uncanny dodge, trap sense +1; Space/Reach 5 ft./10 ft.; AL CE; SV Fort +11, Ref +5, Will +5; Str 19, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +6, Intimidate +9, Jump +6, Listen +4, Swim +7, Survival +4; Combat Reflexes, Exotic Weapon Proficiency: Spiked Chain, Iron Will, Power Attack, Weapon Focus (medium Spiked Chain), Weapon Specialization (Spiked Chain), Improved Bull Rush

Possessions: Ragged Fur Clothing, +1 medium spiked chain, Alchemist's fire x2, Mithril Breastplate, *Amulet of Natural Armor* +1, *Cloak of resistance* +1

☛**Valar:** CR 9; Male Human Clrg; Medium Humanoid; HD 9d8+18; hp 68; Init +4; Spd 20; AC 21, Touch 11, Flatfooted 21; Base Atk +6/+1; Grp +8; Atk +9 (1D8+2, medium heavy mace); Full Atk +9/+4 (1D8+2, medium heavy mace); SA Rebuke Undead; AL NE; SV Fort +9, Ref +6, Will +11; Str 14, Dex 10, Con 14, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +13, Knowledge (Arcana) +5, Knowledge (Religion) +5, Hide +4, Spellcraft +11; Combat Casting, Improved Initiative, Lightning Reflexes, Spell Focus (Evocation), Greater Spell Focus (Evocation)

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; Base DC = 14 + Spell Level; DC = 16 + Spell Level for Evocation) 0th – Read Magic, Guidance, Inflict Minor Wounds x2, Detect Magicx2; 1st – Cause Fear, Command, Cure Light Wounds, Protection from Good*, Divine Favor, Magic Weapon; 2nd – Bull's Strengthx2, Hold Person, Invisibility*, Sound Burst, Bear's Endurance; 3rd – Dispel Magic, Inflict Serious Wounds, Magic Vestment, Searing Light, Nondetection*; 4th – Confusion*, Freedom of Movement, Spell Immunity, Divine Power; 5th – Dispel Good*, Flame Strike.

* Domains: Evil – You cast evil spells at +1 caster level; Trickery – Add Bluff, Disguise, and Hide to your list of cleric class skills.

Possessions: Holy Symbol of the One, medium Heavy Mace, Full plate, Heavy Steel Shield, *Cloak of Resistance* +1, *Ring of Protection* +1, *Periapt of Wisdom* +2

☛**Venril:** CR 8; Male human; Rog5/Asn3: Medium Humanoid; HD 5d6 + 3D6 + 16; hp 48; Init +7; Spd 30; AC 16, Touch 13, Flatfooted 13; Base Atk +6; Grp +7; Atk +10 (1D6+1, Masterwork Medium shortsword) or +10 ranged (1D8, Masterwork light crossbow); Full Atk +10/+5 (1D6+1, Masterwork Medium shortsword) or +10/+5 ranged (1D8, Masterwork light crossbow); SA Improved Uncanny dodge, evasion, +1 save against poison, sneak attack +5D6, trap sense +1, trapfinding, death attack, poison use, spells; AL NE; SV Fort +5, Ref +11, Will +2; Str 12, Dex 16, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Bluff +7, Decipher Script +8, Disguise +4, Hide +14, Forgery +8, Listen +10, Move Silently +14, Search +8, Sense Motive +8, Spot +12, Tumble +14; Dodge, Improved Initiative, Quick Draw, Weapon Finesse.

Spells Prepared (3/0; Base DC = 11 + Spell Level); 1st – Disguise Self, True Strike, Obscuring Mist; 2nd – Cat's Grace, Spider Climb.

Possessions: Masterwork light crossbow, 20 crossbow bolts, Masterwork medium short sword, Studded Leather Armor, *Cloak of resistance +1*, *Potion of Barkskin (+3)*

APL 12 (EL 14)

☛ **Gore Lightfoot:** CR 9; Male Human Ftr4/Bbn5: Medium Humanoid; HD 4d10 + 5D12 + 27; hp 95; Init +2; Spd 40; AC 18, Touch 12, Flatfooted 16; Base Atk +9/+4; Grp +12; Atk +17 (2d4+10, +1 medium spiked chain); Full Atk +17/+12 (2d4+10, +1 medium spiked chain); SA Fast movement, rage 2/day, improved uncanny dodge, trap sense +1; Space/Reach 5 ft./10 ft.; AL CE; SV Fort +12, Ref +5, Will +5; Str 20, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +8, Intimidate +11, Jump +7, Listen +7, Swim +8, Survival +6; Combat Reflexes, Exotic Weapon Proficiency: Spiked Chain, Iron Will, Power Attack, Weapon Focus (medium Spiked Chain), Weapon Specialization (Spiked Chain), Improved Bull Rush, Improved Critical

Possessions: Ragged Fur Clothing, +1 medium spiked chain, Alchemist's fire x2, Mithril Breastplate, Amulet of Natural Armor +1, Cloak of resistance +1, Potion of Enlarge Person.

