

VER3-04

A Matter of Love

A One-Round D&D LIVING GREYHAWK[®]

Verbobonc Regional Adventure

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A woman asks for your help to find her missing fiancé. Baron Avgustin's sister has a family heirloom stolen. Could the two be related? Only further investigation will reveal the truth. Of course, that may only lead to something worse. An Adventure for APL's 4 thru 10.

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

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Introduction

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

Preparation

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

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

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

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

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

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

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

not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

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.

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

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 the Viscounty of Verbobonc. Verbobonc Residents pay one Time Unit; all others pay two Time Units. Adventurer's Standard Upkeep costs 12 gp per TU spent. Rich Upkeep costs 50 gp per TU spent. Luxury Upkeep costs 100 gp per TU spent.

Adventure Background

The characters are in the small town of Fort Wilfrick. There is a large gathering of adventurers from all over the Flanaess arriving in the town over the next few weeks. They are coming to mourn the death of His Most Honorable Sir Swan who fell in battle against the evil forces of Iuz in far away Highfolk. While his body was not recovered, this town was his home and they are having a memorial service for him. Characters are given a chance to toast him at the inn.

In the inn, the Swan's Nest, they are approached by Alix, who pleads for their help to find her fiancé. According to her, he is a reformed thief. Her worry is that Baron Avgustin's sister reported a family heirloom as being stolen and she's afraid that her fiancé will get the blame.

Ultimately, the party will discover that the fiancé is, in truth, Baron Rollof Avgustin's nephew. Baron Rollof is the Provost Marshal of Verbobonc. His nephew, Julius has gotten mixed up with the Cult of Vecna. The characters are able to follow him to a cave deep in the Kron Hills where they discover some history of Vecna as well as their prey.

History

The Baron's nephew considers himself a true 'renaissance man'. His mother is Lady Katerina Avgustin, Baron Rollof's sister. His father was Gregor Brandenburg, a knight from Furyondy. Sir Gregor died fighting against the Temple of Elemental Evil ten years ago. Julius found an obscure piece of literature that listed his paternal grandfather as being a descendant of Kas. Using his

family's influence, he read and studied more of the history of Kas and Vecna until he found that a piece of jewelry that his mother had is the key to unlocking the offspring of Kas. He then convinced himself that he is Kas' heir and would release these offspring who would be grateful and become his loyal followers.

A group of the Hand (followers of Vecna) is aware of his research. They approached him to either persuade him to join them, or eliminate him. When he turned out to be slightly more powerful than they expected, Julius fled from them. However, they know where he is going.

Adventure Summary

The characters are traveling to Fort Wilfrick for a memorial service to a fallen knight who died in far away lands and his body has not been recovered. Fort Wilfrick is almost in the center of Verbobonc, south of Verbobonc city and north of the Kron Hills.

Introduction – On the Road to Fort Wilfrick

The Ethereal Threat reaches Verbobonc. If any of the characters have one or more of the Black Stone Hearts one of them randomly grows warmer and explodes releasing one or more Ethereal Creatures. Or if there are no Black Stones Hearts in the party they stumble across one in the middle of the road just as it explodes.

Encounter One – Baker's Daughter

Alix, the baker's daughter, asks the characters to help her check on her fiancé. He may be the main suspect in the theft of a family heirloom from House Avgustin. Alix is actually a member of the Family. She wants the characters to find this man who the Family believes stole the heirloom.

Encounter Two – The Bakery

The characters arrive for a meeting with Alix at the bakery the next morning but arrive in only time to fight the creature that has killed her. The Cult of Vecna, believing Alix's story about being the fiancé, decided to have her killed, in order to prevent anyone else from finding out the truth about the heirloom.

Encounter Three – Farm in the Country

The characters go to find the house in the country where the baker's daughter has told them her fiancé lives. Here the party discovers that something more than they expected may be afoot.

Encounter Four – The Great Tree

Following the trail of Julius, the characters are led to a great tree. Inside the tree itself they find a ancient set of stairs leading downward. A warning message (and trap) is

at the bottom of the stairs. The characters should really begin to figure out that this might be really bad about now.

Encounter Five – Hall of Fallen Heroes

The adventurers travel to the Hall of Fallen Heroes. Here is what remains of those that angered Vecna. It is a prison for their very souls.

Encounter Six – Guardians of The Forge

The characters confront the Guardians of the Forge within the Hall of Fallen Heroes.

Encounter Seven – The Forge

The characters enter the forge room. The taint of evil still lingers here even after all the years.

Encounter Eight – The Treasure

The characters confront the followers of the Cult of Vecna and the Baron's nephew. A climactic battle ensues to save Verbobonc from a plague of vampires.

Conclusion

Wrap up. If the characters are successful and stop the release of the vampires, the authorities will reward them.

On the Road to Fort Wilfrick

As the characters are traveling on the road towards the Town of Fort Wilfrick the Ethereal Threat finally reaches Verbobonc.

If any of the characters have one or more of the Black Stone Hearts, one of them randomly grows warmer and explodes releasing one or more Ethereal Creatures upon the characters. Spot [DC 10] or Listen [DC 12] to spot the Black Stone Heart that one of them is carrying before it explodes.

Or if there are no Black Stones Hearts in the party they stumble across one in the middle of the road just as it explodes.

Spot [DC 12] or Listen [DC 14] to spot or hear the Black Stone Heart in the middle of the road before it explodes.

APL 4 (EL 2)

☛Etherspitter: hp 13; see Appendix One.

APL 6 (EL 4)

☛Etherspitter (2): hp 13, 15; see Appendix One

APL 8 (EL 5)

☛Ether Scout (2): hp 22, 21; see Appendix One

APL 10 (EL 6)

☛Ether Hulks (2): hp 51, 50; see Appendix One

Introduction

The Swan's Rest Inn is a long structure. Outside the main entrance to the inn is a recently Awakened willow tree that bears a Stone of Ehlonna. You have heard rumors that the tree appeared here just a few short weeks ago and that it coincided with the news of Sir Swan's death reaching the town.

The main door is in the center of one wall. Opposite the door is the bar. To both the left and right are tables and chairs of all sizes, small enough for a gnome and large enough for the biggest half-orc. Against one of the short walls is a stage.

Your eyes scan the inn and you can see that there is quite a mix of people here. From elves to dwarves, all the races have a representative here. The sound of mugs hitting the tables after a toast is fading as you walk in.

The gnome behind the bar greets you with a loud "Hello! Find yourself a table and tell me what you wish to drink."

The inn is a clean inn and well lit. The innkeeper is a gnome named Drafner. The barmaids are also gnomes (Drafner's daughters). Drafner's wife is the cook.

The characters are in an inn, called The Swan's Rest, in Fort Wilfrick. The inn contains enough tables to seat about forty people. Currently it is nearly filled to capacity (about 30-35 people). There are some gnomes at one table while another contains some rough looking caravan guards. The other tables have local peasants, adventures, Mounted Borderers, and members of the House Avgustin Guard just enjoying dinner and a drink.

There is a table with 7 people at it. All of them look lightly armored and carry swords (Spot [DC 15]). Two of them are older and have the look of seasoned veterans (Spot check [DC 20]). The last one is wearing a heavy cloak that hides his features. A Spot check (DC 25) and a Knowledge: Nobility & Royalty check (DC 15) will allow someone to recognize that this is Baron Rollof Avgustin. He is here for the ceremony but has decided to go incognito to the inn to see for himself what people thought of his knight. Anyone trying to approach this table will be met by one of the other people at the table who will usher them to the bar and buy them a drink. The Baron wishes to avoid any public recognition. Any character that is a member of the Avgustin House Guard that approaches the table quietly will be allowed to sit for a few moments. They will be told by the Baron that he wishes to remain anonymous for the evening and appreciates their help him to do so.

After the characters are seated and their drinks have arrived, a hush will fall over the tavern.

The noise from the crowd subsides to less than a whisper. Your eyes turn to see what everyone is looking at. Upon the stage stands a kobold, dressed in black from head to toe. You're not sure where he came from and by the looks you see passing about the crowd, no one else is either. He clears his throat and raises his head and speaks. Surprisingly, he speaks common fluently and perfectly.

"I am Torc. I am the leader of my small tribe. We were once part of a larger tribe in far away Furyondy. There, humans hunted us. They would not share their land or food with us so we were forced to steal from them to survive. The great Blight that covered the land also ruined our food sources underground. The humans who lived above us called for adventurers to go underground and exterminate us. Fortunately for us, one of those adventurers took it upon his self to talk to us. He offered to lead us to Verbobonc where the Blight was not known. He said here he would find us jobs that would allow us to have everything we wanted. So, we followed him. All in our tribe followed him from Furyondy to Verbobonc.

At the border, the guards were skeptical and called for their superiors. We camped at the border for a week. During that time, this adventurer who lead us here, paid for our food and camped with us. He learned our names. Finally the superiors came with a priest of St. Cuthbert. They talked for hours with the adventurer. They came and looked at us one at a time. Those in my tribe who were evil were told they could not enter Verbobonc. This adventurer gave them money and advice on where to go. The rest of us crossed into Verbobonc with the adventurer.

Some of us have helped in the mines here while many of us have been the eyes and ears for the adventurer who brought us here. We have traveled to far away lands and watched many things that we reported to him, all the time unseen by anyone. He provided us with food, clothes and saw that we were paid fairly for everything we did.

That adventurer was His Most Honorable Sir Willow Swan. My tribe has voted. We will serve Verbobonc in the name of Sir Swan for all he has done for us."

With that said the kobold steps down from the stage and melts into the darkness. The crowd pauses for a few heartbeats and than applause rings out.

The barkeep will announce that anyone else who has a true story of Sir Swan may take the stage and retell it if they choose. Characters are welcome to stand and tell a tale themselves. A particularly good story will get a standing ovation from the crowd while a bad story will receive silence. Baron Rollof will note those tales both good and bad. Those that tell good and truthful tales will be noted by the Baron and be awarded an Influence Point with House Avgustin. While bad or untrue stories, tales, songs, or jokes about Sir Willow Swan will earn the speaker an infamy point with House Avgustin.

Fort Wilfrick is a small town (population approximately 2,500). See Appendix 2 History of Fort Wilfrick for details on the town itself. There is an Outpost of the Mounted Borderer's, Avgustin House Guard Barracks, and a small research laboratory for the Wrinkle Academy.

Encounter One: Baker's Daughter

While the characters are enjoying the hospitality of the inn, a young woman enters.

An attractive young human woman enters through the main door. Tears stream down her face and her breath comes in gasps. In her hands she has a handkerchief. She blots at her eyes and nose with it then wrings her hands as she looks over the room.

Allow the players a chance to react. If they go to talk to the woman, she immediately tells her story. If they do not approach her, then continue with the following:

The woman goes to a nearby table that contains some caravan guards. She manages to speak although it is obvious to any that can hear that it is not an easy task for her.

The young woman moves to a table full of caravan guards and speaks quietly to them. From your vantage point you can tell she is asking them something but the sounds in the inn are too loud for you to hear her words.

Raising his voice, one the caravan guards turns her and says, "Well beautiful, how about I take his place for tonight?"

She steps back from the table as the guards laugh boisterously. Her face betrays her innocence in that she cannot believe what was just said.

The guards are members of The Family. If any character comes to the woman's rescue they have orders to quickly apologize and leave the inn. They avoid fighting at all costs. If any character persists in trying to force a fight, the Mounted Borderer's will remind them that they are all here to mourn the loss of the hero, Sir Swan and that a fight would be a poor way to honor his memory.

She turns to the characters and begins to plead with them.

In any case, the characters should somehow talk to the girl. She will tell them her story while trying not to cry.

My fiancé, Julius, is missing. Well, I think he's missing. See, he was supposed to meet me yesterday and ask my father for my hand, but he never showed up. I know he loves me and the marriage was entirely his idea, though I want it too. Then word came from the Borderers this morning that Lady Katerina has had a family heirloom stolen.

If any of the characters have Knowledge: Nobility & Royalty or Knowledge: Local (DC10) they will know that Lady Katerina is Baron Avgustin's sister. Any characters that have a blank look on their face will provoke Alix to explain that Baron Rollof Avgustin is Provost Marshal of Verbobonc and that Lady Katerina is his widowed sister

If the characters voice any hint of suspicion or ask about Trevor, Alix will say:

He's hasn't stolen anything for years!! I mean, he told me that he was a very good thief when he lived in the City of Dyvers. That's how he bought the farm we are to live on.

She will explain that yes she's been to the farm many times. If the characters are willing they can meet her at her fathers bakery in the morning and she will go with them to the farm.

If asked why she needs an escort to the farm, she will explain that it is improper for a woman to travel to a man's home unchaperoned. Her father is old and not well. Characters with Knowledge: Local or Knowledge: Nobility and Royalty (DC10) will know that this is true.

Assuming the characters agree to help she will be most grateful. Her spirits will visually lift. She will leave as soon as she can and will explain that her father is not well and that she must go and begin making the next day's bread.

Characters belonging to the Verbobonc Meta-organization known as 'The Family' are approached prior to the woman entering the tavern. They will be told that a House Avgustin heirloom has been stolen and the Family had nothing to do with it. However, it is only a

matter of time before suspicion is directed toward them. This cannot be allowed to happen. The operations in this part of Verbobonc are very delicate at the moment and The Family cannot afford any disruptions. The thief must be caught quickly. Towards this end, they should encourage their friends to aid the young lady who will be asking for help.

If the characters do not agree to help her she leaves. Later on a man wearing the livery of Baron Avgustin will come into the tavern. He is wearing the tabard of a Centurion of the House Avgustin Guard. He stands by the door for a moment and then speaks loudly so the whole room can hear.

I am Centurion Burrich of House Avgustin. It is my duty to inform you that a theft has taken place. Lady Katerina Avgustin has had a very valuable necklace stolen. It holds great sentimental value to her and therefore she offers a reward for its return. If you have the necklace, or manage to get it, take it to the Avgustin House Guard Barracks to claim your money.

The truth is that Alix and the man wearing Baron Avgustin's livery are members of The Family. Centurion Burrich besides being a member of the Family is also really a member of the House Guard for Baron Avgustin. They know that the Baron's nephew took the heirloom but they do not want anyone poking around in their 'business' in the hopes of finding the thief.

If characters ask about the reward its 200 gp per player.

All APL's:

◆ **Alix, Female human Rog7/Sor1:** hp 29; see Appendix One.

◆ **Centurion Burrich, male human Rog4/Ftr1:** hp 25; see Appendix One.

Encounter Two: The Bakery

The morning comes and you rise rested. The sun is shining and the birds are singing just outside the windows of the inn. You and your companions get ready and make your way toward the bakery. The smell of fresh baked bread fills your nose and you know that your destination is right around the corner.

As you make the turn a short scream is heard followed by a loud crash. You look and see a body fly through the air and crash to the ground but a few feet

from you. A quick glance and you know it is wearing the livery of House Avgustin. Another scream is heard and it, too is cut off quickly....

The bakery is under attack. The Cult of Vecna, believing Alix's story about being the daughter of a baker and having a fiancé thief, has decided to kill her to prevent anyone from finding the necklace before they do. They have sent fiendish help to silence the girl and her family.

The body that has been thrown through the air is Burrich the House Avgustin Centurion (see Encounter 1). He is dead from large slashing wounds to his torso.

The interior of the bakery is a simple two-room affair. The first room is a 20 x 20 square room with two doors, the first is the one from the street and the second is opposite the first it leads to the kitchen. This first room has racks along its walls for baked goods and a small counter in front of the door that leads to the kitchen.

The kitchen is a 20 x 40 room with counters in the middle of the room. Opposite the door to the first room is another door that leads outdoors. Along one wall (coming out 5 feet) are the ovens. There are various baked goods strewn about.

APL 4 (EL 5)

◆ **Fiendish Gorilla:** hp 30; see Appendix One.

APL 6 (EL 5)

◆ **Fiendish Gorilla:** hp 30; see Appendix One.

APL 8 (EL 6)

◆ **Fiendish Dire Ape:** hp 50; see Appendix One.

APL 10 (EL 8)

◆ **Fiendish Dire Ape (2):** hp 40, 45; see Appendix One.

The bodies of Alix and her father are in the kitchen. They too are dead from large slashing wounds. Clenched in Alix's bloody hand is a roughly drawn map to her fiancé's farm. Which is about a two hour horse back ride south from town, or four hours if walking.

Encounter Three: Farm in the Country

As you approach the farm you see that the fields around it are fairly well maintained. The farm itself consists of two buildings, obviously a house and a stable.

As you get closer you can see that the two buildings are in excellent repair. Too well maintained to be just a typical farmers home. The building's construction speaks of some wealth.

From the barn, a cow can be heard mooing loudly

Knowledge: Nature [DC 10] to know that it *is making sounds because it has not been milked today.*

If the characters approach the stable first, read the following:

The stable door is closed but not latched. Inside, all the stalls are empty save one. That one contains the cow.

