

YEO4-02

Petals

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

Version 1.1

by James Hebert

"She loves me, she loves me not..." Petals fall from the fingers of a blind priest as he contemplates love lost. Things get ugly as adventurers travel through a world of beauty. A Yeomanry Regional adventure for APLs 2-10.

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.

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

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

Introduction

This is an RPGA® Network 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 four 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.

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.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. 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. 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 two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. 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 Yeomanry. Characters native to the Yeomanry pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background & Summary

About the Yeomanry

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen Farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority who has carried a spear for the nation, either now or in the past, is eligible to elect spokesmen on his behalf from his community, who, in turn, elect Grosspokesmen that serve in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://yeomanry.living-greyhawk.com>.

Is this a 'Military Module?'

PCs in the militia or army are not considered activated for this adventure.

Is this a "Dustdigger Module?"

This adventure does not count for Academy of Lore Credits.

Background

Close to fifty years ago, Serayis Forlora was an elven bard of little talent and less repute. He had been booed and tossed out of most of the taverns in the Yeomanry. Fed up, Serayis decided to 'go all out' to better his art. He knew the fair folk, the fey, dwelled within his native Sylvanwood, and it was to them that he looked for inspiration. He sought them for some time, never really

knowing if he would ever find them. After a month of combing the wood, he came to a pond where the most beautiful creature he had ever laid eyes upon was bathing. In that instant, his breath was gone, as was his sight.

The creature was not the elf he thought it to be at first glance, but a nymph, one of the very creatures he sought. Serayis was never saddened by the loss of his sight, for the sight of the nymph was forever remembered in his heart as the last thing he ever saw. The nymph, however, was saddened that her carelessness had made the hapless bard blind, and she took pity upon him. She led him to her home beneath the pond and cared for him until he got used to moving around without his sight. Over time, the two fell deeply in love. Serayis grew accustomed to his blindness, and stayed with Leilacia, his nymph, for long after, forgetting completely his quest for a reputation.

One day, he heard word that his father, a priest in the nearby town of Shalehal, had died. It was rumored that the priest had died of a broken heart because his son had forgotten about him.

Serayis broke down in tears and immediately fled the pond to be with his mother. He made his way blindly back to the city and into his poor mother's arms. He dedicated himself to his father's gods on the spot, and has since served in Shalehal for fifty years, all the while missing his sweet Leilacia.

Leilacia, meanwhile, was heartbroken and deeply anguished that Serayis would run off without so much as a goodbye. She spent her days mournfully after that, vowing that she would never show her true beauty to anyone else.

Soon after, a conjurer by the name of Kolvin came by her pond, and fell in love the instant he saw her. Using his magic, the conjuror captured the nymph and spirited her away in hopes that one day he could gain her love. Leilacia proved to be defiant, however, vowing always that one day her lover would return for her. Maddened with jealousy, Kolvin bound one of his demonic servants, a succubus named Domarra, to spy on Serayis, in case the bard ever *did* decide to come back for Kolvin's prize. Over the years, Domarra has become his trusted aid and apprentice.

Presently, fifty years after Serayis returned to Shalehal, his mother has passed, and the bard-turned priest is deep in mourning. His mother is to be returned to the earth in a week's time, and a wonderful ceremony has been planned to mourn her passing. Serayis is prepared to give the eulogy, remembering passages from a religious text

that his father wrote decades earlier. A problem arises, however—the book is missing.

Serayis searches and searches, then realizes he left the book with his long lost love, Leilacia. Embarrassed at his past actions and unwilling to face his former lover, Serayis realizes that he is unwilling to recover the book himself. With his aide Domarra, he travels to the city of Westburn to enlist outside help.

This is where our story begins...

Summary

The adventurers are enlisted to help the blind priest, and should set off immediately into the Sylvanwood to find the nymph Leilacia. Once Domarra hears of the mission that Serayis is setting for the adventurers, she immediately abandons Serayis. Kolvin either sends Domarra herself or a doppelganger rogue named Ickus to the pond to pose as Leilacia and get the adventurers off the trail.

Kolvin has also pressed gargoyles into service and has them lying in wait inside Leilacia's grotto for the adventurers.

If the adventurers haven't figured out yet that there's some foul play going on, then the inside of the grotto should cement it. There are signs that a struggle took place, but it was obviously a long time ago. Serayis' things are there, including a backpack that was enchanted to resist water, and the tome that he sent them after. The mission is technically accomplished at this point, but now the PCs are faced with the mystery of Leilacia's whereabouts.

In the meantime, a pseudodragon named Rillin has taken interest in the goings-on of the PCs. If the adventurers vocally express any interest in the original occupant of Leilacia's grotto, he makes his presence known, albeit cautiously. He's seen Kolvin's servants at work in the area, and knows the Sylvanwood well.

He asks them three riddles, and if they can answer two correctly, he gives them the information they want. If the PCs get the riddles wrong, Rillin will be disappointed, but will still give the information needed. He gives directions to a cave in the heart of the Sylvanwood.