☛ **Valar:** CR 11; Male Human Clr11: Medium Humanoid; HD 11d8+22; hp 83; Init +4; Spd 20; AC 21, Touch 11, Flatfooted 21; Base Atk +8/+3; Grp +10; Atk +10 (1D8+2, medium heavy mace); Full Atk +10/+6 (1D8+2, medium heavy mace); SA Rebuke Undead; AL NE; SV Fort +10, Ref +6, Will +11; Str 14, Dex 10, Con 14, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +15, Knowledge (Arcana) +5, Knowledge (Religion) +5, Hide +7, Spellcraft +12; Combat Casting, Improved Initiative, Lightning Reflexes, Spell Focus (Evocation), Greater Spell Focus (Evocation)

Spells Prepared (6/6+1/5+1/5+1/4+1/2+1/1+1; Base DC = 14 + Spell Level; DC = 16 + Spell Level for Evocation) 0th – Read Magic, Guidance, Inflict Minor Wounds x2, Detect Magic x2; 1st – Cause Fear, Command, Cure Light Wounds, Inflict Light Wounds, Protection from Good*, Divine Favor, Magic Weapon; 2nd – Bull's Strengthx2, Hold Person, Invisibility*, Sound Burst, Bear's Endurance; 3rd – Dispel Magic, Inflict Serious Wounds, Magic Vestment, Protection from Energy, Searing Light, Nondetection*; 4th – Confusion*, Death Ward, Freedom of Movement, Spell Immunity, Divine Power; 5th – Dispel Good*, Flame Strike, Greater Command; 6th – Misdemeanor*, Harm.

* Domains: Evil – You cast evil spells at +1 caster level; Trickery – Add Bluff, Disguise, and Hide to your list of cleric class skills.

Possessions: Holy Symbol of the One, medium Heavy Mace, Full plate, Heavy Steel Shield, *Cloak of Resistance +1*, *Ring of Protection +1*, *Periapt of Wisdom +2*,

☛ **Venril:** CR 10; Male human; Rog5/Asn5: Medium Humanoid; HD 5d6 + 5D6 + 20; hp 60; Init +7; Spd 30; AC 16, Touch 13, Flatfooted 13; Base Atk +7; Grp +8; Atk +11 (1D6+1, masterwork Medium shortsword) or +11 ranged (1D8, Masterwork light crossbow); Full Atk +11/+6 (1D6+1, masterwork Medium shortsword) or +11/+6 ranged (1D8, Masterwork light crossbow); SA Improved Uncanny dodge, evasion, +2 save against poison, sneak attack +6D6, trap sense +1, trapfinding, death attack, poison use, spells; AL NE; SV Fort +5, Ref +12, Will +4; Str 12, Dex 16, Con 14, Int 13, Wis 8, Cha 10.

Skills and Feats: Bluff +7, Decipher Script +8, Disguise +4, Hide +14, Forgery +8, Listen +10, Move Silently +14, Search +8, Sense Motive +8, Spot +12, Tumble +14; Dodge, Improved Initiative, Quick Draw, Weapon Finesse, Iron Will.

Spells Prepared (4/2/0; Base DC = 11 + Spell Level); 1st – Disguise Self, True Strike, Obscuring Mist, Jump; 2nd – Cat's Grace, Spider Climb, Invisibility; 3rd – False Life, Deep Slumber.

Possessions: Masterwork light crossbow, 20 crossbow bolts, masterwork medium short sword, Studded Leather Armor, *Cloak of resistance +1*, *Potion of Barkskin (+3)*, *Potion of Haste*.

Appendix Two: The Pixie in the Bottle

The pixie in the bottle is in reality a special lich's phylactery. It was designed to aid in the transformation of a spellcaster into a lich. Unfortunately the phylactery in question was flawed, and instead of containing only the life essence of the spellcaster, it entrapped him fully and he did not transform into a lich. Only by being returned to its original resting place can the essence within be released.