The stall with the cow also contains a body, that of a servant. He has been stabbed in the back (by an 'expert' if any characters make a Heal skill check [DC 14]). The wound killed him immediately. The servant was dressed in a typical peasants outfit. He does have the symbol of House Avgustin sewn on the left breast of his tunic.

Searching the stables (DC10), they find a hidden compartment in one of the stalls. Inside is the personal journal (See Players Handout 1 - Journal pages) of Julius, the son of Lady Katerina. It is damaged by water so many pages and words are unreadable. It does mention Kas, a successful Knowledge: History, or Knowledge: Religion (all DC12) as well as Bardic Lore will reveal that Kas was the chief lieutenant of Vecna. He eventually turned on Vecna and a battle ensued that left both gone from this world.

Approaching the house the characters see:

The front door sits open. Inside the house is a shambles. Tapestries and wall hangings have been pulled from the walls; the furniture has been broken and thrown about. Along one wall is the spot where the most damage has been done. Scorch marks, burnt wood, and the remains of a few books being the only evidence that a bookshelf once rested there.

None of the books are readable or important. If the characters search the house they find nothing of any significance. They should note that it has been thoroughly searched.

Anyone with the Track feat may make a Wilderness Lore (Survival) skill check (DC15) to discover that there are the tracks of horses leading south toward the Kron Hills.

If the characters make an exceptional roll (DC APL+15), tell them that there are two groups of riders, one man by himself and then a group of five. The tracks remain fairly easy to follow once found. However, they are at least 12 hours old.

Encounter Four: The Great Tree

No matter how fast the characters travel they cannot catch up with Julius or the other group. They will close the gap to a mere hour or so if they push themselves, or travel by other means. Following the tracks for a day and a half leads the characters to a huge tree in the Kron Hills.

You have been riding hard for hours trying to close the gap with those you pursue. Not long ago you came across a horse that was lame and too tired to go further. You surmise that those you chase cannot be far ahead. You try and push for another burst of speed as you enter the Kron Hills.

On a hillside stands a huge, gnarled oak tree. The tracks you have been following lead right to the tree. As you get closer you can hear the sound of a horse's neighing. Off to one side you see six horses tethered to a group of smaller trees on the backside of the hill.

The Hand and Julius' horses are tethered to the trees. The horses look tired but are in otherwise good condition.

The rather prominent tree is possibly the oldest tree any have seen outside the Gnarley forest. You also notice that this tree not only towers over all the other trees in the area but it is obviously not of a type that grows around here, or anywhere else, for that matter. Its bark is the darkest black. The leaves are small and sharp edged.

Even when you're not looking at the tree, its presence can be felt. You find yourself glancing at the tree from time to time. Your not sure how, but you know that the tree is aware of your presence here.

The tree does not detect as evil or good. It does not seem sentient either. It will detect as magical (Spellcraft DC: 10 to know the magical effect is from the school of Transmutation). It gives off a feeling to anyone who comes close to 'go away and leave me alone'.

The tree was planted by the clerics of St. Cuthbert after they had imprisoned the creatures within. The many spells on it have begun to fade yet it clings to its role as guardian of the secrets below.

A crevice can be seen between two of the giant tree's roots. As you look closer at this crevice you can see inside are ancient stone stairs leading downward into darkness below the tree.

Characters going down the stairs, or finding a way to look without actually going down, will discover that the stairs go down into the hill. The stairs descend roughly fifty feet down.

At the bottom of the stairs there is an archway. Dry, dead leaves litter the flat area at the bottom of the stairs. The musty sweet smell of rotting vegetation is very strong here. There is writing above the archway, though it is hard to make out the words due to the deterioration of the stone over time.

If the characters clean up the words somehow or use magical means to read the words, then read them the following:

Herein lies the forge used to create a terrible weapon. May the secrets contained within remain so for all time.

Encounter Four: Hall of Fallen Heroes

Beyond the entranceway extends a straight hallway that is 10 feet wide and 50 feet long. The hallway ends at another arched entranceway.

The hallway is carved from the bedrock of the Kron Hills. The craftsmanship is solid but makes no pretensions toward anything but its usefulness as a hallway. No words are carved anywhere nor does any artwork of any kind adorn this dark and dingy hallway.

At the end of the hallway is an arched entryway. Vision beyond the arch is obscured because of the thick mist that seems to be just on the other side of the archway. Your eyes look above the arch for any words that may be carved there. Indeed, words are written there but in a different hand than those seen earlier. These words are easier to read because they are filled with gold that still shines after all these years.

Any character able to read Flan can read the following:

"Here are those foolish enough to rise against my rule. May they spend all eternity in contemplation of their foolishness."

Beyond the archway, very little can be seen due to the dark and misty fog that your eyes cannot pierce. How large the space beyond may only be guessed at.

The fog is, in truth, the spirits of all the heroes who died fighting Kas or Vecna prior to the Sword of Kas being forged. The characters should have no way to see into the room or to dispel the fog. The fog itself is not harmful.

Any characters that pass through the archway that do not worship Vecna or do not have the Amulet of Kas will trigger the trap. The fog itself does give off an instant feeling of despair – just an instant before the trap goes off.

APL 4 (EL4)

✚**Glyph of Warding:** Bestow Curse (50% to Act normally) Trap: CR 4; magic device; proximity trigger (non-vecna or no key); automatic reset after 2 rounds; spell effect (Bestow Curse, 7th level Cleric, Will save [DC 16] negates); Search (DC28); Disable Device (DC 28)

APL 6 (EL4)

✚**Glyph of Warding:** Bestow Curse (-4 Enhancement) Trap: CR 4; magic device; proximity trigger (non-vecna or no key); automatic reset after 2 rounds; spell effect (Bestow Curse, 7th level Cleric, Will save [DC 16] negates); Search (DC28); Disable Device (DC 28)

APL 8 (EL4)

✚**Glyph of Warding:** Bestow Curse (-6 to Con) Trap: CR 4; magic device; proximity trigger (non-vecna or no key); automatic reset after 2 rounds; spell effect (Blindness, 7th level Cleric, Will save [DC 23] negates); Search (DC28); Disable Device (DC 28)

APL 10 (EL4)

✚**Glyph of Warding:** Bestow Curse (-6 to Con) Trap: CR 4; magic device; proximity trigger (non-vecna or no key); automatic reset after 2 rounds; spell effect (Bestow Curse, 7th level Cleric, Will save [DC 23] negates); Search (DC28); Disable Device (DC 28)

Once the characters do pass through the arch, they see the following:

Once you pass through the arch, the mist clears. Throughout this large room are statues. The statues are made of the finest craftsmanship and their value is incalculable. You realize that in an instant and in that same time you dismiss the thought. What occupies your mind, however, is the pathetic creatures chained to each statue. They are clad in faded rags and look as if they have not bathed or eaten in a very long time. Some of them sit listlessly at the foot of the statue they are chained too while others pull on their short chains in feeble attempts to free themselves. Still a few others pound their fists and claw at the statue they are chained to.

For a full description of each statue see Player Handout 2 - Statues. Any character making a Knowledge: History (DC determined per statue from DM Handout 1) is made then the character will know the description and name that the statue represents.

The room is 50 feet by 50 feet. There are 16 statues here and one creature chained to each. The chains are unbreakable by any means and the creatures will not interact with the characters in any way. They are the spirits of the heroes who Vecna chained here for eternal torment. This scene should be very disturbing to the characters.

Any characters that stay in this room for a full minute have to make a Will Save (DC12) or become shaken per the rules in the DMG. For every full minute beyond the first that the characters stay in this room they must make the Will Save again except that the DC goes up by two. Example, after three full minutes in the room the Will Save would be [DC16]. Once shaken, the character need not make anymore saving throws against the effect. In other words, shaken is the worst thing that will happen here. Anyone immune to fear is also immune to this effect.

Encounter Five: Guardians of the Forge

The hallway between the Fallen Heroes and the forge room is 10' wide and 50' long. In the 30' area (midway) of the hall, there are two alcoves, one to either side. They are 10' by 10'.

The hall is covered in dust, and footprints can be seen. They are recent and heading in the same direction that you are. The smell of the stale air is enough to make you gag.

Any characters with the Track feat may make a Wilderness Lore (Survival) skill check (DC 15) to know that 4-6 booted humanoids have gone this way not long ago. They are Julius and the members of the Cult of Vecna.

In the alcove are the guardians of the forge. Any character that walks past the alcoves that do not worship Vecna or do not have the Amulet of Kas will animate the guardians.

APL 4 (EL3)

🔥 **Animated Object, Large (Statue)**: hp 22; see Monster Manual.

APL 6 (EL 5)

🔥 **Animated Object, Huge (Statue)**: hp 44; see Monster Manual. This statue has three legs and moves at 40 ft.

APL 8 (EL 7)

🔥 **Flesh Golem**: hp 49; see Monster Manual

APL 10 (EL 10)

🔥 **Clay Golem**: hp 60; see Monster Manual

Searching the alcoves, the characters will find one very old holy symbol to St. Cuthbert. If any in the party are in possession of it, and they are actual followers of St. Cuthbert, they are effected for the rest of the adventure as if they had Negative Energy Protection cast on them by a 15th level cleric.

Encounter Six: The Forge

The hallway opens into a room 30' wide by 50' long. In the center of the room you can see an anvil and a blacksmith's fire pit.

The smell of heated metal fills your nostrils even though your eyes tell you that the black anvil in the middle of the room has not been used in all the years of your life.

Hanging from chains imbedded in the ceiling are countless broken swords. A few glint with jewels while others are covered with rust. There are short swords, long swords, bastard swords, and great swords. All their blades are broken or shattered.

The black anvil draws your eyes. No matter where you try to look around the room you find yourself turning to look at it. It's as if you expect it to come to life and charge you at any moment. To your left, in the middle of the wall, is a doorway.

The anvil is evil and dedicated to Vecna. No matter what the characters do they will not be able to move it or desecrate it in any way.

Encounter Seven: The Treasure

The doorway from the forge leads to a hall that goes 20' and then turns left, goes 20' and turns right and finally

another 20' and turns left again. Then it opens into a 50' by 50' room.

The hall you were traversing went left, then right, then left again. You quickly notice that the craftsmanship on these walls is different from the ones you have been seeing. These are plain and unadorned, built quickly you'd guess. They still seem old but somehow not as old as the others. As you traverse the hallway you can hear raised voices.

"It is my birthright!! You cannot stop me!"

"Enough! Kill him before he does it!"

You hear the sound of an arrow being released, and then a short scream.

At this point the characters have some choice to make on how to handle the situation. They can rush forward to the sound of the scream, or they can take a few rounds to prepare themselves and then move forward. Below is a separate scene for each choice.

Option 7A:

Characters rushing forward see the following.

The hallway opens into a room that is plain. Opposite you is a solid wall of swirling blackness. To your right stand five figures while laying on the ground to your left is a richly dressed young man with an arrow in his back and a necklace in his outstretched hand. His hand reaches to touch the necklace to the wall but his eyes close and he collapses, mere inches from the wall.

The five figures turn to you with murder in their eyes....

This is Julius and the Cult of Vecna. They have just shot him so he would not touch the necklace to the wall. They will not speak with the characters. They attack them immediately. They fear what is on the other side of the wall, as they know that they cannot control them/it. They want no one to know of this place so they will fight to the death to slay all the characters. They will not negotiate or surrender.

APL 4 (EL 8)

☞ **Cazumeer**, male elf (drow) Clr4: hp 24; see appendix One.

☞ **Berdric the Craven**, male flan Ftr2/Rog2: hp 29; see Appendix One.

☞ **Roongan of the Blackhand**, male oeridian Rog5: hp 30; see Appendix One

☞ **Meruck the Enlightened**, female ogre Giant4/Mnk1: hp 39; see Appendix One.

☞ **Nellith**, male oeridian Wiz3: hp 11; see Appendix One.

APL 6 (EL 10)

☞ **Cazumeer**, male elf, drow Clr6/Scrdfst1: hp 38; see appendix One.

☞ **Berdric the Craven**, male flan Pal5/Bkg1: hp 56; see Appendix One.

☞ **Roongan of the Blackhand**, male oeridian Rog5: hp 30; see Appendix One.

☞ **Meruck the Enlightened**, female ogre Giant4/Mnk1: hp 39; see Appendix One.

☞ **Nellith**, male oeridian Wiz5: hp 20; see Appendix One.

APL 8 (EL 12)

☞ **Cazumeer**, male elf, drow Clr7/Scrdfst1: hp 44; see Appendix One.

☞ **Berdric the Craven**, male flan Pal7/Bkg1: hp 70; see Appendix One.

☞ **Roongan of the Blackhand**, male oeridian Rog5/Asn1: hp 36; see Appendix One.

☞ **Meruck the Enlightened**, female ogre Giant4/Mnk3: hp 53; see Appendix One.

☞ **Nellith**, male oeridian, Wiz8/Ftspnr1: hp 40; see Appendix One.

APL 10 (EL 14)

☞ **Cazumeer, Cazumeer**, male elf, drow Clr7/Scrdfst2: hp 51; see Appendix One.

☞ **Berdric the Craven**, male flan Pal7/Bkg3: hp 94; see Appendix One.

☞ **Roongan of the Blackhand**, male oeridian Rog5/Asn3: hp 42; see Appendix One.

☞ **Meruck the Enlightened**, female ogre Giant4/Mnk4: hp 60; see Appendix One.

☞ **Nellith**, male Oeridian Wiz8/Ftspnr 2: hp 45; see Appendix One.

The wall itself does not detect as evil. It does detect as magic (conjure and divine).

The characters, if they defeat the Hand, have a choice to make. They can take Julius' body and the necklace back to Fort Wilfrick and turn it over to Baron Avgustin, they

can touch the necklace to the wall, or they can just turn around and leave.

Returning the necklace to Fort Wilfrick will allow them a brief meeting with Baron Avgustin. He will thank the heroes for returning his nephews body and the amulet to his family. A feast is held in the heroes honor.

If anyone touches the necklace to the wall, read the following:

As you touch the amulet to the wall a loud cracking sound can be heard. Thin lines of light begin to appear in the wall. An almost bestial moaning can be heard. The cracks begin to widen and parts of the wall begin crumbling to dust along with the amulet in your hand. In a matter of seconds the wall collapses, leaving a heavy cloud of dust. The moaning sound turns into that of a voice long unused, "ffreeee". Wait..., it is not one voice, but that of many voices. The misty wind passes near you.

Any character that stands in the way with no protection (i.e. Protection from Evil) will be forced to make a Reflex Save (DC 15) when the mist rolls over him/her. Failure means one negative level (as per the touch of a shadow, see MM).

Goose bumps appear on your skin as your senses are assaulted by the waves of evil that are carried on this wind. Your mind recoils in primal fear as the evil wind takes notice of you.

In what seems to take an eternity, the dark wind passes you. Your mind begins to return to normal and you realize that whatever evil just passed you by now knows you...and your family and friends.

That...and they didn't all leave or did they?

If the character wish to search the room on the other side of the arch way it is a 50' by 50' centered on the archway. It is very, very dark and cold in this room. Any light source only sheds about 10% of its normal light and the temperature is forty degree's colder than the previous room. The remaining mists will always just stay out of view and cannot be turned, commanded, or rebuked.

Treasure:

APL 4: L: 63 gp; C: 5 gp; M: Elven Chainmail (346 gp per character), Breastplate +1 (112 gp per character), Potion of Neutralize Poison (63 gp per character)

APL 6: L: 63 gp; C: 5 gp; M: Elven Chainmail (346 gp per character), Breastplate +1 (112 gp per character), Potion of Neutralize Poison (63 gp per character), Potion of Invisibility (25 gp per character)

APL 8: L: 63 gp; C: 5 gp; M: Elven Chainmail (346 gp per character), Boots of Striding and Springing (542 gp

per character), Breastplate +1 (112 gp per character), Potion of Neutralize Poison (63 gp per character), Potion of Invisibility (25 gp per character)

APL 10: L: 63 gp; C: 5 gp; M: Elven Chainmail (346 gp per character), Boots of Striding and Springing (542 gp per character), Divine scroll of True Seeing (115 gp per character), Breastplate +1, Light Fortification (362 gp per character), Heward's Handy Haversack (167 gp per character), Vest of Resistance +2 (333 gp per character), Potion of Neutralize Poison (63 gp per character), Potion of Invisibility (25 gp per character), Ioun Stone [Vibrant Purple] (1,000 gp per character)

Option 7B:

If all the characters hesitate when they hear the voices and the sound of an arrow being fired, read the following:

While you hesitate and decide what to do you hear a scream of anger. "Noooo! What have you done?" The sound of a thousand windows being shattered comes to your ears. A great wind sweeps from the direction of the voices towards you. Upon this wind is carried the whispers of many voices.