If a good enough impression was made, the PCs can ask for Rillin to accompany them. He'll agree, but will require them to find him later, after they've found and rescued Leilacia.

Unfortunately, this area of the wood has been infected by Kolvin's darkness. Before entering the cave, the adventurers have to get past one of Kolvin's evil traps.

Upon entering the chamber where Kolvin resides, the PCs find Leilacia, but will have to deal with Kolvin's demonic allies before they can seek her freedom.

If the PCs defeat the demons, the nymph thanks them and bestows upon them her favor. She and Serayis become friends again and vow to never leave each other again.

After Leilacia's salvation, the PCs can take up a game of hide-and-seek with their pseudodragon friend, Rillin. The search for Rillin becomes a fight with their new friend's freedom at stake, however, when Derro slavers get involved.

Introduction

The town of Westburn is alive with activity these days. For some reason, the city has been a hotbed of rumors related to the Derro—strange, pale, milky-eyed dwarves that were discovered in the Yeomanry early last year. There have been a number of sightings in and around the city over the last few months, and some have gone so far as to tell tales of midnight kidnappings and murders caused by the evil, underground dwarves.

As such, mercenaries from all over the Sheldomar Valley have come to this small city in hopes of finding and capturing Derro.

The PCs come into the town of Westburn (see Appendix II) looking for work related to Derro activity in the area. They currently are staying in a local inn—the Pixie Milk Tavern. It is packed to the rafters with all sorts of mercenaries and adventurers, which can make for good roleplaying should time allow. This is the PCs' opportunity to introduce themselves to one another should they not be familiar with each other.

Encounter One: Serayis

As the night goes on, one by one the patrons head upstairs to their rooms or off to their homes. Eventually, only the PCs and a skeletal staff remain.

Whenever the DM deems dramatically appropriate, Serayis and his aide make their entrance.

Your conversation suddenly halts as you hear the creak of a door opening. Your attention is drawn to the hallway where the noise came from, and from the dimly lit hall, two figures emerge, arm in arm.

The figure on the right is a male elf, dressed in clothes that suggest he'd been traveling most of the day. Long blonde hair drapes across his back, and a band of green cloth covers his eyes. A silver crescent moon is displayed prominently on a necklace he wears. His guide through the hall is a second elf, clearly female. Wearing a white gown that is a bit too thin in most places, but thick enough in others, she bears a smile, and her bright violet eyes seem pools of beauty that set the room alight. Her hair is longer than the male's and a deeper shade of gold.

Your stares are cut short when the male speaks.

"Good eve, travelers. I couldn't help but notice you suffer from the same insomnia as Domarra and I. Mind if I share a pipe or two with you?" With this the female elf, Domarra, guides him around errant tables and helps the blind elf into a chair.

A Knowledge (religion) DC 10 check lets a PC know that the crescent moon is the holy symbol of Corellon Larethian. Allow the PCs to converse with the pair about whatever they like. Serayis gladly dives into conversation with the party, eager to speak with someone from outside of his own community after so long. Domarra, on the other hand, waits for one of the party to speak to her before speaking to them. She plays the part of a meek assistant, politely and concisely answering any questions, but not delving too deeply into conversation with anyone. If any question her part, remember her Bluff modifier is at least +19. If PCs suspect her, Serayis will defend her, but won't get violent over it. He will try to diplomatically defuse the situation. If the PCs have definite proof of her, through *true seeing* or the like, she'll flee the scene (see below).

If the PCs make a good impression on Serayis, he tells them why he is in town. He is looking for his book, and hoping to get someone to go get it for him. He'll describe where the party needs to go and ask them to set out the next day if possible. He offers a sizable reward for such a simple task.

"Heh... it's actually a little embarrassing," he says, scratching at the back of his head. "You see, many years ago, when I was still in the business of stories and songs, I had a brief romance with the loveliest creature in all the planes. Her name?" [sigh] Leilacia."

Note: Domarra has grown to hate Leilacia's name, and her face takes on a sour expression for an instant. Have the PCs make a Sense Motive check opposed by Domarra's Bluff to see if they notice.

"Her beauty was so potent that at first glance, I immediately lost my vision forever after. I've never

regretted the loss, though. Her gorgeous form has been burned into the darkness behind these eyes. She is all I ever see now. But, anyhow, I left rather abruptly, and as a result, some of my old things got left behind. My instruments and clothes and such don't matter much, but there's a book that I need that's pretty important.

It's a religious text, written by my father, and there are passages from that tome that I'd like to recite at my mother's funeral next week. I couldn't bear to present myself to Leilacia after so long with no contact. I can't ask any of the elves from my home to go either, because I couldn't bear the scandal if they learned of my reckless youth. Thus it is that I came here, hoping to find some good-hearted men and women to aid me in my dilemma. If you be mercenaries, I can pay from my personal savings. My prayers, however, are that you do this from the goodness of your hearts..."

The party can ask questions of him, and he won't hide much. Serayis wants the book returned above all else, but if the party can get his other things too, he would appreciate it. The reward he offers is listed, by APL, in the Treasure Summary. Also, PCs who successfully rescue Leilacia, later in the adventure, will also be allowed to keep the things of Serayis they recover in the grotto.