Originally the phylactery was secured to the top of the pedestal by the chains. However sometime in the past a group of adventurers attempted to steal the artifact. However the bottles incorporeal guardians overcame them before they could escape. They only managed to get the phylactery to the top of the pit/shaft where Sereena fell. It was here that Cyrian found the phylactery.

Due to the extreme period of time since the spellcaster first entered the phylactery his psyche has splintered into two different versions of himself. The human wizard's life essence split into its component good and evil parts. The memories that the spellcaster had prior to attempting to become undead became a hindrance to him as he tried to build his power and seek the next level of power that he sought, that of becoming an Lich. Freeing himself of his past has allowed him to better reach this goal but he needed to free himself totally. To this end he allowed the 'good' version of himself to seek assistance as he tormented it. It is this good version of himself that has sought the protection of those around it. It also wants to be freed from its tormentor and to that end will try to convince the person carrying it to place it on the pedestal so that it can be free.

The good version of the lich can communicate telepathically with any person holding the phylactery. He can slowly achieve a symbiotic possession of the person holding it in order to allow that person to cast spells that he has prepared. The good part of the lich's psyche has the following spells that it can cast in this way: *Sunburst*, *Time Stop*, *Delayed Blast Fireball* x3, *Greater Teleport*, *Mass Teleport* x2, *acid fog*, *gate*, *prismatic spray*, *prismatic sphere*, *meteor swarm*, *incendiary cloud*, *quicken fireball*, *quicken cone of cold*. Caster level 17, Int 22.

Note: In Encounter 5 the spirit will use the Gate spell to convince the characters that are reluctant to help Sereena but who have already begun attempting to redeem her. It will summon a Solar though the gate that will assure the characters that redeeming Sereena and placing the pixie in the bottle will in the long run further the cause of good. This is **ONLY** done if the PCs are reluctant to help.

Appendix Three: NPC Background

Sheen Kriha (Exp8)

Background: The dwarf Sheen Kriha curator of the museum of Mitrik has been researching the strange object discovered in the basement of the museum by a group of adventurers trying to find out why some of the staff had disappeared in the basement. His research has revealed some more information regarding the object and he wants to find some heroes to travel to the location that the object was found in order to better understand the nature of the strange object.

Cyrian Vantuk Statistics: (DM NOTE: REMEMBER TO USE HIM EFFECTIVELY IN BATTLE!)

Background: Cyrian grew up on the streets of Mitrik with his sister Sereena. Together they had many good times taking what they wanted from various street vendors and in general having a jolly time. All was well until the day that Sereena was caught while running away from the law. She was only just slower than he was so while he managed to make an escape she was cornered and dragged away. Cyrian did not see his sister again for some months and when he did she had changed completely. She was no longer the carefree companion but a member of the law enforcement.

Cyrian took matters into his own hands. Choosing his mark carefully he picked a time when Sereena would be nearby to 'witness' his crime. Unfortunately he was paying more attention to Sereena than his mark and when he went to make his move he was caught off guard when the mark grabbed his hand and with one adept move sent him sprawling to the pavement. Sereena of course rushed over to see what the commotion was all about and when the monk that Cyrian had tried to steal from explained the situation she took matters into her own hands. Grabbing Cyrian by the ear she hauled him off to jail. She left him there to stew for a week. At first it was a novel concept being in jail. It was the first time he had ever gotten caught and imprisoned. He sung the standard prison songs and rattled his cup on the bars. This of course caused him to be very unpopular with inmates and the guards. It was not long before Sereena was hearing reports of his antics. She took him into private custody after a week and put him to forced community service. She then went on to explain to him exactly how his actions were affecting those around him adversely. She even

went so far as to return him to some of his old marks and to make him work for them! Over time and with much persistence Sereena managed to slowly make some headway toward breaking Cyrian of his rather bad/unlawful habits. Finally settling on creating an adventuring group to put his skills to more acceptable use.

APL 6

♣**Cyrian Vantuk:** CR 8; Male human Rog8: Medium Humanoid; HD 8d6+8; hp 41; Init +8; Spd 30; AC 19, Touch 15, Flatfooted 15; Base Atk +6/+1; Grp +9; Atk +10/+5 (1D6+3, +1 rune engraved shortsword) or +10/+5 ranged (1D6+1D6, +1 shocking shortbow); Full Atk +10/+5 (1D6+3, +1 rune engraved shortsword) or +10/+5 ranged (1D6+1D6, +1 shocking shortbow); SA Improved Uncanny dodge, evasion, sneak attack +4D6, trap sense +2, trapfinding; AL CG; SV Fort +3, Ref +10, Will +2; Str 16, Dex 18, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Appraise +8, Decipher Script +8, Disable Device +8, Escape Artist +11, Gather Information +6, Hide +14, Knowledge (Veluna) +8, Listen +7, Move Silently +14, Open Lock +11, Search +8, Sense Motive +7, Spot +10, Tumble +14; Dodge, Improved Initiative, Combat Expertise, Improved Feint.