"Fffreee Hungry ... "

You see the misty wind as it hurtles down the hall towards you.

Give the characters one chance at this point to somehow get out of the way or protect themselves in some way, magical or mundane. Any character that stands in the way with no protection (i.e. Protection from Evil) will be forced to make a Reflex Save (DC 15) when the mist rolls over him/her. Failure means one negative level (as per the touch of a shadow, see Monster Manual).

Assuming they characters get out of the way or protect themselves, continue:

The misty wind passes near you. Goose bumps appear on your skin as your senses are assaulted by the waves of evil that are carried on this wind. Your mind recoils in primal fear as the evil wind takes notice of you.

In what seems to take an eternity, the dark wind passes you. Your mind begins to return to normal and you realize that whatever evil just passed you by now knows you...and your family and friends.

That...and they didn't all leave or did they?

What about the people and the voices you heard before you were bombarded by the evil wind?

If the characters move forward to check out the room go straight to initiative. All of the Cult of Vecna members made their saves verse the evil mist that Julius released after he touched the amulet to the wall. Julius lies dead on the floor and the cult members will not speak with the characters. They will attack them immediately. They fear what Julius has just released on Verbobonc and want to get out as soon as possible. They want no one to know of this place so they will fight to the death to slay all the characters. They will not negotiate or surrender.

APL 4 (EL 8)

- ☛ **Cazumeer**, male elf (drow) Clr4: hp 24; see appendix One.
- ☛ **Berdrick the Craven**, male flan Ftr2/Rog2: hp 29; see Appendix One.
- ☛ **Roongan of the Blackhand**, male oeridian Rog5: hp 30; see Appendix One
- ☛ **Meruck the Enlightened**, female ogre Giant4/Mnk1: hp 39; see Appendix One.
- ☛ **Nellith**, male oeridian Wiz3: hp 11; see Appendix One.

APL 6 (EL 10)

- ☛ **Cazumeer**, male elf, drow Clr6/Scrdfst1: hp 38; see appendix One.
- ☛ **Berdrick the Craven**, male flan Pal5/Bkg1: hp 56; see Appendix One.
- ☛ **Roongan of the Blackhand**, male oeridian Rog5: hp 30; see Appendix One.
- ☛ **Meruck the Enlightened**, female ogre Giant4/Mnk1: hp 39; see Appendix One.
- ☛ **Nellith**, male oeridian Wiz5: hp 20; see Appendix One.

APL 8 (EL 12)

- ☛ **Cazumeer**, male elf, drow Clr7/Scrdfst1: hp 44; see Appendix One.
- ☛ **Berdrick the Craven**, male flan Pal7/Bkg1: hp 70; see Appendix One.
- ☛ **Roongan of the Blackhand**, male oeridian Rog5/Asn1: hp 36; see Appendix One.
- ☛ **Meruck the Enlightened**, female ogre Giant4/Mnk3: hp 53; see Appendix One.
- ☛ **Nellith**, male oeridian, Wiz8/Ftspnr1: hp 40; see Appendix One.

APL 10 (EL 14)

- ☛ **Cazumeer, Cazumeer**, male elf, drow Clr7/Scrdfst2: hp 51; see Appendix One.
- ☛ **Berdrick the Craven**, male flan Pal7/Bkg3: hp 94; see Appendix One.
- ☛ **Roongan of the Blackhand**, male oeridian Rog5/Asn3: hp 42; see Appendix One.
- ☛ **Meruck the Enlightened**, female ogre Giant4/Mnk4: hp 60; see Appendix One.
- ☛ **Nellith**, male Oeridian Wiz8/Ftspnr 2: hp 45; see Appendix One.

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Treasure:

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APL 6: L: 63 gp; C: 5 gp; M: Elven Chainmail (346 gp per character), Breastplate +1 (112 gp per character), Potion of Neutralize Poison (63 gp per character), Potion of Invisibility (25 gp per character)

APL 8: L: 63 gp; C: 5 gp; M: Elven Chainmail (346 gp per character), Boots of Striding and Springing (542 gp per character), Breastplate +1 (112 gp per character), Potion of Neutralize Poison (63 gp per character), Potion of Invisibility (25 gp per character)

APL 10: L: 63 gp; C: 5 gp; M: Elven Chainmail (346 gp per character), Boots of Striding and Springing (542 gp per character), Divine scroll of True Seeing (115 gp per character), Breastplate +1, Light Fortification (362 gp per character), Heward's Handy Haversack (167 gp per character), Vest of Resistance +2 (333 gp per character), Potion of Neutralize Poison (63 gp per character), Potion of Invisibility (25 gp per character), Ioun Stone [Vibrant Purple] (1,000 gp per character)

Conclusion: A

If the character's defeat the Hand, and take Julius' body and the amulet back to Fort Wilfrick and turn it over to Baron Avgustin this will allow them a brief meeting with Baron Avgustin. He will thank the heroes for returning his nephews body and amulet to his family. A feast is held in the heroes honor and they will hear the news of

the renaming of Fort Wilfrick to the Town of Swan. They will also be given the Favor of Baron Avgustin, which can be used for upgrading of Arms or Armor by a plus 1 bonus with the cost paid for by the character.

Those characters that are members of the Family in Verbobonc will also receive an Influence Point with the Family for their work ensuring that the Families name remained out of this little affair.

Conclusion: B

If the character's defeat the Hand, and take Julius' body back to Fort Wilfrick and turn it over to Baron Avgustin, but used the amulet to release that which was meant to be contained, they will have a brief meeting with Baron Avgustin. He will curtly thank the heroes for returning his nephews body to his family but be slightly disturbed by their use of the amulet and what they have released upon Verbobonc. The characters will hear the news of the renaming of Fort Wilfrick to the Town of Swan as they are being smartly ushered out of their meeting.

Those characters that are members of the Family in Verbobonc will also receive an Influence Point with the Family for their work ensuring that the Families name remained out of this little affair.

Conclusion: C

If the character's defeat the Hand, and take Julius' body back to Fort Wilfrick and turn it over to Baron Avgustin this will allow them a brief meeting with Baron Avgustin. If they tell him about that the family amulet being used by his nephew to release what was meant to be contained he will thank the heroes for returning his nephews body and telling him of the release of the evil and dismiss them so he can talk with his advisors and send the news to the Viscount. The characters will hear the news of the renaming of Fort Wilfrick to the Town of Swan as they are leaving their meeting with the Baron.

Those characters that are members of the Family in Verbobonc will also receive an Influence Point with the Family for their work ensuring that the Families name remained out of this little affair.

If the characters receive both influence and infamy from House Avgustin in this module then cross out both from the Adventure Record since they will balance each other out.

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.

Introduction – Optional Encounter

Defeat the ether creatures:

APL4	60 xp
APL6	120 xp
APL8	150 xp
APL10	180 xp

Encounter Two: The Bakery

Defeat the fiendish creatures:

APL4	150 xp
APL6	150 xp
APL8	180 xp
APL10	240 xp

Encounter Five: Hall of Fallen Heroes

Bypass or disarm the trap:

APL4	120 xp
APL6	120 xp
APL8	120 xp
APL10	120 xp

Encounter Seven: The Treasure

Defeat the Cult of Vecna:

APL4	240 xp
APL6	300 xp
APL8	360 xp
APL10	420 xp

Discretionary role-playing award

APL4	135 xp
APL6	180 xp
APL8	225 xp
APL10	270 xp

Total possible experience

APL4	675 xp
APL6	870 xp
APL8	1,035 xp
APL10	1,230 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 Seven: Treasure

APL 4: L: 63 gp; C: 5 gp; M: Elven Chainmail (346 gp per character), Breastplate +1 (112 gp per character), Potion of Neutralize Poison (63 gp per character)

APL 6: L: 63 gp; C: 5 gp; M: Elven Chainmail (346 gp per character), Breastplate +1 (112 gp per character), Potion of Neutralize Poison (63 gp per character), Potion of Invisibility (25 gp per character)

APL 8: L: 63 gp; C: 5 gp; M: Elven Chainmail (346 gp per character), Boots of Striding and Springing (542 gp per character), Breastplate +1 (112 gp per character), Potion of Neutralize Poison (63 gp per character), Potion of Invisibility (25 gp per character)

APL 10: L: 63 gp; C: 5 gp; M: Elven Chainmail (346 gp per character), Boots of Striding and Springing (542 gp per character), Divine scroll of True Seeing (115 gp per character), Breastplate +1, Light Fortification (362 gp per character), Heward’s Handy Haversack (167 gp per character), Vest of Resistance +2 (333 gp per character), Potion of Neutralize Poison (63 gp per character), Potion of Invisibility (25 gp per character), Ioun Stone [Vibrant Purple] (1,000 gp per character)

Total Possible Treasure

APL 4:	589 gp
APL 6:	800 gp
APL 8:	1,156 gp
APL 10:	2,100 gp

Appendix One - NPCs

On the Road to Fort Wilfrick

APL 4 (EL 2)

➤ **Etherspitter:** CR 2; Small Aberration; HD 3d8; hp varies; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15) [+4 Dex, +1 size, +4 natural]; Atk +5 melee (1d6+3, bite); SA Ethereal Spit, Steal Dead; SQ Stick, Minor Fading, Fast Healing 1, Chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10. Length 3 ft.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

Ethereal Spit (Su): Opposed to a bite attack, the Etherspitter can issue forth a gob of highly magical spit. Treat this attack as a +7 ranged touch attack with a range of 10 feet. Anything hit by this spit receives 1d8 points of damage as a portion of the target is forcefully shifted to the Ethereal plane. This spit can be used on objects as well as living beings and ignores any hardness the object might possess. This spit causes has no effect within the area of a dimensional anchor spell or similar effect that prevents planar travel. This ability can be used every round.

Steal Dead (Su): As a full round action, the Etherspitter can shift the entire body of a dead creature to the Ethereal plane. This ability may only be used on dead creatures of size large or smaller. If damaged during this action, the shift is disrupted. This ability may only be used if three or more Etherspitters participate in the action. This ability cannot be used with the area of a dimensional anchor spell or other similar effect that prevents planar travel.

Stick (Ex): The many legs of an Etherspitter allow it to move at full speed along any surface. This effect is similar to that of spider climb but without the speed restriction.

Minor Fading (Su): With this ability, the Etherspitter can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherspitter is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherspitter can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the

area of a dimensional anchor or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherspitter recovers 1 hit point per round spent on the Ethereal plane. An Etherspitter reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Chitter (Ex): The Etherspitter emits a constant clicking noise. This noise ruins any attempt at surprise that the creature might attempt to gain and results in a -8 circumstance penalty to any Move Silently skill check.

APL 6 (EL 4)

➤ **Etherspitter:** CR 2; Small Aberration; HD 3d8; hp varies; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15) [+4 Dex, +1 size, +4 natural]; Atk +5 melee (1d6+3, bite); SA Ethereal Spit, Steal Dead; SQ Stick, Minor Fading, Fast Healing 1, Chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10. Length 3 ft.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

Ethereal Spit (Su): Opposed to a bite attack, the Etherspitter can issue forth a gob of highly magical spit. Treat this attack as a +7 ranged touch attack with a range of 10 feet. Anything hit by this spit receives 1d8 points of damage as a portion of the target is forcefully shifted to the Ethereal plane. This spit can be used on objects as well as living beings and ignores any hardness the object might possess. This spit causes has no effect within the area of a dimensional anchor spell or similar effect that prevents planar travel. This ability can be used every round.

Steal Dead (Su): As a full round action, the Etherspitter can shift the entire body of a dead creature to the Ethereal plane. This ability may only be used on dead creatures of size large or smaller. If damaged during this action, the shift is disrupted. This ability may only be used if three or more Etherspitters participate in the action. This ability cannot be used with the area of a dimensional anchor spell or other similar effect that prevents planar travel.

Stick (Ex): The many legs of an Etherspitter allow it to move at full speed along any surface. This effect is similar to that of spider climb but without the speed restriction.

Minor Fading (Su): With this ability, the Etherspitter can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherspitter is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherspitter can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a dimensional anchor or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherspitter recovers 1 hit point per round spent on the Ethereal plane. An Etherspitter reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Chitter (Ex): The Etherspitter emits a constant clicking noise. This noise ruins any attempt at surprise that the creature might attempt to gain and results in a -8 circumstance penalty to any Move Silently skill check.

APL 8 (EL 5)

Etherscout: CR 3; Medium-sized Aberration; HD 4d8+4; hp varies; Init +5; Spd 30 ft., fly 60 ft. (good); AC 17 (touch 12, flat-footed 15) [+5 Dex, +2 natural]; Atk +4 melee (1d8+1, bite), +2 melee (1d6, claw x2); SA Breath Weapon; SQ Darkvision 60 ft., Ethereal Jaunt, Fast Healing 1; AL N; SV Fort +2, Ref +6, Will +4; Str 12, Dex 20, Con 13, Int 7, Wis 11, Cha 10. Height 5 ft.

Skills and Feats: Listen +6, Move Silently +12, Spot +11*; Flyby Attack, Multiattack

Breath Weapon (Su): Paralysis (1d4 hours), cone, 30 feet, every 2d4 rounds (but no more than four times per day); Fortitude save (DC 13).

Ethereal Jaunt (Su): An etherscout can shift from the Ethereal to the Material Plane as a free action, and can shift back again as a move-equivalent action (or as part of a move-equivalent action). This ability is otherwise identical with *ethereal jaunt* cast by a 15th-level sorcerer.

Fast Healing 1 (Ex): An etherscout recovers 1 hit point per round spent on the Ethereal Plane. If reduced to -10 hit points or lower, the etherscout still dies. This ability has no effect on the Material Plane.

Skills: *Etherscouts receive a +4 racial bonus to Spot checks, due to their numerous eyes.

APL 10 (EL 6)

varies; Init +1; Spd 30; AC 19 (touch 10, flat-footed 18); Atk +9/+9 (1d6+6, claw); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend, Dazing Gaze; SQ Fast Healing, Minor Fading; AL N; SV Fort +6, Ref +3, Will +5; Str 23, Dex 13, Con 19, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +9, Spot +6, Climb +8, Jump +9; Multiattack

Rend (Ex): If a Etherhulk hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Minor Fading (Su): With this ability, the Etherhulk can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherhulk is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherhulk can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a *dimensional anchor* or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherhulk recovers 1 hit point per round spent on the Ethereal plane. An Etherhulk reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Dazing Gaze (Su) – As the *daze* spell, 1 round effect with no HD restrictions, 30 ft. range, Will save (DC 13).

Encounter One: The Baker's Daughter

All APLs

Alix, Male human Rog7/Sor1: Medium Humanoid (5ft. 4in. tall); HD 7d6 (Rog) + 1d4 (Sor); hp 29; Init +1 (Dex); Spd 30; AC 11 (+1 Dex); Atks + 5 melee (1d3 [20/x2], unarmed); AL N; SV Fort + 2, Ref + 6, Will + 5; Str 10, Dex 12, Con 10, Int 14, Wis 12, Cha 18.

Skills and Feats: Appraise + 7, Bluff + 23, Diplomacy + 15, Disguise + 21 (+31 with Change Self), Gather Information + 15, Hide + 12, Innuendo + 6, Intimidate + 9, Knowledge (arcana) + 3, Knowledge (Verbobonc Law) + 3, Knowledge (Verbobonc Nobility) + 3, Listen + 3, Move Silently + 5, Open Lock + 7, Perform (Drama) + 8, Pick Pocket + 5, Sense Motive + 12, Spot + 8; Charlatan, Persuasive, Skill Focus (Bluff), Skill Focus (Disguise)

Possessions: Commoners Clothing, Disguise Kit

Spells Known (Sor 5/4): 0 -- *Mage Hand, Mending, Open/Close, Prestidigitation*; 1st -- *Change Self, Expeditious Retreat*.

☛ **Centurion Burrich**, male human Rog4/Ftr1: CR 5; Medium Humanoid (6ft. 1in. tall); HD 4d6+4 (Rog) + 1d10+1 (Fig); hp 25; Init + 1 (Dex); Spd 30; AC 15 (+1 Dex, +4 Chain Shirt); Atks melee +6 (1d8+2 [19-20/x2], Longsword); AL N; SV Fort + 4, Ref + 5, Will + 1; Str 14, Dex 12, Con 12, Int 14, Wis 10, Cha 15.

Skills and Feats: Bluff + 18, Diplomacy + 10, Disguise + 18, Forgery + 10, Gather Information + 10, Handle Animal + 4, Intimidate + 12, Knowledge (Verbobonc) + 6, Knowledge (Verbobonc Nobility) + 6, Perform (Drama) + 10, Ride + 4, Spot + 5; Charlatan, Persuasive, Skill Focus (Bluff), Skill Focus (Disguise)

Possessions: Longsword, Chain shirt, Royal vassal outfit, Disguise Kit

Encounter Two: The Bakery

APL 4 (EL 5)

☛ **Fiendish gorilla**: CR 5; Large Magical beast; HD 4d8+8; hp 30; Init +2 (Dex); Spd 30 ft., climb 30 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atk 2 claws +7 melee (1d6+5), bite +2 melee (1d6+2); SA Smite good; SQ Damage resistance 5/+1, darkvision (60'), resistances (see below), scent, SR 8; AL LE; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +18, Listen +6, Spot +6

Special Attacks:

Smite Good (Su): Once per day the fiendish gorilla can make a normal attack to deal +4 additional damage against a good foe.

Special Qualities:

Resistances (Ex): Cold and fire resistance 10.

APL 6 (EL 5)

☛ **Fiendish gorilla**: CR 5; Large Magical beast; HD 4d8+8; hp 30; Init +2 (Dex); Spd 30 ft., climb 30 ft.; AC 14 (-1 size, +2 Dex, +3 natural); Atk 2 claws +7 melee (1d6+5), bite +2 melee (1d6+2); SA Smite good; SQ Damage resistance 5/+1, darkvision (60'), resistances (see below), scent, SR 8; AL LE; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +18, Listen +6, Spot +6

Special Attacks:

Smite Good (Su): Once per day the fiendish gorilla can make a normal attack to deal +4 additional damage against a good foe.

Special Qualities:

Resistances (Ex): Cold and fire resistance 10.

APL 8 (EL 6)

☛ **Fiendish dire ape**: CR 6; Large Magical beast; HD 5d8+10; hp 40; Init +2 (Dex); Spd 30 ft., climb 15 ft.; AC 15 (-1 size, +2 Dex, +4 natural); Atk 2 claws +8 melee (1d6+6), bite +3 melee (1d8+3); Face/Reach: 5 ft. by 5 ft./10 ft.; SA Rend 2d6+12, smite good; SQ Damage resistance 5/+1, darkvision (60'), resistances (see below), scent, SR 10; AL LE; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 3, Wis 12, Cha 7.

Skills and Feats: Climb +14, Move Silently +9, Spot +9.

Special Attacks:

Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+12 points of damage.

Smite Good (Su): Once per day the fiendish dire ape can make a normal attack to deal +5 additional damage against a good foe.

Special Qualities:

Resistances (Ex): Cold and fire resistance 10.

APL 10 (EL 8)

☛ **Fiendish dire ape**: CR 6; Large Magical beast; HD 5d8+10; hp 40, 45; Init +2 (Dex); Spd 30 ft., climb 15 ft.; AC 15 (-1 size, +2 Dex, +4 natural); Atk 2 claws +8 melee (1d6+6), bite +3 melee (1d8+3); Face/Reach: 5 ft. by 5 ft./10 ft.; SA Rend 2d6+12, smite good; SQ Damage resistance 5/+1, darkvision (60'), resistances (see below), scent, SR 10; AL LE; SV Fort +6, Ref +6, Will +5; Str 22, Dex 15, Con 14, Int 3, Wis 12, Cha 7.

Skills and Feats: Climb +14, Move Silently +9, Spot +9.

Special Attacks:

Rend (Ex): A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 2d6+12 points of damage.

Smite Good (Su): Once per day the fiendish dire ape can make a normal attack to deal +5 additional damage against a good foe.

Special Qualities:

Resistances (Ex): Cold and fire resistance 10.

Encounter Seven: The Treasure

APL 4 (EL 8)

☛ **Cazumeer**, male Elf, Drow Clr4: CR 4; Medium Humanoid; HD 4d8+4 (Cleric); hp 24; Init + 1(Dex); Spd 20; AC 17(+2 Dex, +5 Elven Chainmail); Atk + 6 melee (1d3+3 [20/x2], unarmed) + 4 base ranged; SA:

Spell-like abilities; SQ: Immunity: Sleep (Ex), Drow (Elf) traits (Ex), Darkvision (Ex), Light blindness (Ex); RF: +2 Will bonus to Enchantment spells; SR=14; AL NE; SV Fort + 5, Ref + 3, Will + 7; Str 12(16), Dex 14, Con 12, Int 12, Wis 17, Cha 6.

Skills and Feats: Concentration + 7, Diplomacy + 3, Knowledge (religion) + 5, Listen + 5, Scry + 4, Search + 3, Spellcraft + 4, Spot + 6; Improved Unarmed Strike, Weapon Focus (Unarmed)

Possessions: Elven Chainmail

Domains: Evil, Magic

Spells Prepared (Clr 5/5/4): o - Create Water, Cure Minor Wounds, Detect Magic, Guidance, Resistance; 1st - Cause Fear, Protection from Good (d), Shield of Faith, Summon Monster I; 2nd - ~~Bull's Strength~~, Desecrate (d), Hold Person, Silence.

Berdrick the Craven, male human Ftr2/Rog2: CR 4; Medium Humanoid; HD 2d10+2 (Fighter), 2d6+2 (Rogue); hp 29; Init + 2; Spd 20; AC 18 (+2 Dex, +6 Breastplate +1); Atk +7 (2d4+6, Masterwork Spiked Chain); AL NE; SV Fort + 4, Ref + 6, Will + 1; Str 15 (18), Dex 14, Con 12, Int 12, Wis 12, Cha 8.

Skills and Feats: Climb + 0, Handle Animal + 2, Hide + 4, Jump + 3, Move Silently + 3, Spot + 4, Tumble + 4; Exotic Weapon Proficiency (chain, spiked), Power Attack, Weapon Finesse (Chain, spiked)

Possessions: Masterwork Spike Chain, Breast Plate +1, ~~Potion of Bull's Strength~~

Roongan of the Blackhand, male human Rog5: CR 5; Medium Humanoid 5ft. 5in. tall; HD 5d6+10; hp 30; Init + 8 (Dex, Improved Initiative); Spd 30; AC 18 (+4 Chain Shirt, +4 Dex); Atks + 9 melee, (1d6 [18-20/x2], Rapier, Masterwork); Face /Reach 5ft. x 5ft./5ft.; SA sneak attack +3d6; SQ evasion (Ex), uncanny dodge (Ex); AL NE; SV Fort + 3, Ref + 8, Will + 2; Str 11, Dex 18, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Disable Device + 7, Disguise + 6, Escape Artist + 6, Hide + 14, Listen + 9, Move Silently + 12, Open Lock + 8, Pick Pocket + 8, Search + 9, Spot + 2, Tumble + 12, Wilderness Lore + 5; Improved Initiative, Weapon Focus, Weapon Finesse: Rapier

Possessions: Masterwork Rapier, Chain shirt

Meruck the Enlightened, female ogre Giant4/Mnk1: CR 5; Large Giant (9ft, 5in. tall); 4d8+8(ogre) +1d8+2(Mnk); hp 39; Init + 4 (Dex); Spd 30; AC 22 (+4 Dexterity, +1 Wisdom, +5 natural, +3 hide, -1 size); Atk + 12/+9 melee (1d8+6 [20/x2], Unarmed), +8 ranged (special, Tanglefoot bag); Face/Reach 5 ft. x 5 ft./10 ft.; SA flurry of blows, stunning attack, unarmed strike; SQ evasion; AL LE;

SV Fort + 8, Ref + 7, Will + 4; Str 23, Dex 18, Con 14, Int 8, Wis 13, Cha

Skills and Feats: Jump + 8, Listen + 5, Spot + 2, Tumble + 8; *Improved Unarmed Strike*, Large and In Charge

Possessions: Tanglefoot Bag, commoner's clothes, Potion of Neutralize Poison

Nellith male Human Wiz3: Medium Humanoid: CR 3; HD 3d4+3 (Wizard); hp 11; Init + 2; Spd 30; AC 12; Atk + 1 base melee, + 3 base ranged; AL N; SV Fort + 2, Ref + 3, Will + 5; STR 10, DEX 14, CON 12, INT 16, WIS 14, CHA 8.

Skills and Feats: Alchemy + 9, Concentration + 7, Knowledge (arcana) + 9, Knowledge (religion) + 9, Scry + 9, Spellcraft + 9; Blind-Fight, Dodge, Greater Spell Focus (Enchantment), Scribe Scroll, Spell Focus (Enchantment)

Spells Prepared (Wiz 5/5/4 base DC = 15 + Spell Level, DC for Enchantment Spells = 17 + Spell Level); o – Daze(s), Disrupt Undead, Flare, Mage Hand, Resistance; 1st - Charm Person(s), Burning Hands, Protection from Good, Sleep(s), Ray of Enfeeblement, Shield; 2nd - Invisibility, Melf's Acid Arrow, Tasha's Hideous Laughter (s), Web

APL 6 (EL 10)

Cazumeer, male elf, drow Clr6/Scrdfst1: CR 7; Medium Humanoid (5 ft. 6 in. tall); HD 6d8+6 (Clr) + 1d8+1 (Scrdfst); hp 38; Init + 1(Dex); Spd 20; AC 17 (+2 Dex, +5 Elven Chainmail); Atks + 8 melee (1d3+3 [x2], unarmed) or +5 ranged; Face /Reach 5ft. x 5ft./5 ft.; SA: Spell-like abilities; SQ: Immunity: Sleep (Ex), Drow (Elf) traits (Ex), Darkvision 120ft. (Ex), Light blindness (Ex); SR 19; RF: +2 Will bonus to Enchantment spells; AL NE; SV Fort + 8, Ref + 3, Will + 11; Str 12 (16), Dex 14, Con 12, Int 12, Wis 18, Cha 8.

Skills and Feats: Concentration + 11, Knowledge (religion) + 11, Search + 3; Alertness, Combat Reflexes, Improved Unarmed Strike

Possessions: Elven Chainmail

Domains: Evil, Madness, Magic

Spells Prepared (Clr 6/6/5/4; base DC=19 +Spell Level): o - Create Water, Cure Minor Wounds x2, Detect Magic, Guidance, Resistance; 1st - Bless, Cure Light Wounds, Doom, Protection from Good (d), Shield of Faith; 2nd - ~~Bull's Strength~~, Cure Moderate Wounds, Touch of Madness (d), Hold Person, Silence; 3rd - Bestow Curse, Dispel Magic (d), Invisibility Purge, Prayer

Spells Prepared (Scrdfst 1; base DC=14+Spell Level): 1st –Cure Light Wounds

♣ **Berdrick the Craven**, male Human Pal5/Bkg1: CR 6; Medium Humanoid (6ft. 1in. tall); HD 5d10+10(Pal) + 1d10+2 (Bkg); hp 56; Init + 2; Spd 20; AC 18 (+2 Dex, +6 Breastplate +1); Atk +11/+6 (2d4+6 [20/x2], Spiked Chain); SA poison use, sneak attack +1d6, smite good 1/day (Su); SQ detect good (Sa), lay on hands (Sa); AL NE; SV Fort + 12, Ref + 4, Will + 6; Str 15 (18), Dex 14, Con 14, Int 12, Wis 14, Cha 16

Skills and Feats: Concentration + 3, Diplomacy + 5, Heal + 2, Knowledge (arcana) + 4, Knowledge (History) + 3, Knowledge (Local) + 3, Knowledge (religion) + 3, Listen + 4, Move Silently -6, Ride + 4; Cleave, Exotic Weapon Proficiency (spiked chain), Power Attack, Sunder

Possessions: Masterwork Spike Chain, Breast Plate +1, ~~Potion of Bull's Strength~~

Spells Prepared: (DC = 11+Spell Level) 1st - Doom

♣ **Roongan of the Blackhand**, male human Rog5: CR 5; Medium Humanoid 5ft. 5in. tall; HD 5d6+10; hp 30; Init + 8 (Dex, Improved Initiative); Spd 30; AC 18 (+4 Dex, +4 Chain Shirt); Atks + 8 melee, (1d6 [18-20/x2], Rapier, Masterwork); Face /Reach 5ft. x 5ft./ 5ft.; SA sneak attack +3d6; SQ evasion (Ex), uncanny dodge (Ex); AL NE; SV Fort + 3, Ref + 8, Will + 2; Str 11, Dex 18, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Disable Device + 7, Disguise + 6, Escape Artist + 6, Hide + 14, Listen + 9, Move Silently + 12, Open Lock + 8, Pick Pocket + 8, Search + 9, Spot + 2, Tumble + 12, Wilderness Lore + 5; Improved Initiative, Track, Weapon Finesse: Rapier

Possessions: Masterwork Rapier, Chain shirt

♣ **Meruck the Enlightened**, female ogre Giant4/Mnk1: CR 5; Large Giant (9ft. 5in. tall); 4d8+8(ogre) +1d8+2(Mnk); hp 39; Init + 4 (Dex); Spd 30; AC 22 (+4 Dexterity, +1 Wisdom, +5 natural, +3 hide, -1 size); Atk + 12/+9 melee (1d8+6 [20/x2], Unarmed), +8 ranged (special, Tanglefoot bag); Face/Reach 5 ft. x 5 ft./10 ft.; SA flurry of blows, stunning attack, unarmed strike; SQ evasion; AL LE; SV Fort + 8, Ref + 7, Will + 4; Str 23, Dex 18, Con 14, Int 8, Wis 13, Cha

Skills and Feats: Jump + 8, Listen + 5, Spot + 2, Tumble + 8; *Improved Unarmed Strike*, Large and In Charge

Possessions: Tanglefoot Bag, commoner's clothes, Potion of Neutralize Poison

♣ **Nellith** male human, Wiz5: Medium Humanoid: CR 5; 5d4+10(Wiz); hp 20; Init + 2 (+3) (Dex); Spd 30; AC 17 (24 with Shield) (+1 Dex, +4 Mage Armor, +1 Amulet of Natural Armor); Atks + 4 ranged touch; +1 (1d6-1 [20/x2], Club); Face / Reach 5ft. x 5ft. / 5ft.; AL

NE; SV Fort + 3, Ref + 3, Will + 4; Str 8, Dex 13, Con 14, Int 20, Wis 10, Cha 8.

Skills and Feats: Alchemy + 8, Concentration + 10, Knowledge (arcana) + 8, Listen + 5, Scry + 8, Search + 6, Spellcraft + 8, Spot + 5, Tumble + 4; Brew Potion, Greater Spell Focus (Necromancy), Scribe Scroll, Spell Focus (Necromancy), Spell Focus (Enchantment)

Possessions: Club, Potion of Invisibility, ~~Scroll of Mage Armor~~, ~~Scroll of Shield~~

Spells Prepared (Wiz 5/5/4/3; base DC = 15 + Spell Level, DC for Necromancy Spells = 19 + Spell Level, DC for Enchantment Spells = 17 + Spell Level): 0 - Daze, Disrupt Undead (s), Flare, Mage Hand, Resistance; 1st - Charm Person, Mage Armor, Protection from Good, Ray of Enfeeblement (s), Shield; 2nd - Hold Person, Invisibility, Spectral Hand (s), Web; 3rd - Dispel Magic, Haste, Slow, Vampiric Touch (s)

APL 8 (EL 12)

♣ **Cazumeer**, male elf, drow Clr7/Scrdfst1: CR 8; Medium Humanoid (5 ft. 6 in. tall); HD 7d8+7 (Clr) + 1d8+1 (Scrdfst); hp 44; Init + 1(Dex); Spd 20; AC 19(+8 Full Plate, +1 Dex); Atks + 6 melee (1d3+1 [x2], unarmed) or +4 ranged; Face /Reach 5ft. x 5ft./5 ft.; SA: Spell-like abilities; SQ: Immunity: Sleep (Ex), Drow (Elf) traits (Ex), Darkvision 120ft. (Ex), Light blindness (Ex); SR 19; RF: +2 Will bonus to Enchantment spells; AL NE; SV Fort + 8, Ref + 3, Will + 11; Str 11, Dex 12, Con 12, Int 12, Wis 18, Cha 8.