Possessions: +1 rune Engraved Shortsword, +1 Shocking Shortbow, 40 arrows, +1 Studded Leather Armor, holy water flask, alchemists flask, Ring of Protection +1.

APL 8

♣**Cyrian Vantuk:** CR 10; Male human Rog10: Medium Humanoid; HD 10d6+10; hp 53; Init +8; Spd 30; AC 19, Touch 15, Flatfooted 15; Base Atk +7/+2; Grp +10; Atk +12/+7 (1D6+3, +1 rune engraved shortsword) or +11/+6 ranged (1D6+1D6, +1 shocking shortbow); Full Atk +12/+7 (1D6+3, +1 rune engraved shortsword) or +11/+6 ranged (1D6+1D6, +1 shocking shortbow); SA Improved Uncanny dodge, Improved evasion, sneak attack +5D6, trap sense +3, trapfinding; AL CG; SV Fort +6, Ref +13, Will +5; Str 16, Dex 18, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Appraise +8, Decipher Script +8, Disable Device +8, Escape Artist +11, Gather Information +8, Hide +16, Knowledge (Veluna) +10, Listen +9, Move Silently +16, Open Lock +11, Search +12, Sense Motive +9, Spot +12, Tumble +16; Dodge, Improved Initiative, Combat Expertise, Improved Feint, Weapon Focus (shortsword).

Possessions: +1 rune Engraved Shortsword, +1 Shocking Shortbow, 40 arrows, +1 Studded Leather Armor, holy water flask, alchemists flask, Ring of Protection +1, Vest of Resistance +2.

APL 10

Cyrian Vantuk: CR 12; Male human Rog12: Medium Humanoid; HD 12d6+12; hp 63; Init +9; Spd 30; AC 20, Touch 16, Flatfooted 15; Base Atk +9/+4; Grp +12; Atk +14/+9 (1D6+3, +1 rune engraved shortsword) or +15/+10 ranged (1D6+1D6, +1 shocking shortbow); Full Atk +14/+9 (1D6+3, +1 rune engraved shortsword) or +15/+10 ranged (1D6+1D6, +1 shocking shortbow); SA Improved Uncanny dodge, Improved evasion, sneak attack +6D6, trap sense +4, trapfinding; AL CG; SV Fort +7, Ref +15, Will +6; Str 16, Dex 20, Con 13, Int 13, Wis 10, Cha 8.

Skills and Feats: Appraise +8, Decipher Script +8, Disable Device +8, Escape Artist +11, Gather Information +10, Hide +18, Knowledge (Veluna) +11, Listen +12, Move Silently +23, Open Lock +15, Search +13, Sense Motive +10, Spot +14, Tumble +18; Dodge, Improved Initiative, Combat Expertise, Improved Feint, Weapon Focus (shortsword), Point Blank Shot

Possessions: +1 rune Engraved Shortsword, +1 Shocking Shortbow, 20 arrows, +1 Studded Leather Armor, holy water flask, alchemists flask, Ring of Protection +1, Gloves of Dexterity +2, Boots of Elvenkind, vest of resistance +2

APL 12

Cyrian Vantuk: CR 14; Male human Rog14: Medium Humanoid; HD 14d6+14; hp 74; Init +9; Spd 30; AC 22, Touch 16, Flatfooted 16; Base Atk +10/+5; Grp +13; Atk +15/+10 (1D6+3+1D6, +1 rune engraved Frost shortsword) or +16/+11 ranged (1D6+1D6, +1 shocking shortbow); Full Atk +15/+10 (1D6+3+1D6, +1 rune engraved Frost shortsword) or +16/+11 ranged (1D6+1D6, +1 shocking shortbow); SA Improved Uncanny dodge, Improved evasion, sneak attack +7D6, trap sense +4, trapfinding, Crippling Strike; AL CG; SV Fort +7, Ref +16, Will +6; Str 16, Dex 20, Con 13, Int 13, Wis 10, Cha 8.