Skills and Feats: Concentration + 11, Knowledge (religion) + 11, Search + 3; Alertness, Combat Reflexes, Improved Unarmed Strike

Possessions: Elven Chainmail, Boots of Striding and Springing

Domains: Evil, Madness, Magic

Spells Prepared (Clr 6/6/5/4/3; base DC=19+Spell Level): 0 - Create Water, Cure Minor Wounds x2, Detect Magic, Guidance, Resistance; 1st - Bless, Cure Light Wounds x2, Doom, Protection from Good (d), Shield of Faith; 2nd - Bull's Strength, Cure Moderate Wounds, Touch of Madness (d), Hold Person, Silence; 3rd - Bestow Curse, Dispel Magic (d), Invisibility Purge, Prayer; 4th - Confusion (d), Poison x2

Spells Prepared (Scrdfst 1; base DC=14+Spell Level): 1st - Cure Light Wounds

♣ **Berdrick the Craven**, male Human Pal7/Bkg1: CR 8; Medium Humanoid (6ft. 1in. tall); HD 7d10+14(Pal) + 1d10+2 (Bkg); hp 70; Init + 0; Spd 20; AC 18 (+1 Half-Plate); Atk +13/+8 (2d4+4 [20/x2], Spiked Chain); SA poison use, sneak attack +1d6, smite good 1/day (Su); SQ detect good (Sa), lay on hands (Sa), summon

monster 11/day (Sa); AL NE; SV Fort + 14, Ref + 6, Will + 8; Str 17, Dex 10, Con 14, Int 13, Wis 14, Cha 16

Skills and Feats: Concentration + 7, Diplomacy + 5, Heal + 2, Knowledge (arcana) + 4, Knowledge (History) + 3, Knowledge (Local) + 3, Knowledge (religion) + 5, Listen + 4, Move Silently -6, Ride + 4; Cleave, Exotic Weapon Proficiency (spiked chain), Power Attack, Sunder

Possessions: Masterwork Spike Chain, Breast Plate +1, ~~Potion of Bull's Strength~~

Spells Prepared: (DC = 11+Spell Level) 1st - Doom

☛Roongan of the Blackhand, male human

Rog5/Asn1: CR 6; Medium Humanoid 5ft. 5in. tall; HD 5d6+10 + 2d6+4; hp 36; Init + 8 (Dex, Improved Initiative); Spd 30; AC 18 (+4 Chain Shirt, +4 Dex); Atks + 9 melee, (1d6 [18-20/x2], Rapier, Masterwork); Face /Reach 5ft. x 5ft/ 5ft.; SA death attack, poison use, sneak attack +4d6; SQ evasion (Ex), uncanny dodge (Ex); AL NE; SV Fort + 3, Ref + 10, Will + 2; Str 11, Dex 18, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Disable Device + 7, Disguise + 6, Escape Artist + 11, Hide + 14, Listen + 9, Move Silently + 12, Open Lock + 8, Pick Pocket + 8, Search + 9, Spot + 2, Tumble + 12, Wilderness Lore + 5; Improved Initiative, Track, Weapon Finesse: Rapier, Weapon Focus: Rapier.

Spells Prepared (Asn -/2, base DC=11+Spell Level): 1st – Spider Climb.

Possessions: Masterwork Rapier, Chain shirt

☛Meruck the Enlightened, female ogre

Giant4/Mnk3: CR 7; Large Giant (9ft, 5in. tall); 4d8+8(ogre) +3d8+6(Mnk); hp 53; Init + 4 (Dex); Spd 40; AC 22 (+4 Dexterity, +1 Wisdom, +5 natural, +3 hide, -1 size); Atk + 15/+12 melee (1d8+6 [20/x2], Unarmed), +10 ranged (special, Tanglefoot bag); Face/Reach 5 ft. x 5 ft./10 ft.; SA flurry of blows, stunning attack, unarmed strike; SQ deflect arrows, evasion, still mind; AL LE; SV Fort + 9, Ref + 8, Will + 5; Str 23, Dex 18, Con 14, Int 8, Wis 13, Cha

Skills and Feats: Jump + 8, Listen + 6, Spot + 2, Tumble + 14; Combat Reflexes, *Deflect Arrows*, *Improved Unarmed Strike*, Large and In Charge, Weapon Focus (Unarmed)

Possessions: Tanglefoot Bag, commoner's clothes, Potion of Neutralize Poison

☛Nellith male human, Wiz8/Ftspnr1: Medium Humanoid: CR 8; 8d4+16(Wiz) + 1d4+2(Ftspnr); hp 40; Init + 2 (+3) (Dex); Spd 30; AC 18 (25 with Shield) (+2 Dex, +4 Mage Armor, +1 Amulet of Natural Armor); Atks + 6 (+7) ranged touch; +3 (1d6-1 [20/x2], Club); Face / Reach 5ft. x 5ft. / 5ft.; SQ: Spin Fate (Ex) (6

points of spin); AL NE; SV Fort + 4, Ref + 4 (+5), Will + 8; Str 8, Dex 14 (17), Con 14, Int 20, Wis 10, Cha 8.

Skills and Feats: Alchemy + 10, Concentration + 15, Knowledge (arcana) + 15, Listen + 5, Scry + 11, Search + 6, Spellcraft + 12, Spot + 5, Tumble + 7; Brew Potion, Extend Spell, Greater Spell Focus (Necromancy), Scribe Scroll, Spell Focus (Necromancy), Spell Focus (Enchantment)

Possessions: Club, Potion of Invisibility, ~~Scroll of Mage Armor (Extended)~~, ~~Scroll of Shield (Extended)~~

Spells Prepared (Wiz 5/7/5/5/4; base DC = 15 + Spell Level): 0 - Daze, Disrupt Undead (s), Flare, Mage Hand, Resistance; 1st - Charm Person, Expeditious Retreat, Mage Armor, Protection from Good, Ray of Enfeeblement x2 (s), Shield; 2nd - Invisibility, Spectral Hand x2 (s), Web x2; 3rd - Dispel Magic x2, Haste (Extended), Slow, Vampiric Touch (s); 4th - Bestow Curse, Enervation (s), Improved Invisibility

APL 10 (EL 14)

☛Cazumeer, male elf, drow Clr7/Scrdfst2: CR 9; Medium Humanoid (5 ft. 6 in. tall); HD 7d8+7 (Clr) + 2d8+2 (Scrdfst); hp 51; Init + 1(Dex); Spd 20; AC 19(+8 Full Plate, +1 Dex); Atks + 7 melee (1d3+1 [x2], unarmed) or +5 ranged; Face /Reach 5ft. x 5ft./5 ft.; SA: Spell-like abilities; SQ: Immunity: Sleep (Ex), Drow (Elf) traits (Ex), Darkvision 120ft. (Ex), Light blindness (Ex), Evasion (Ex), Combat Casting (Ex); SR 20; RF: +2 Will bonus to Enchantment spells; AL NE; SV Fort + 9, Ref + 4, Will + 11; Str 11, Dex 12, Con 12, Int 12, Wis 18, Cha 8.

Skills and Feats: Concentration + 11, Knowledge (religion) + 11, Listen -1, Search + 3, Spot -1; Alertness, Combat Casting, Combat Reflexes, Brew Potion, Improved Unarmed Strike

Possessions: Elven Chainmail, Boots of Striding and Springing, Scroll of True Seeing

Domains: Evil, Madness, Magic

Spells Prepared (Clr 6/6/5/4/3; base DC=19 +Spell Level): 0 - Create Water, Cure Minor Wounds x2, Detect Magic, Guidance, Resistance; 1st - Bless, Cure Light Wounds x2, Doom, Protection from Good (d), Shield of Faith; 2nd - Bull's Strength, Cure Moderate Wounds, Touch of Madness (d), Hold Person, Silence; 3rd - Bestow Curse, Dispel Magic (d), Invisibility Purge, Prayer; 4th – Confusion (d), Poison x2

Spells Prepared (Scrdfst 2; base DC=14+Spell Level): 1st – Divine Favor, Cure Light Wounds

☛Berdric the Craven, Male Human Pal7/Bkg3: CR10; Medium Humanoid (6ft. 1in. tall); HD 7d10+14(Pal) + 3d10+6(Bkg); hp 94; Init + 0; Spd 20; AC 18 (+1 Half-Plate); Atk +17/+12 (2d4+7 [19-20/x2], Spiked Chain);

SA poison use, sneak attack +1d6, smite good 2/day (Su); SQ aura of despair (Su), command undead (Su), dark blessing, detect good (Sa), lay on hands (Sa), summon monster I 1/day (Sa); AL NE; SV Fort + 15, Ref + 7, Will + 9; Str 17 (20), Dex 10, Con 14 (17), Int 13, Wis 14, Cha 16

Skills and Feats: Concentration + 7, Diplomacy + 6, Heal + 3, Hide -4, Knowledge (arcana) + 4, Knowledge (History) + 3, Knowledge (Local) + 3, Knowledge (religion) + 5, Listen + 4, Move Silently -7, Ride + 4; Cleave, Exotic Weapon Proficiency (spiked chain), Improved Critical (spiked chain), Power Attack, Sunder

Possessions: Masterwork Spike Chain, Breast Plate +1, Light Fortification, ~~Potion of Bull's Strength~~

Spells Prepared: (DC = 11 + Spell Level) 1st - Doom, Summon Monster I; 2nd - ~~Bull's Strength~~

☛ **Roongan of the Blackhand**, male human
Rog5/Asn3: CR 8; Medium Humanoid 5ft. 5in. tall; HD 5d6+10 + 3d6+6; hp 42; Init + 8 (Dex, Improved Initiative); Spd 30; AC 18 (+4 Dex, +4 Chain Shirt); Atks + 11 melee, (1d6+1 [18-20/x2], Rapier, Masterwork); Face /Reach 5ft. x 5ft/ 5ft.; SA death attack, poison use, sneak attack +5d6; SQ evasion (Ex), uncanny dodge (Ex), +2 Save versus poison; AL NE; SV Fort + 4, Ref + 11, Will + 5; Str 12, Dex 18, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Disable Device + 7, Disguise + 7, Escape Artist + 11, Hide + 14, Listen + 9, Move Silently + 14, Open Lock + 10, Pick Pocket + 11, Search + 9, Spot + 2, Tumble + 14, Wilderness Lore + 5; Improved Initiative, Iron Will, Weapon Finesse: Rapier, Weapon Focus: Rapier.

Spells Prepared (Asn -/2, base DC=11+Spell Level): 1st - Obscuring Mist, Spider Climb.

Possessions: Masterwork Rapier, Chain shirt, Heward's Handy Haversack, 2 doses of Shadow Essence poison (One dose is already coated on the rapier)

☛ **Meruck the Enlightened**, female ogre
Giant4/Mnk4: CR 8; Large Giant (9ft, 5in. tall); 4d8+8(ogre) +4d8+8(Mnk); hp 60; Init + 4 (Dex); Spd 40; AC 23 (+4 Dexterity, +2 Wisdom, +5 natural, +3 hide, -1 size); Atk + 16/+11 melee (1d10+6 [20/x2], Unarmed), +11 ranged (special, Tanglefoot bag); Face/Reach 5 ft. x 5 ft./10 ft.; SA flurry of blows, stunning attack, unarmed strike; SQ deflect arrows, evasion, slow fall (20 ft.), still mind; AL LE; SV Fort + 12, Ref + 11, Will + 9; Str 23, Dex 18, Con 14, Int 8, Wis 14, Cha

Skills and Feats: Jump + 10, Listen + 7, Spot + 3, Tumble + 14; Combat Reflexes, *Deflect Arrows*,

Improved Unarmed Strike, Large and In Charge, Weapon Focus (Unarmed)

Possessions: Tanglefoot Bag, commoner's clothes, Potion of Neutralize Poison, ~~Potion of Haste~~, Vest of Resistance +2

☛ **Nellith** male human, high Wiz8/Ftspnr 2: Medium Humanoid: CR 8; 8d4+16(Wiz) +2d4+4(Ftspnr); hp 45; Init + 2 (+3) (Dex); Spd 30; AC 17 (24 with Shield) (+3 Dex, +4 Mage Armor); Atks + 7 (+8) ranged touch; +4 (1d6-1 [20/x2], Club); Face / Reach 5ft. x 5ft. / 5ft.; SQ: Spin Fate (Ex) (8 points of spin), Resist Fate (Ex); AL NE; SV Fort + 4, Ref + 4 (+5), Will + 9; Str 8, Dex 14 (17), Con 14, Int 20, Wis 10, Cha 8.

Skills and Feats: Alchemy + 13, Concentration + 15, Knowledge (arcana) + 15, Listen + 5, Scry + 14, Search + 6, Spellcraft + 12, Spot + 5, Tumble + 7; Brew Potion, Extra Slot, Greater Spell Focus (Necromancy), Scribe Scroll, Spell Focus (Necromancy), Spell Focus (Enchantment)

Possessions: Club, ~~Potion of Cat's Grace~~, Potion of Invisibility, ~~Scroll of Mage Armor~~, ~~Scroll of Shield~~, Vibrant Purple Ioun Stone, Scroll of Lightning Bolt

Spells Prepared (Wiz 5/6/5/5/3/2; base DC = 15 + Spell Level, DC for Necromancy Spells = 19 + Spell Level): 0 - Daze, Disrupt Undead (s), Flare, Mage Hand, Resistance; 1st - Charm Person, Expeditious Retreat, Mage Armor, Protection from Good, Ray of Enfeeblement x2 (s), Shield; 2nd - Invisibility, Melf's Acid Arrow, Spectral Hand x2 (s), Web x2; 3rd - Dispel Magic x2, Haste, Hold Person, Slow, Vampiric Touch (s); 4th - Bestow Curse, Confusion, Enervation (s), Evard's Black Tentacles, Improved Invisibility; 5th - Dominate Person, Ghostform (s), Spiritwall

Spells Stored in Ioun Stone - Invisibility, Enervation

Appendix Two— History of Fort Wilfrick

Thanks to Lorcan Murphy, Vernon Vincent, and Joshua O'Connor-Rose for their contributions to Fort Wilfrick.

Fort Wilfrick History

Excerpted from the records of House Avgustin, taken from notes by Moschatel the Seer:

Gillendyl's Run, and the Coming of Men

As recently as only 590 CY, the collection of houses known as Fort Wilfrick were home to a handful of families and of small import even to the noble of the land. Yet in recent years, our tiny town has grown greatly, and as we incorporate ourselves, I seek to allow the Baron Avgustin and the Viscount to better know our town by sharing what is known of the history and tales of the place.

The first habitation on the site of Fort Wilfrick is believed to be as a Way-station of the grey-elves of Enstad between that city and their settlement, which would become our city of Verbobonc, sometime in the first century, CY. The cliffs below the fork in the river was known to the elves as Gillendyl's Run, and was taken as a strong place along the road to Verbobonc. Their initial settlement may have been on the hills atop the cliffs, but they eventually, showing the planning of the elves, planted ipp trees below the cliffs and eventually guarded the cliffs from houses in those trees. It is likely that Gillendyl's Run was also a primary place of meeting and commerce between the grey-elves and the gnomes of the Kron Hills.

By the end of the first century CY, human settlers of Ferrond, out of Veluna, colonized the area, and as Ferrond and Veluna grew strong, the elves withdrew from Gillendyl's Run as well as Verbobonc. Around the time that the Viscounty of Verbobonc was formally incorporated into Veluna and the viceroyalty of Ferrond in 119CY, it is know that merchants out of Veluna had inhabited the area around Gillendyl's Run. Gnomes record that the men intermingled with the remaining elves of the area and inhabited the hill below the cliffs, seeking to continue the area's status as a center of trade for the Gnomes of the Kron without the trip to Verbobonc City.

For those gnomes and men who would take lower prices to save the costs of a longer trip, this arrangement worked for several centuries. Gnomes record that in 146 CY, they assisted in the construction of the Stone Shrine of Rao, and the Canon's Census of

254 CY records the population of "Guildren, south of Verbobonc" at a population of 132 "men of Veluna", 87 "gray elves and men of elvish descent", and 57 gnomes, led by 'Arund Joren.'

Guildren, and the Keoish Occupation

During the Keoish invasion, from 350 to 355 CY, most of the population, including the merchants and gnomes withdrew and Guildren served as a military outpost once more. Any elvish structures that existed before this time were scavenged for materials that were in turn sacked or destroyed by the Keoish troops. Soldiers fortified each town, and fighting took place within bowshot of the cliffs, but the Keoish troops were numerous and those slain in the battle were ultimately buried in Joran's Field, south of the hill, including the local priest of Rao. Under the treaty of Devarnish, the territory was ceded to Keoland for more than a generation.

Records from this time are sparse, but the salt mines were opened during this period, and the population of the region subsisted primarily on this labor. The Stone Shrine of Rao was walled shut, and much of the population left the area for the city or other settlements. By the end of the Short War and the arrival of new priests from Veluna in 438 CY, Saint Cuthbert had become the major faith of the region.

In Guildren, the walled-over doors of the Stone Shrine were torn down, but throughout the Viscounty, Raoan priests did not return to the roles as counselors of the wise. In 448 CY, the Canon sent a delegation to meet with the Cuthbertine clergy of Verbobonc. The talks ended in a ceremony at the oldest Raoan Shrine in the land, the Stone Shrine, signifying the transfer of the duty of advising the powerful to the Cuthbertine clerics.

Over the next century, Guildren was consistently a community of fifty to eighty people, subsisting primarily on salt mining. In 568 CY, the population left the area, which would again be a battlefield, this time between the forces of Verbobonc and forces of the Temple of Elemental Evil. The Viscount surveyed the area between the rivers as a possible command position, though a more advanced position was ultimately chosen, and Guildren was manned with reserves.

Fort Wilfrick, and Rebuilding

Between the tumult of the First and Second Rising of the Temple, and the Greyhawk Wars, few folk returned to Guildren. When agents of the Viscount returned to the community in 585, looking to

build fortifications at the natural strong place, they found a community with only a handful of families. In 586 and 587, workers arrived in the area and began construction on a Fort atop the hill, and the community took the name of the Viscount in celebration of the new effort.

The construction was short-lived, and after Wilfrick's death in Harvester of 587, the construction soon ceased. Without work, most of the laborers again left our town, leaving the unfinished fortifications and the town to the few local families. Two major events would change this, both of them taking place in the year 591.

The critical event was an earthquake, normally a premonition of dread. The few of us in town in those days recall the ground bucking and heaving, much of the Fort construction falling further into ruination, and the faces of the cliffs collapsing. It was quickly realized that a series of water caverns had been opened in the cliff face, and shortly thereafter realized that there were visible veins of silver in the walls of the easily accessible passages. The Joram family, most numerous and affluent of the remaining villagers, leveraged their assets and brought in laborers to begin mining the silver. Around Joram, the elder of the family, used some of the proceeds to lure his brother, a wandering Heironean cleric, to return to the town and begin construction of a Temple to the Paladin of the Gods. Construction began in 592 CY, the same year that Around Joram declared himself acting mayor of Fort Wilfrick.

The second event was the visit of a wandering knight in the Baron's service, Willow Swan by name. Impressed by the area's natural defensive position, he built his residence in Fireseek of 593. His reputation among adventurers and commoners alike drew further men of both sorts, accelerating the development of the new mines and flooding the economy with wealth.

This last month, the Temple to the Invincible was completed, and Father Joram consecrated the altar with the assistance of a cleric from Larneystoe. At the conclusion of the ceremony, word came from the mine foreman that veins of precious stone had been discovered deeper in the caverns! During the construction, there was some conflict between Father Joram and the itinerant priest of Cuthbert, but this revelation has made Heironeous truly the patron of our small town in the eyes of much of the population.

Mounted Borderers' Outpost

The Mounted Borderers' Outpost in Fort Wilfrick is a simple affair. It is well maintained and fairly spacious. A stable of almost equal size makes the entire building 'L' shaped. The very nature of the Mounted Borderers is such that only 10-20 members are in town at any one time. Out of those, half are on duty, cleaning and repairing equipment. The remainder can be found in one of the two taverns, either the Swan's Rest or the Two Foot Traveler.

The commander of the outpost is currently Captain Rodrigo. He is a middle-aged man who was born the second son of a minor knight. Seeing no way to inherit his father's meager holdings, he enlisted in the Mounted Borderers. When he is in town, he could have been often found having dinner with Sir Willow Swan at the knight's mansion. But with the death of Sir Willow, Captain Rodrigo has taken to keeping to himself.

Due to closeness of the Mounted Borderers' Outpost and the Avgustin House Guard Barracks, a friendly rivalry has developed. Both Captain Rodrigo and Sir Willow had not discussed it publicly, but neither had shown their troops that they disapproved.

Willow Swan's Mansion and the Avgustin House Guard Barracks

One of the largest structures in all of Fort Wilfrick was the home to one of Verbobonc's most well known adventurers. Calling upon the favors of merchants and professionals that he had met during his travels across the Flanaess, Willow Swan had built his home, barracks for the Avgustin House Guard, and the stables for his business, WS Equines, into one structure.

The entire complex is in a 'U' shape, the center building being two stories tall. It is longer than it is wide and the first floor contains the offices and barracks of the Avgustin House Guard. The second floor is exactly the same size as the first floor by contains Sir Willow Swan's personal residence. Sir Swan's floor is divided into two parts. The first contains his bedroom, two guest rooms, a small armory, and a rather lavish library. The library contains many books on military history and tactics. The second part is for Sir Swan's personal followers. There are three small yet private bedrooms for the commanders, a large barrack style room for the ordinary soldiers, and another small armory.

The other two parts of the 'U' shaped structure contain the Avgustin House Guard armory/training rooms and the WS Equines stables and offices, respectively.

WS Equines, while a new business, is vigorously searching for horses of fine quality. It was the hopes of Sir Willow that he may have been able to eventually breed the finest war horses in all of Verbobonc. If the stable master, Bilo Longshank, was any indication, he would have achieved his aims. Bilo is originally from Keoland. He has trained and bred horses his whole life. His maternal grandfather was the master of horses to the King of Furyondy. He is a short, squat man who walks with a decided limp. When Bilo sits on a horse though, even elves would be amazed at his grace. He is soft spoken and was well liked by Sir Willow, as well as the House Guardsmen. Currently he is unsure of his status as no one has stepped forth to claim Sir Swan's inheritance.

The Family in Fort Wilfrick

A small home near one of the streams that is around Fort Wilfrick is the home of Drebor. He came to town a few months ago and got a job at the salt mine. He seems to be nothing more than a common worker with a below average intelligence. The truth is something altogether different.

Drebor is the Battirovka Family's contact in Fort Wilfrick. His home houses dozens of secret rooms and compartments. These are used for housing the Family's goods or for hiding the occasional person. Drebor's job for the family is to keep them posted on what the caravans that are coming to and from the Kron hills are carrying.

A month ago, another member of the Family has moved to Fort Wilfrick. Kuman the baker and his daughter Alix have set up shop in town. Drebor has contacted them and they are working together for the goals of the Family. Whatever those may be.

The Swan's Rest

The Swan's Rest tavern is a long structure, the main door being in the center of one wall. Upon entering you will see the bar on the opposite wall from you. To both your left and right are tables and chairs of varying sized (to accommodate all the races that may stop in). It is well lit and clean. Along one of the short walls is a stage, where on many nights can be found Bell of the Silver Voice, singing and dancing.

The barkeep is Drafner, a gnome of easy disposition. He readily greets one and all as they enter.

His wife, Drusilla, is the cook. Her meals are plain but good affairs. She has been known to come out and berate a customer who does not finish their plate.

The Swan's Rest is known for its friendly atmosphere. There has never been a night when some members of both the Avgustin House Guard and the Mounted Borderers were not present.

The Two Foot Traveler

The Two Foot Traveler is an eclectic collection of converted older buildings and new construction to join them. The results are hallways that bend at unusual angles, and the occasional hallways that the halfling proprietor neglected to make easily navigable to larger races. All of this makes a trip past the entry-ways of the various structures quite the adventure, which is more than fitting to the intent of the structure, which can be divided into three major purposes: The Two Foot Traveler tavern, Treats of the Two Foot Traveler, and the Shrine to the owner's deity: Brandobaris, the irrepressible halfling god of adventure.

The tavern's main room was formerly the town hall of a previous incarnation of the community, and the large open spaces of this structure have made for an oversized common room with more than ample room for travelers and townsfolk to socialize and refresh themselves. There is an unusual amount of seating available for smaller races, and in spite of the Swan's Rest's accommodations to those races, the great majority of the town's halfling population is generally found at the Traveler, whose bar is ably staffed by a pair of quick halflings by the names of Fielo and Curtis. Off of the common room are numerous hallways of varying sizes, the smallest of which requires a crouch by human sized patrons and leads throughout the collection of buildings to various halfling sized rooms, the Shrine of Brandobaris, and to 'Treats'. Some conference rooms from the old city-hall have been converted into storerooms, rooms for rent to 'bigs', but mostly into a truly massive kitchen that overflows out of the original structure and across the intervening space into the next building.

The next building over is the shop Treats of the Two Foot Traveler, and is a much smaller affair, aside from the massive kitchen shared with the tavern. A young halfling girl by the name of Mindy usually maintains the storefront. She is quite popular with the younger halfling men around town and quite unashamed to have them purchase the stores wares for her so that she can more guiltlessly indulge in her love

of sampling the pastries, candies, and baked goods sold therein.

Somewhere within the entire convoluted structure, the halflings swear, is a Shrine to Brandobaris. They steadfastly refuse to lead newcomers to the shrine, insisting that finding the shrine is the best form of offering to their recklessly traveling deity.

The Stone Shrine of Rao

The Stone Shrine of Rao is the oldest remaining structure from a bygone era of the area's history, and bears its age with a steadfast resilience and the quiet grace that only a truly aged structure can bear. It is a simple affair, and the original structure consists solely of a thirty foot domed roof, covered with pictuary and writings that show their age, supported by a vast number of pillars carved into statuary of heroes of the Raoan faith, both knightly and diplomatic, but none from the last three hundred years.

Inside the domed roof is the stone altar of Rao, reputed to date back to the first settlements by humans in the lands around the Viscounty. The relief work on the stone slab is much better preserved than that atop the dome, and is quite impressive. Newer wooden benches consume much of the floor space, and there is no set place for the regalia of a visiting cleric to be stored.

Around the outside of the Shrine is an unusual amount of gravel and pieces of stone, reputed to be from walls that were erected around the structure by a Keoish officer during the time when Keoland wrested the Viscounty and other holdings from Veluna.

The Bejeweled Halls of Heironeous

This building is dedicated to the worship of Heironeous the Invincible. This large chapel features a polished stone altar, handsomely finished pews and stained glass in the windows. Fine candelabras rest in separate prayer alcoves, and an elegant room with a wardrobe and large desk allows the presiding cleric to prepare for services in comfort. A supply closet holds extra prayer texts, altar cloths, candles, and other religious paraphernalia. There's also a small dressing room for the cleric to prepare for services in, and in here there's a wardrobe for keeping religious garb and supplies. Up to 240 people can fit in here for service.

Most distinctive about the halls is that unlike the many austere shrines and chapels to Heironeous in the Viscounty, the Bejeweled Halls have been decorated extensively using stained glass and the precious stones

that are Fort Wilfrick's primary export. From any angle, the Halls catch the sunlight and reflect it back in a brilliant blaze, especially the Mailed Fist and Thunderbolts of Heironeous above the main double-doors, tiled in brilliant yellow and gleaming white stones.

Inside the Minster is stored the Thunder Stone, the first stone removed from the precious stone mine in the town, which was itself discovered the same day that the original Halls of Heironeous were consecrated in the town. The Thunder Stone is a local treasure, and reputed to be a gleaming white stone the size of a man's head, shot through with a streak of yellow with an unmistakable resemblance to a thunderbolt. Father Joram, one of the original inhabitants of the thorp of Fort Wilfrick and member of a family residing in the area for untold generations, tends to the stone and says regular masses here, though he leaves the training of warriors to other able defenders of the town.

Adjacent to the Minster is the reason that those who mistake the beauty of the minster for weakness have been disappointed. Would-be warriors of the Heironean faith from the surrounding countryside often train in a nearby yard under the tutelage of the numerous Paladins and other warriors of the Invincible native to the town.

The Oaken Shrine

Constructed, no doubt, as a Cuthbertine answer to the Stone Shrine of Rao, the Oaken Shrine is in some sense a more lavish structure, if only to the extent that the two faiths can compete in lavish austerity. The shrine itself is housed within a tall single story structure constructed entirely of oak, and polished to a high gloss regularly by the faithful. The building is almost entirely without windows near the ground level, but being taller than an ordinary single-story building, much of the upper parts of the walls are given over to stained glass windows depicting battles with the Hordes of Elemental Evil and the Cuthbertine warriors and priests present at the battle.

Inside, the building is a deliberate chamber of echoes for the praise of Saint Cuthbert, protector of the people of Verbobonc, although it is reputed that should someone dare to speak against the Saint within the structure, the walls will silently consume their words and offer no amplification to them. Within the Sanctuary of the structure is the Chalice of Harim of the Ironwood, a minor relic of the Verbobonc Cuthbertine faith. Harim of the Ironwood was a martyr of the Cuthbertine faith who fell in battle against the Hordes of Elemental Evil and whose body

was never recovered. The chalice is reputed to be the cup from which he drank before going forth into the battle where he fell.

Moschatel's Library

The local library is exactly the sort of proper and serious structure that one would expect of a major library, looking precisely like a mansion, only filled with books. This appearance is largely due to the fact that the structure was originally a family mansion, belonging to one of the original families of the area, whose sole living descendant is Moschatel the Sage. A voracious reader and something of a kleptomaniac, the old sage has hidden away an alarming number of books throughout the numerous drawing rooms, dining halls, guest bedrooms, and even the very hallways of the structure, mostly in an organizational pattern that is entirely arcane to those who are not Moschatel himself.

He has let out one of his larger rooms that were not yet filled with books to resident members of the Wrinkle Academy, wherein is housed a Research Laboratory for all manner of arcane inquiry. Though he has never visited this part of the house in any other person's presence, and never been seen to cast a spell, the old academician has, through massive accumulation of tomes and the presence of such a laboratory within his home, earned something of a reputation as a wizard, which he steadfastly disavows, claiming that his only divinations chart the course of the stars in the heavens.

Somewhere within the large structure must be the personal quarters of the old man, but none in town who admit to it have been to such a place. Largely owing to the enormous number of old and obscure reading to be had within the structure, the Wrinkle Academy has begun preliminary talks with the sage for him to organize his libraries in a fashion more typical of a professional library, and open his doors further to wizards and the like. Due to the results thus far of consulting with wizards, as well as a stubborn resistance to the task of organizing his books, these talks have yet to bear fruit. Nonetheless, for a minor fee and a pastry from 'Treats', Moschatel will occasionally locate some obscure piece of lore for a traveler or Academician, and often receives visitors for this purpose. Moschatel is the most promising resource in town for any person wishing to explore the history of the area, as this is a special area of research for him, and he has sent numerous reports and letters on the subject to the Baron Avgustin.

The Salt Mines

The salt mines were the primary reason for the lingering population of the area prior to the recent population explosion, and most of the locals are miners by trade. Work in the salt mines is hard and exhausting, but the hardy folk of the region largely still ply their historical trades, and resist moving to the silver mines and particularly the motions of a certain local constable to make forced labor in the Salt Mines a punishment for criminals in the area.

The Joram Silver Mines

Established by Rolan Joram in 592, the Joram Mines were opened by an earthquake in the spring of that year. Much of the Joram family in the area and Viscounty at large pooled their wealth and leveraged their assets in order to hire outside labor and bring the mines into production.

To this day, the mines are largely worked by newcomers to the town, with locals either preferring to stick with their experience in salt mining, or somehow being discouraged from taking work in the silver mine. Owing to his disproportionate wealth as a result of profits extracted from the mines, Rolan Joram declared himself acting mayor of the thorp in late 592 CY. As a result of the town's explosive population growth, Baron Avgustin and representatives of the Viscount challenged this claim, and elections were held, resulting in the appointment of Sir Willow Swan as mayor of the town.

The Jewel Mines

At the beginning of the year (593CY) as the Hall of the Holy Knight was being consecrated, a miner opened a passage out of the Joram Mines into a new set of water caverns, within which were a variety of veins of precious stones. The worker, a Heironean, ran immediately to inform the congregation, and the Jewel Mines have been viewed as a sign of Heironeous' providence to the present. Not yet fully explored, a tunnel and shaft from the existing caverns has been run out into a separate entrance into the mines, and work continues apace.

The mines are presently held in public trust, leading to some bad blood with Rolan Joram.

Appendix 3 – New Rules or Creatures

Fatespinner (Appears in Tome and Blood)

Requirements

To qualify to become a fatespinner, a character must fulfill all the following criteria.

Knowledge (arcana): 8 ranks.

Knowledge (any): 8 ranks.

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

Special: The fatespinner must have avoided death (or severe calamity) by the machinations of fate. For instance, if he misses a ferry crossing to the nearby Isle of Sadonne due to a strange premonition that caused him to tarry overlong at the landing, and learns that the ferry was lost with all aboard to a sudden storm, it can be said that fate has spared him.

Class Skills

The fatespinner's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Gather Information (Cha), Intuit Direction (Wis), Knowledge (Int), Profession (Wis), Scry (Int, exclusive skill), Search (Int), and Spellcraft (Int). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2+Int modifier Class

Features

All the following are class features of the fatespinner prestige class.

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

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

Spin Fate (Ex): The mage of many fates understands that "chance" is less random than many believe, and he can adjust the probability of certain events. This is an extraordinary ability.

When a fatespinner casts a spell that allows a saving throw, he can choose to subtract 2 from the spells save DC (making it easier for the target to resist)—neither more nor less. He stores the 2 points as a sort of spell karma called "spin". Each time he so adjusts a spell, he accumulates another 2 points of spin. At any one time, the fatespinner can store a maximum spin value equal to his caster level (the total of all spellcasting class levels, including this prestige class). For example, a 5th-level wizard/1st-level fatespinner can store up to 6 points of spin at any one time.

The fatespinner can use accumulated spin to boost the save DC of other spells he casts, adding up to 3 points of spin to any one spell. Thus, the above 5th-level wizard/1st-level fatespinner can increase the Will save DC of a charm person spell he casts by up to +3. If he spends all 3 points, his spin «balance» drops to 3.

Sometimes more points are subtracted from save DCs than can be accumulated as spin. In this case, the excess is lost. If the above spellcaster were to reduce the save DCs of two spells before using his spin again, he would accumulate 4 points of spin. Since his maximum is 6 not 7, the extra point is lost.