Skills and Feats: Appraise +8, Decipher Script +8, Disable Device +12, Escape Artist +11, Gather Information +12, Hide +20, Knowledge (Veluna) +11, Listen +14, Move Silently +25, Open Lock +17, Search +13, Sense Motive +12, Spot +14, Tumble +20; Dodge, Improved Initiative, Combat Expertise, Improved Feint, Weapon Focus (shortsword), Point Blank Shot.

Possessions: +1 rune Engraved Frost Shortsword, +1 Shocking Shortbow, 20 arrows, +3 Studded Leather Armor, holy water flask, alchemists flask, Ring of Protection +1, Gloves of Dexterity +2, Boots of Elvenkind, Vest of Resistance +2.

Sereena Vantuk

Background: Sereena grew up on the streets of Mitrik with her brother Cyrian. In her youth she was in trouble a lot with the law as she followed her brother's lead. She sought to protect him and normally was eventually was the one who was caught while her brother ran away. The paladin of Rao that caught her stealing from vendors in the Market Square took pity on her. Instead of putting the young girl in the stocks, as was the prescribed punishment for theft he offered her a choice. If she were to repent her ways and agree to learn what she could of Rao over the next few weeks then she could avoid the stocks.

She agreed and that first lesson began her journey to becoming a paladin in the service of Rao. Eventually she even managed to curb her brother's unlawful ways and found a way to put his skills to good use. The two of them formed an adventuring group to work for the church in the recovery of objects of art and lore to be displayed in a new museum. They also sought out knowledge hidden in dark places, which they sought to bring to light and offer to the great library that it might expand its already great trove of information.

They spent years journeying all over the land and had many adventures with their companions. Until they discovered a small pixie made of flame that seemed trapped in a cylinder made of glass.

Statistics:

APL 6

Sereena Vantuk: CR 6; Female Human Rog1/Ex-Pal5; Medium Humanoid; 1d6 Plus 5d10+18; hp 56; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21); Base Atk +5; Grp +8; Atk +10 (1d8+4, +1 Unholy Longsword 19-20/x2); Full Atk +10 (1d8+4, +1 Unholy Longsword); AL LE; SV Fort +7, Ref +4, Will +3; Str 16, Dex 12, Con 16, Int 12, Wis 14, Cha 12.

Skills & Feats: Bluff +6, Concentration +13, Diplomacy +6, Hide +9, Intimidate +6, Knowledge (religion) +6, Listen +6, Move Silently -2, Pick Pocket -2, Ride +7, Search +5, Sense Motive +6, Spot +6; Cleave, Improved Sunder, Power Attack, Weapon Focus (Longsword).

Possessions: Weapons: +1 *Unholy Longsword*, *Adamantine Full plate* +1 of *Calling*, *Heavy Steel Shield*.

Physical Description: Sereena has shoulder length straight blonde hair and piercing blue eyes. When in combat she wears a set of black armor

APL 8

☞ **Sereena Vantuk:** CR 8; Female Human Rog1/Pal3/Blk4; Medium Humanoid; 1d6 Plus 7d10+24; hp 75; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22); Base Atk +7/+2; Grp +10; Atk +12 (1d8+4, +1 *Unholy Longsword* 19-20/x2); Full Atk +12/+7 (1d8+4, +1 *Unholy Longsword*); AL LE; SV Fort +11, Ref +6, Will +5; Str 16, Dex 12, Con 16, Int 12, Wis 14, Cha 13.

Skills & Feats: Bluff +6, Concentration +14, Diplomacy +6, Hide +9, Intimidate +10, Knowledge (religion) +6, Listen +6, Move Silently -2, Pick Pocket -2, Ride +7, Search +5, Sense Motive +6, Spot +6; Cleave, Improved Sunder, Power Attack, Weapon Focus (Longsword).

Possessions: +1 *Unholy Longsword*, *Adamantine Full plate* +1 of *Calling*, +1 *Heavy Steel Shield*, *Potion of Charisma*.

Spells Prepared (2/2; Base DC = 12 + Spell Level): 1st - Cause Fear, Doom; 2nd - Bull's strength, Cure Moderate wounds.