Note: You can't cheat fate. A fatespinner accumulates no spin from casting spells on targets who voluntarily fail their saving throws. Nor can he accumulate spin by reducing the save DC of a benign spell cast on a friend or a meaningless inanimate object. Only where the outcome of the spell is important to the fatespinner's own fate can he use this ability.

Resist Fate (Ex): At 2nd level, the fatespinner develops extraordinary good luck. Once per day, may reroll one roll that he has just made. He must take the result of the reroll, even if it's worse than the original roll. If the fatespinner has levels of cleric with the Luck domain, this benefit stacks with that domain's granted power.

Fickle Finger of Fate (Ex): On reaching 3rd level, the fatespinner gains the extraordinary ability to affect the luck of others. Once per day, he may reroll one roll that another creature—friend or enemy—has just made. That creature must take the reroll, even if it's worse than the original roll. Fickle finger of fate takes place

outside the normal initiative order, but fatespinner still can't use it if he is caught flat-footed. He must be able to see the recipient to use this ability.

Note: The fatespinner must decide whether to reroll before the results of the roll in question are applied; otherwise he must wait for another opportunity. He is not automatically privy to the rolls of others, especially enemies, but it is usually easy to tell when a creature makes a saving throw or hits a target. The fatespinner player should notify the DM prior to a foe's roll, stating his intention to use this ability immediately if the outcome appears undesirable.

As Fate Would Have It: At 4th and 8th level, fate conspires with circumstance to bring about a useful, if rather mundane, result. The fatespinner learns a bonus metamagic feat.

Spin Destiny (Ex): Beginning at 5th level, the fatespinner more clearly apprehends the matrix of reality and can use accumulated spin to adjust other "random" events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to boost any skill check, attack roll, or saving throw. However, he can't subtract points from these checks to accumulate spin. In addition, he can apply a number of points of spin up to his caster level (which is still the maximum spin he can store) to skill checks, attack rolls, or saving throws. For example, a 5th-level wizard/5th-level fatespinner could apply up to 10 points of spin to a desired check, assuming had enough scored.

Deny Fate (Ex): At 6th level, the fatespinner's control of chance becomes stronger. He can now reroll a roll, as with Resist Fate, twice per day. This also stacks with the Luck domains granted power.

Luck to the Wind (Ex): On reaching 7th level, the mage of many fates can appease chance by "throwing luck to the wind". This is an extraordinary ability. He chooses whether or not to use this power each time he casts a spell that allows a saving throw. The save DC for a spell so adjusted is 1d20 + spell level + caster's Charisma or Intelligence modifier (whichever is greater). The fatespinner rolls the d20 when he casts the spell. He can also enhance the spells by adding up to 3 points of spin to the spell's save DC, or accumulate spin by deducting 2 points from it, but not both. This cannot be further adjusted by other abilities such as spin destiny.

Seal Fate (Sp): At 9th level, the fatespinner can meddle in matters literally of life and death. Once per day, he can attempt to seal the fate of one other creature as a spell-like ability. As a standard action, the fatespinner selects a size Large or smaller target creature he can see within 100 feet and speaks the words, "Your fate is sealed". The target must make a successful Fortitude save (DC 20) or die. Even if the save is successful (or if the Target is Huge or larger), it instead takes 3d6+13 points of damage. The fatespinner may add spin to increase the Fortitude save DC, the amount of damage dealt, or both, as desired.

Favored One: On attaining 10th level, the fatespinner is favored by chance, rising above the common animal caught in the web of reality it can't see or appreciate. His type changes to "outsider", which means (among other things) that he is no longer affected by spells that specifically target humanoids, such as charm person, but he can be hedged out by a magic circle spell against his alignment. The Favored One can store a maximum value of spin equal to twice his caster level.

Fatespinner

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Spin fate	
2nd	+1	+0	+0	+3	Resist fate	+1 level of existing class
3rd	+1	+1	+1	+3	Fickle finger of fate	
4th	+2	+1	+1	+4	As fate would have it	+1 level of existing class
5th	+2	+1	+1	+4	Spin destiny	
6th	+3	+1	+2	+5	Deny fate	+1 level of existing class
7th	+3	+2	+2	+5	Luck of the wind	+1 level of existing class
8th	+4	+2	+2	+6	As fate would have it	+1 level of existing class
9th	+4	+3	+3	+6	Seal fate	
10th	+5	+3	+3	+7	Favored one	+1 level of existing class

Sacred Fist (Appears in Defenders of the Faith)

Hit Die: d8.

Requirements

To qualify to become a sacred fist, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Feats: Alertness, Combat Reflexes, Improved Unarmed Strike.

Spells: Ability to cast divine spells.

Class Skills

The sacred fist class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Escape Artist (Dex), Heal (Wis), Jump (Str), Profession (Wis), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the sacred fist prestige class.

Weapon and Armor Proficiency: Sacred fists surrender the use of weapons and shields. They may use only light armor without breaking their religious discipline.

Code of Conduct: A member of a sacred fist order refuses to use any weapon. A sacred fist who knowingly carries or uses a weapon loses all class spells and features and advances no farther as a sacred fist until he atones for his action (see the *atonement* spell description, page 176 of the *Player's Handbook*).

Spells per Day: A sacred fist has the ability to cast a small number of divine spells. To cast a spell, the sacred fist must have a Wisdom score of at least 10 + the spell's level, so a sacred fist with a Wisdom of 10 or lower cannot cast spells. Sacred fist bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + Wisdom modifier. When the sacred fist gets "—" spells for a given level, the character cannot cast any spells of that level. When the sacred fist gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the sacred fist gets only bonus spells. A sacred fist without a bonus spell for that level cannot yet cast a spell of that level. The sacred fist's spell list appears below; he has access to

any spell on the list and can freely choose which to prepare. A sacred fist prepares and casts spells just as a cleric does (though he cannot lose a spell to cast a *cure* spell in its place).

Free Domain: Upon adopting the sacred fist class, the character chooses one domain from his deity's list.

Unarmed Fighting (Ex): A sacred fist is highly trained in fighting unarmed, giving him considerable advantages when doing so. A sacred fist's attacks may be with either fist interchangeably or even with elbows, knees, and feet. There is no such thing as an off-hand attack for a sacred fist striking unarmed. He may choose to deal either subdual or normal damage with his attack. He deals more damage than normal, as summarized on the table below.

Flurry Attack (Ex): The sacred fist may strike with a flurry of blows at the expense of accuracy. When doing so, he may make one extra attack in a round at his highest base attack, but this attack and each other attack made that round suffer a -2 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the sacred fist might make before his next action. The sacred fist must use the full attack action (see page 124 of the *Player's Handbook*) to strike with a flurry of blows.

Puissant Fists (Su): A sacred fist ignores some damage resistance. At 1st level, treat his strikes as +1 weapons for the purposes of damage resistance. Starting at 3rd level, treat his strikes as +2 weapons for that purpose. Starting at 6th level, treat them as +3 weapons, and at 9th level, treat them as +4 weapons. This ability does not change the sacred fist's chance to hit or the damage dealt.

Evasion (Ex): A sacred fist can dodge and avoid even magical and unusual attacks with great agility. If a sacred fist makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a *fireball* spell), the sacred fist instead suffers no damage. Evasion can only be used if the sacred fist is wearing light armor or no armor.

Combat Casting (Ex): At 2nd level, a sacred fist gains this feat as a bonus feat.

Uncanny Dodge (Ex): Starting at 3rd level, a sacred fist gains the ability to react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity bonus to AC if immobilized.) At 5th level, the sacred fist can no longer be flanked, since he can react to opponents on opposite sides of his as easily as he can react to a single attacker. This defense denies other characters the ability to use flank attacks to sneak attack him. The exception to this defense is that another character at least four levels higher than the character can flank him (and thus sneak attack him, if a rogue). Uncanny dodge can only be used if the sacred fist is wearing light armor or no armor.

Blindsight (Ex): This ability, gained at 6th level, grants sensitivity to vibrations, scent, and acute hearing so that the sacred fist maneuvers and fights as well as a sighted creature. His senses extend in a 30-foot radius. Invisibility and darkness are irrelevant, though he still can't discern ethereal beings. Sacred fists do not need to make Spot or Listen checks to notice creatures within range.

Sacred Flame (Sp): At 7th level, a sacred fist may use a standard action to invoke sacred flames around his hands and feet. Instead of normal damage, a successful attack with these sacred flames deals damage as follows: 1d6 + Wisdom modifier if positive + sacred fist class level. The attack has a maximum possible damage of 1d6+15 points. At least half the damage is fire damage, and the rest is sacred energy (and thus not, subject to effects that reduce fire damage). A *sacred flame* attack may be combined with a flurry attack.

No Shadow Blows (Ex): Starting at 8th level, a sacred fist may add a positive Wisdom modifier to both attack and damage rolls. Also, for purposes of countering damage reduction, his unarmed blows are considered magic weapons with an enhancement bonus equal to his Wisdom bonus, and this bonus is cumulative with that of puissant fists. The sacred fist's mind, body, and will are forged into one instrument.

Inner Armor (Ex): At 10th level, a sacred fist's inner tranquility protects him from external threats. He may invoke a +4 concentration bonus to AC, a +4 resistance bonus on all saves, and spell resistance equal to his class level for a number of rounds equal to his Wisdom modifier. If his Wisdom modifier is

+0 or negative, he cannot use this ability. He may use inner armor a number of times per day equal to his class level.

Sacred Fist Spell List

Sacred fists have access to spells appropriate for their alignment, provided those spells have a range of touch or personal. This list excludes spells available only as domain spells. Such spells would be available to a sacred fist with access to the domain.

1st—*bless water**, *burial blessing†*, *comprehend language*, *cure light wounds**, *curse water**, *divine favor*, *endure elements*, *entropic shield*, *inflict light wounds**, *invisibility to undead*, *magic stone***, *magic weapon***, *protection from chaos/evil/good/law**, *sanctuary*, *shield of faith*.

2nd—*aid*, *augury*, *brambles**†*, *bull's strength*, *cure moderate wounds**, *death knell*, *delay poison*, *endurance*, *gentle repose*, *inflict moderate wounds**, *lesser restoration*, *resist elements*, *speak with animals*, *undetectable alignment*.

3rd—*bestow curse**, *chain of eyes†*, *contagion**, *continual flame*, *cure serious wounds**, *curse of the brute†*, *daylight*, *deeper darkness*, *flame of faith†*, *glyph of warding*, *inflict serious wounds**, *invisibility purge*, *magic circle against chaos/evil/good/law**, *magic vestment*, *meld into stone*, *negative energy protection*, *obscure object*, *protection from elements*, *remove curse**, *remove disease**, *speak with plants*, *spikes**†*, *stone shape*, *water breathing*, *water walk*.

4th—*air walk*, *beast claws†*, *cure critical wounds**, *death ward*, *divination*, *divine power*, *freedom of movement*, *imbue with spell ability*, *inflict critical wounds**, *neutralize poison**, *poison**, *restoration*, *status*, *tongues*, *unfailing endurance†*.

*DM decides which of these spells are appropriate for PC's organization.

**While these spells technically can be cast, a careless sacred fist might break his discipline, depending on his subsequent actions.

†New spell described in Chapter 4 of this book.

Sacred Fist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+2	+0	Flurry attack, free domain, puissant fists	0	—	—	—
2nd	+2	+3	+3	+0	Evasion, Combat Casting	1	—	—	—
3rd	+3	+3	+3	+1	Uncanny dodge (Dex bonus to AC)	0	0	—	—
4th	+4	+4	+4	+1		1	1	—	—
5th	+5	+4	+4	+1	Uncanny dodge (can't be flanked)	1	1	0	—
6th	+6	+5	+5	+2	Blindsight	1	1	1	0
7th	+7	+5	+5	+2	<i>Sacred flame</i>	2	1	1	1
8th	+8	+6	+6	+2	No shadow blows	2	1	1	1
9th	+9	+6	+6	+3		2	2	1	1
10th	+10	+7	+7	+3	Inner armor	2	2	2	1

New Feats

Extra Spell [General] (Appears in Tome and Blood)

You can learn one more spell.

Prerequisites: Spellcaster level 3rd+.

Benefit: You learn one additional spell at any level up to one level lower than the highest-level spell you can cast. Thus, a 4th-level sorcerer gains a new 0-level or 1st-level spell, expanding his repertoire. A 4th-level wizard can likewise learn an extra 0-level or 1st-level spell, but since wizards learn spells far more easily than sorcerers, this feat is of less use to her.

Special: You can gain this feat multiple times. Each time, you learn a new spell at any level up to one lower than the highest-level spell you can cast.

Greater Spell Focus [General] (Appears in Tome and Blood)

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of that school are now even more potent than before.

Prerequisite: Spell Focus.

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Special: You can gain this feat multiple times. It's effects do not stack. Each time you take the feat, it applies to a new school of magic.

Large and in Charge [General] (Appears in Sword and Fist)

You can prevent opponents from closing inside your reach.

Prerequisites: Reach (Large size or larger), Str 17+.

Benefit: When you make a successful attack of opportunity against an opponent who is moving inside your threatened area, you can force the opponent back to the square he was in before he provoked the attack. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the square he just left.

New Spells

Spiritwall (Appears in Tome and Blood)

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell creates an immobile, swirling mass of greenish white forms that look like tortured spirits. One side of the wall, selected by you, emits a low groaning that causes creatures within a 60-foot spread to make a Will save or flee in panic for 1d4 rounds (this is a sonic fear effect).

The barrier is semimaterial and opaque, providing total concealment. It blocks magical effects and provides nineteenthths cover against physical attacks. Creatures can easily move through a *spiritwall*, but at a cost. A living creature that merely touches the wall takes 1d10 points of damage as its life force is disrupted. 1 living creature that actually passes through the wall takes 1d10 points of damage, as above, and must make a successful Fortitude save or receive one negative level.

Material Component: A clear, faceted gemstone.

Ghostform (Appears in Tome and Blood)

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You assume a visible, incorporeal form similar to the form a ghost assumes when manifesting. While the spell lasts, your body shifts onto the Ethereal Plane. You are visible to, and can be attacked by, creatures on the Material Plane, but you have no material body. You can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you have a 50% chance to ignore any damage from a corporeal source (except for force effects, such as *magic missile*, or attacks made with *ghost touch* weapons).

Creatures on the Material Plane ignore all your armor and natural armor bonuses, but you gain a deflection modifier equal to your Charisma modifier (always at least +1, even if your Charisma score does not normally provide a bonus). You cannot make physical attacks against foes on the Material Plane except with *ghost touch* weapons; in this case, you have no effective Strength score, but your Dexterity modifier applies to all your melee attack rolls. Your spells affect targets on the Material Plane normally unless the spells rely on touch. Your touch spells don't work on material targets.

Against foes on the Ethereal Plane, all your attacks and defenses work normally.

While incorporeal, you cannot run, but you can fly (perfect maneuverability) at your normal speed. You can pass through solid objects as any incorporeal creature can.

When the spell ends, you return fully to the Material Plane. If you return inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Touch of Madness (Appears in Defenders of the Faith)

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed creature is not stunned (so attackers get no special advantage against it), but can't move, cast spells, use mental abilities, and so on.

New Domains

Madness Prestige Domain (Appears in Defenders if the Faith)

Deity: Boccob, Erythnul, Vecna.

Granted Power: You gain an "Insanity score" equal to half your class level (add cleric levels to prestige class levels for this purpose). For spellcasting (determining bonus spells and DCs), add this score to your Wisdom score and use the result in place of Wisdom alone. For all other purposes, such as skill checks and saving throws, subtract this score from your Wisdom score and use the result in place of Wisdom alone. This means that your spells are very difficult to resist, but you are in general unaware of your surroundings and act imprudently—often erratically. Once per day, you can see and act with the clarity of true madness. Use your Insanity score as a bonus on a single roll involving Wisdom, such as a Listen check or a Will

saving throw. Choose to use this power before the roll is made.

Madness Domain Spells

1. **Random Action.** One creature acts randomly for one round.
2. **Touch of Madness†.** Dazes one creature for 1 round/level.
3. **Rage†.** Gives +4 Str, +4 Con, +2 moral bonus on Will saves.
4. **Confusion.** Makes subject behave oddly for 1 round/level.
5. **Bolts of Bedevilment†.** One ray/round dazes 1d3 rounds.
6. **Phantasmal Killer.** Fearsome illusion kills one creature or deals 3d6 damage.
7. **Insanity.** Subject suffers continuous *confusion*.
8. **Maddening Scream†.** Subject has -4 AC, no shield, Reflex save on 20 only.
9. **Weird.** As *phantasmal killer*, but affects all within 30 ft.

Appendix Four: New Creatures

Etherspitter

Small Aberration

Hit Dice:	3d8 (13 hp)
Initiative:	+8 (+4 Dex, +4 Imp. Initiative)
Speed:	40
AC:	19 (+4 natural, +4 Dex, +1 size)
Attacks:	Bite +5
Damage:	Bite 1d6+3
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Att:	Ethereal Spit, Steal Dead
Special Qual:	Stick, Minor Fading, Fast Healing 1, Chitter
Saves:	Fort +1, Ref +5, Will +3
Abilities:	Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10
Skills:	Listen +3, Spot +3
Feat:	Improved Initiative
Climate/Terrain:	Any
Organization:	Cluster (2-5), Swarm (6-11)
CR:	2
Treasure:	None
Alignment:	Always Neutral
Advancement:	4-6 HD (Small) 7-10 HD (Medium-size)

Etherspitters are the smallest and most numerous of the Ether race that dwells deep within the Ethereal. These creatures form the backbone of the Ether's nourishment gathering forces, spending all of their time sending matter to the Ethereal plane to be devoured. Etherspitters look like heavily armored beetles with a large single multifaceted eye in the center of their heads. Directly below this eye is a pair of razor sharp mandibles. Mounted in the center of their back is a large orifice from which they spit a stream of deadly liquid used in sending matter from the material to the ethereal plane. 100 thin chitinous legs that allow them to climb virtually any surface. Etherspitters speak only their own twisted alien language, which is a combination of high-pitched clicks and body movements.

Combat

When faced with combat, the Etherspitters primary goal is to send as much of its opponent to the Ethereal plane as possible through use of its spit. They only resort to using their bite attack when engaged in melee

or when it is obvious that the Ethereal Spit is ineffective.

Ethereal Spit (Su): Opposed to a bite attack, the Etherspitter can issue forth a gob of highly magical spit. Treat this attack as a +7 (+2 base, +4 Dex, +1 size) ranged touch attack with a range of 10 feet. Anything hit by this spit receives 1d8 points of damage as a portion of the target is forcefully shifted to the Ethereal plane. This spit can be used on objects as well as living beings and ignores any hardness the object might possess. This spit causes has no effect within the area of a *dimensional anchor* spell or similar effect that prevents planar travel. This ability can be used every round.

Steal Dead (Su): As a full round action, the Etherspitter can shift the entire body of a dead creature to the Ethereal plane. This ability may only be used on dead creatures of size large or smaller. If damaged during this action, the shift is disrupted. This ability may only be used if three or more Etherspitters participate in the action. This ability cannot be used with the area of a *dimensional anchor* spell or other similar effect that prevents planar travel.

Stick (Ex): The many legs of an Etherspitter allow it to move at full speed along any surface. This effect is similar to that of *spider climb* but without the speed restriction.

Minor Fading (Su): With this ability, the Etherspitter can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherspitter is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherspitter can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a *dimensional anchor* or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherspitter recovers 1 hit point per round spent on the Ethereal plane. An Etherspitter reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Chitter (Ex): The Etherspitter emits a constant clicking noise. This noise ruins any attempt at surprise that the creature might attempt to gain and results in a -8 circumstance penalty to any Move Silently skill check.

Etherscout

Medium-size Aberration

Hit Dice:	4d8+4 (22 hp)
Initiative:	+5 (+5 Dex)
Speed:	30 ft., fly 60 ft. (good)
AC:	17 (+5 Dex, +2 natural)
Attacks:	Bite +4 melee, 2 claws +2 melee
Damage:	Bite 1d8+1, claw 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Att:	Breath weapon
Special Qual:	Darkvision 60 ft., ethereal jaunt, fast healing 1
Saves:	Fort +2, Ref +6, Will +4
Abilities:	Str 12, Dex 20, Con 13, Int 7, Wis 11, Cha 10
Skills:	Move Silently +12, Listen +6, Spot +11*
Feats:	Flyby attack, Multiattack
Climate/Terrain:	Any
Organization:	Swarm (2-5), Plague (6-11)
CR:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-6 HD (Medium-size); 7-11 HD (Large)

Etherscouts are the mobile, advance forces of the ether races. They attempt to locate and incapacitate suitable prey for the slower Ether races to use, or observe new hunting grounds and report their findings back to their superiors.

Etherscouts are strange-looking creatures indeed. Their five-foot long bodies, covered with a thin, chitin-like hide, sit atop six long legs (the creature stands about four feet tall). A pair of seven-foot insectoid wings is at both ends of the body. Underneath the wings, a cluster of small amber-colored eyes can be found. Its mouth, a pair of mandibles, is on the underside of the creature (in-between its legs). It is from this orifice that its paralytic gas issues forth, spraying out in a sickly yellow-green mist.

Etherscouts speak only their own twisted alien language, which is a combination of high-pitched clicks and body movements.

COMBAT

An etherscout often attempts to incapacitate as many foes as possible with its breath weapon. If it is heavily outnumbered, it attempts to fly off, or use its ethereal jaunt ability to leave the area. It relies on its swift

airborne speed and maneuverability when combat cannot be avoided.

Breath Weapon (Su): Paralysis (1d4 hours), cone, 30 feet, every 2d4 rounds (but no more than four times per day); Fortitude save (DC 13).

Ethereal Jaunt (Su): An etherscout can shift from the Ethereal to the Material Plane as a free action, and can shift back again as a move-equivalent action (or as part of a move-equivalent action). This ability is otherwise identical with *ethereal jaunt* cast by a 15th-level sorcerer.

Fast Healing 1 (Ex): An etherscout recovers 1 hit point per round spent on the Ethereal Plane. If reduced to -10 hit points or lower, the etherscout still dies. This ability has no effect on the Material Plane.

Skills: *Etherscouts receive a +4 racial bonus to Spot checks, due to their numerous eyes.

Etherhulk

Large Aberration

Hit Dice:	6d8 +24 (51 hp)
Initiative:	+1 (+1 Dex)
Speed:	30
AC:	19 (-1 size, +1 Dex, +9 natural)
Attacks:	2 claws +9 melee
Damage:	Claw 1d6+6
Face/Reach:	5 ft. by 5 ft./ 10 ft.
Special Att:	Rend (Ex) 2d6+9, Dazing Gaze
Special Qual:	Minor Fading, Fast Healing 1
Saves:	Fort +6, Ref +3, Will +5
Abilities:	Str 23, Dex 13, Con 19, Int 6, Wis 11, Char 10
Skills:	Listen +9, Spot +6, Climb +8, Jump +9
Feat:	Multi-Attack
Climate/Terrain:	Any
Organization:	Pod (2-4), Swarm (6-10)
CR:	4
Treasure:	None
Alignment:	Always Neutral
Advancement:	5-10 HD (Large) 11-20 HD (Huge)

Etherhulks are the grunt combat troops of the Ether race that dwells deep within the Ethereal. These creatures exist only to protect other Ether creatures and assault sources of food so the Etherspitters can do their work.

Etherhulks are massive creatures that look like a cross between a large ape and a black beetle. Their two powerful arms end in wicked looking claws that can tear through flesh and iron like it was paper. Their heads are squat and have two large multi-lenses eyes that daze those who look directly into them. Their bodies are completely covered in a thick chitinous plating that can shrug off all but the mightiest of blows.

Etherhulks speak only their own twisted alien language, which is a combination of high-pitched clicks and body movements.

Combat

When faced with combat, the Etherhulks primary goal is to do as much damage as possible to anything moving. It has no regard for its own safety but does protect other Ether creatures to the best of its abilities.

Rend (Ex): If a Etherhulk hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Minor Fading (Su): With this ability, the Etherhulk can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherhulk is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherhulk can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a *dimensional anchor* or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherhulk recovers 1 hit point per round spent on the Ethereal plane. An Etherhulk reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Dazing Gaze (Su) – As the *daze* spell, 1 round effect with no HD restrictions, 30 ft. range, Will save (DC 13)

Player Handout 1 - Journal pages

Many pages of the journal are waterlogged. The ink has run off and almost all of it is unreadable. The following is all that can be read.

I sat patiently listening to my mother recite the family lineage today. I believe she was hoping that my sister would take an interest in something besides horses. What caught my attention was when she mentioned that my father's great-grandfather married a woman named Sitara Delor. The name Delor I recall from a history lesson one of my first tutor's gave me. I can't remember the details but perhaps I shall look into it tomorrow.

Amazing! I looked for the name Delor in the library. It turns out that a Bardolf Delor was somehow related to some great evil that ravished Verbobonc in ancient history. Wouldn't it be delicious to reveal to my dear uncle that our 'dignified' lineage includes this skeleton in the closet?

It has cost me quite a few wheat sheafs but I have acquired some very old books that detail the time of Bardolf Delor. It seems that he was known as the "child of Kas" during the time of Vecna. By the gods! Kas and Vecna! The book does not say what happened to him other than he was "put beyond the wall". I have no idea what this means.

I have found a mention of the 'Wall' in a most unlikely place. I journeyed with my mother and sister to Verbobonc City for a few days. There I was forced to visit the Cathedral of St. Cuthbert. A small disturbance happened when some Moutned Borderer's appeared to be returning some valuable item to the Bishop. Well, they were all so pleased the clerics took me and my family on a tour of the Cathedral. Among the many works of art that they have hidden away, I saw a painting of a black wall being sealed by a man with a gaudy looking necklace. Much to my surprise I realized that the necklace was the same as my mother's most cherished heirloom! I did not draw attention to my discovery and no one seemed to notice. I must just find this "black wall".

Player Handout 2 - The Statues

Statue 1: A Wood Elf with long, straight hair that hangs down to the middle of his back. The statue is wearing leather armor and is armed with a long sword and a long bow. While looking neither old nor young, his stance of readiness and alertness shows his experience.

Statue 2: A tall, strong looking human of Oeridian descent. He has short, curly hair and a full beard. He wears no armor but does have a short sword strapped to his side. He wears a cloak that has varying designs in a diamond pattern on it.

Statue 3: This elf is wearing leather armor and a hat whose brim is pulled low over his eyes. His clothes are well made if a bit unkempt. In his hands he holds a lute. The only weapon he has is a dagger more suited to eating than fighting.

Statue 4: An old gnome. His garish red jacket and tall hat mark him as being bold yet the look upon his face is one of serious concentration. He wears a chain shirt and carries a pickaxe. Over his shoulder is strapped a hammered dulcimer.

Statue 5: Medium length black and a matching bristly beard frame this humans face. He is 6'4" tall and his chest sticks out like an oaken barrel. In one hand he holds a club while in the other is a holy symbol.

Statue 6: A short female halfling. Her hair is blonde and cut rather short. Her clothes are well made and simple. They vary in shades from green to brown. She is not wearing armor or carrying a weapon. Her left hand is held palm down while her right hand is palm up.

Statue 7: This statue is of a half elf. He is standing with one leg forward of the other slightly. His eyes are wide and his smile is impish. He carries a mandolin in his hands and a long sword is at his waist.

Statue 8: This male half orc is massive and his muscular frame looms larger than all the other statues in the room. He is wearing a breastplate and carries a great axe in his hands. His jaw muscles look like they could chew through plate armor.

Statue 9: A short plump woman. Her hair is medium length and brown. Her face is oval and pleasant looking. She is dressed in plain clothes and carries a staff topped with mistletoe.

Statue 10: Full plate armor covers the human body of this statue. A large shield is strapped to the man's back while a long sword rests at his hip. A symbol of Heironeous hangs from his neck.

Statue 11: This statue is another human of mixed decent. He wears loose fitting clothes and his feet are bare. He has a club and wears a symbol of St. Cuthbert.

Statue 12: This statue is of an unusual looking elf. His hair is cropped very short. He is somewhat overweight although his flowing robes try to conceal that fact. He wears no armor and carries no weapons.

Statue 13: A stout dwarf. He wears chainmail and carries a Dwarven Urgosh. His beard is long and part of it is tucked into his belt. A crown adorns his head.

Statue 14: Another half-orc. This one is not quite as tall or as powerfully built as the other. He wears banded mail and carries a tower shield. In a quiver on his side are javelins.

Statue 15: Jewels bedeck the clothes of this gnome. He has an ornate dagger in his belt. There are countless necklaces on him and each one of his fingers boasts a ring of high quality. The look upon his face is that of supreme confidence.

Statue 16: A dwarf with half her face concealed under a cloak. She wears studded leather armor and carries two short swords. Her build is less muscular than a typical dwarf. Her stance speaks of her grace and wariness.

DM's handout: Guide to the Statues

Each statue is from the time of Vecna (ancient Verbobonc). They were people who Vecna took notice of for whatever reason. Their fate is to have their spirit chained to their particular statue for all eternity. Each statue is sculpted to represent how others saw them. They cannot know peace until they are somehow unchained. That cannot happen at this time.

Statue 1: Knowledge History DC 20 required, (DC15 for any members of the Gnarley Rangers). This is Alendir of the Gnarley. He is considered by many to be the example of what a Gnarley Ranger should aspire to. His death has never been recorded.

Statue 2: Knowledge History DC 15 required. This is Darven, self-proclaimed King of Thieves. He vowed to steal a jewel from Vecna's crown. He was caught and his screams could be heard for 7 days.

Statue 3: Knowledge History DC 18 required. This is the bard Zehnyar. He composed songs against Vecna and tried to rally the people to rise up against the lich. Vecna took him in full view of the town he was in.

Statue 4: Knowledge History DC 15 required (DC 12 for gnomes). This is Prince Frinck of the Kron. When Vecna declared the Kron Hills under his rule, Prince Frinck rallied the gnomes to oppose him. Vecna crushed them and animated the body of Prince Frinck as a warning to the other gnomish princes.

Statue 5: Knowledge History DC 20 required (DC 15 for worshippers of St. Cuthbert). This is Father Monahan. He preached that the power of St. Cuthbert was greater than Vecna and he would prove it. Vecna killed him with ease and then burnt the church of St. Cuthbert to the ground.

Statue 6: Knowledge History DC 25 required (DC 20 for members of the Wrinkle Academy). This sorceress is Sofia. She tried to research spell to destroy Vecna. Vecna received word of it somehow and attacked her. The two had a spell battle that lasted near an hour before Vecna moved close and killed her with his dagger.

Statue 7: Knowledge History DC 15 required. This is bard Seldaris. Arriving in a town where Vecna had just taken the noble's eldest daughter to insure the noble's allegiance. Seldaris said he would use his great charm and golden tongue to talk Vecna into giving the girl back. Seldaris' tongue was sent to the noble and he was commanded to eat it, which he did.

Statue 8: Knowledge History DC 20 required. This is Grond the barbarian. He was sent by the orcs in the Gnarley to slay Vecna. Vecna failed to control him and was therefore forced to kill him. Vecna then destroyed the orc tribe that sent him.

Statue 9: Knowledge History DC 20 required (DC15 for members of the Gnarley Druids). This is Honnilore, Spirit Seer of the Gnarley. She attempted to stand against Vecna when he chose to destroy the Oak Father. Her attempt failed, but Vecna never found the Oak Father.

Statue 10: Knowledge History DC 17 required (DC 12 for members of the Church of Heironeous). This is Logan Shadowbinder, paladin of Heironeous. Believed to be the first follower of Heironeous to call Verbobonc home, Logan tried to organize the citizens to stand against Vecna. Vecna quickly moved to kill him. Logan was prepared and was managing to hold Vecna at bay when Vecna summoned aid from his followers and Logan was ripped to shreds by powerful undead.

Statue 11: Knowledge History DC 22 required. This is Jebu the monk. He tried to defend a town against the forces of Vecna. He was successful until Vecna himself arrived and made him into an example. The town quickly surrendered.

Statue 12: Knowledge History DC 15 required. This is Rorilendil the Wise. He was an elven sorcerer who worked at staying out of Vecna's sight. Eventually his powers grew to where Vecna realized he would soon become a problem. Vecna ambushed him and killed him. There are spells that used to bear the name of Rorilendil but they have been lost to time.

Statue 13: Knowledge History DC 25 required (DC 15 if you're a dwarf). This is Tosh the Dwarven King. The dwarves of the Lortmils held against Vecna's forces. Through deception Vecna lured Tosh into the open and killed him. This hardened the rest of the dwarves resolve and Vecna never conquered that part of the Lortmils.

Statue 14: Knowledge History DC 20 required. This is Captain Octave. In service to a noble who stood against Vecna, Octave brilliantly led his troops in many counter attacks against the lich's forces. He was eventually defeated and Vecna took his revenge here.

Statue 15: Knowledge History DC 12 required. This is Barliant the merchant. He is known for hiring an assassin to kill Vecna because Vecna's forces were disrupting trade. Vecna discovered this and killed him. He is known more for the 'Treasure of Barliant'. This legend tells that his great treasure was never found.

Statue 16: Knowledge History DC 30 required. This is Desene the Hidden. She was the dwarf assassin that Barliant hired to kill Vecna. She came closer than any ever knew and for that her spirit is forever chained here.