Physical Description: Sereena has shoulder length straight blonde hair and piercing blue eyes. When in combat she wears a set of black armor

APL 10

☞ **Sereena Vantuk:** CR 10; Female Human Rog1/Pal3/Blk6; Medium Humanoid; 1d6 Plus 9d10+30; hp 95; Init +1; Spd 20 ft.; AC 24 (touch 11, flat-footed 23); Base Atk +9/+4; Grp +12; Atk +14 (1d8+4, +1 *Unholy Longsword* 17-20/x2); Full Atk +14/+9 (1d8+4, +1 *Unholy Longsword*); AL LE; SV Fort +13, Ref +8, Will +7; Str 16, Dex 12, Con 16, Int 12, Wis 14, Cha 14.

Skills & Feats: Bluff +8, Concentration +16, Diplomacy +7, Hide +9, Intimidate +13, Knowledge (religion) +6, Listen +6, Move Silently -2, Pick Pocket -2, Ride +7, Search +5, Sense Motive +6, Spot +6; Cleave, Improved Critical (Longsword), Improved Sunder, Power Attack, Weapon Focus (Longsword).

Possessions: +1 *Unholy Longsword*, *Adamantine Full plate* +1 of *Calling*, +1 *Large Metal Shield*, *Amulet of Natural Armor* (+1), *Potion of Charisma*.

Spells Prepared (2/2/1; Base DC = 12 + Spell Level): 1st - Cause Fear, Doom; 2nd - Bull's strength, Cure Moderate wounds; 3rd - *Cure Serious Wounds*.

Physical Description: Sereena has shoulder length straight blonde hair and piercing blue eyes. When in combat she wears a set of black armor

APL 12

☞ **Sereena Vantuk:** CR 12; Female Human Rog1/Pal3/Blk8; Medium Humanoid; 1d6 Plus 11d10+36; hp 114; Init +5; Spd 20 ft.; AC 25 (touch 12, flat-footed 24); Base Atk +11/+6; Grp +14; Atk +16 (1d8+4, +1 *Unholy Longsword* 17-20/x2); Full Atk +16/+11/+6 (1d8+4, +1 *Unholy Longsword*); AL LE; SV Fort +14, Ref +8, Will +7; Str 16, Dex 12, Con 16, Int 12, Wis 14, Cha 15.

Skills & Feats: Bluff +9, Concentration +18, Diplomacy +7, Hide +9, Intimidate +15, Knowledge (religion) +6, Listen +6, Move Silently -2, Pick Pocket -2, Ride +7, Search +5, Sense Motive +6, Spot +6; Cleave, Improved Critical (Longsword), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (Longsword).

Possessions: Weapons: +1 *Unholy Longsword*, *adamantine full plate* +1 of *Calling*, +1 *large metal shield*, *Amulet of natural armor* (+1), *Ring of Protection* +1, *Potion of Charisma*.

Spells Prepared (2/2/1/1; Base DC = 12 + Spell Level): 1st - Cause Fear, Doom; 2nd - Bull's strength, Cure Moderate wounds; 3rd - Cure Serious Wounds; 4th - Cure critical wounds.

Physical Description: Sereena has shoulder length straight blonde hair and piercing blue eyes. When in combat she wears a set of black armor.

Player Handout One

You find yourself standing in a forest clearing. The first rays of dawn are just beginning to touch the tops of the trees as a light fog covers the ground. You know that you are dreaming but also know that this is no ordinary dream. The fog seems to glow with an inner light that radiates upward as if you were standing upside down on the clouds above. The feeling is strangely enough one of peace.

Stepping from the trees you see a man in white robes. The hem of the bottom of his robe and the sleeves are covered with intricate embroidery suggesting forest animals, stars, moons, and other objects of nature. He has bronze skin, which is completely covered in tattoo's that match the embroidery. Vines and leaves traces around his face in a pattern, which suggests the artist, spent much time living in the wild.

"Greetings. I want to thank you for protecting me and keeping me safe. For that I am in your debt. However soon it will become even more difficult to do so. I just wanted you to know that I am grateful for your assistance and to warn you of the coming trials. If things progress as I suspect I might soon be freed from this prison. Once I am free I would like to name you friend if you would have me."

With this said the dreamscape around you changes. The light of dawn is washed away in a cloud of blackness and the wind begins to pick up. The feeling of evil is a palpable presence in the air as the man in front of you looks around in fear. "Please I have not much time. The evil one comes and I do not wish for him to know that we have spoken. Someone is coming to see you. Trust them and do what they wish if you would be my friend." With that the man runs off into the trees and you snap awake to the sound of knocking on your door.

Player Handout Two: Map of the Village of Swan Hill



1. Flaming Plum Tavern/Inn
2. Village Well
3. Over the River
4. Shrine to Rao

DM Map One



DM Map Two