If the party accepts the job, Serayis describes to them how to get to Leilacia's grotto in the Sylvanwood. It's about a half-day's journey from town, bordering the heart of the wood. He also describes Leilacia in painful detail: she has raven tresses that shimmer like a night sky, eyes the shape of almonds that are the color of autumn leaves, dark flesh the color of chocolate, curves that will lose a man if he's not careful, and so forth. After business is dealt with, Serayis chums around with the PCs for however long his company is appreciated.

The next morning, Serayis and Domarra will be awake to see them off. He bids them farewell, "My prayers are with you!"

Serayis, male elf Brd2/Clr9, is an overly handsome elf still in the prime of his life. If human, he would look in his late 20s. He has long golden locks that he lets flow freely behind his head. Serayis wears a cloth over his long-blind eyes and dresses the part of a road-worn traveler. Though he gave up his life as a wandering bard long ago, Serayis still lacks the ability to sit still for long and always enjoys telling stories or even playing the pipes if asked.

His real joy, however, is singing, although he is terrible at it. He is still not quite convinced that he doesn't have the

‘voice of the angels.’ He is vibrant and surrounded with a joy of life that only dulls when he dwells on Leilacia and what happened all those years ago.

Domarra appears to be another fascinating beauty of an elf. Her age is difficult to determine, but it is young enough to still be beautiful. She is actually a succubus and the spy Kolvin set on Serayis decades ago, and she has not left yet. She has stashes of *potions of undetectable alignment* so that she never has to worry about being found out by overcautious paladins or the other clerics in the elven lands. Another part of this façade is that she convinces Serayis to cast the same on himself (“It’s no one’s business”). She plays the part of a meek acolyte of the church. She isn’t averse to a little seduction if she deems it necessary, however, but won’t use her *energy drain* at all since the risk of exposure is too high. She is never far from Serayis’ side.

If Domarra is found out from the get-go: It is possible that parties will realize Domarra for what she is. If this happens, she will do her utmost to escape, using her *greater teleport*. Serayis will be highly on edge, and will beg the PCs to investigate Leilacia’s whereabouts immediately, “I have a terrible feeling about this.”

When the PCs are ready to search for the grotto, go to Encounter Two.

Encounter Two: Leilacia, I Presume?

After the PCs depart, Domarra takes off. She warns Kolvin of what is happening. Kolvin immediately goes into a rage, and sends either her or another of his servants, the doppelganger Ickus (depending on the APL), to lie to and possibly kill the party. He also dispatches gargoyles to assist the infiltrator with his/her task.

At the pond, the shapechanger uses its power to assume the form of Leilacia (based on the description given by Serayis). It attempts to get the party to go into the underwater grotto with little to no equipment so they are unprepared for the gargoyles inside. It also tells the PCs that all of Serayis’ things are under the water. Should the PCs fall for the bait, the shapechanger prepares for the PCs to re-emerge, should they defeat the gargoyles.

If the plan goes awry, however, then the shapechanger attacks immediately.

You make your way through the beautiful Sylvanwood, serenaded by the lovely calls of nature. If there was ever a better day for a trek through the woods, you would be hard pressed to think of it. All

seems at peace in the woods today, and your spirits rise high with the cool breeze and good companions around you.

As the PCs get nearer to the pond, have the PCs describe how they approach. Allow PCs and their animal companions a Survival check (DC 12 + APL) to notice that for the past half hour of their journey, the sounds of nature have been absent. No birds sing here—the animals can sense the evil of the succubus or doppelganger. Magical beasts like familiars do not notice it.

Refer to **DM Aids: Map #1** for a map of the lair for Encounters Two and Three.

Once the party approaches the pond, read or paraphrase the following:

You make your way past the foliage and into a clearing that matches what Serayis described. A small, clear pond, perhaps 80 feet in diameter, is displayed before you. A small island, no more than six or eight feet in diameter, emerges from the pond’s center. As you approach you hear the splashing of water and the sweetest of voices peacefully humming a tune. Once you get close enough, you see the source of the noise.

The woman frolicking in the pond is all Serayis described her to be, and more, and you immediately understand his longing for her. Her flesh is a dark, rich color; long black hair falls around her nude body. You follow the curves of her body and are dizzy by the time you come to her large, absorbing eyes. Her blissful look turns to shock, though, when she sees your presence.

“Oh!”

She immediately drops below the water’s surface so that only her neck and face show. Calmly and slowly, she takes you in and begins to backpedal to a minute piece of land in the center of the pond.

“Hello...” she says curiously, an interested grin on her beautiful face. She seems cautious and expectant as she watches you from the water.

The shapeshifter waits for the PCs to make the first move. If it is peaceful, she introduces herself as Leilacia. If asked, she recalls Serayis, but speaks very poorly of him.

“Serayis,” she spits the name, her beautiful face twisted in disgust. “I remember that blind fool. He left me here with no word of farewell. I refuse to have anything to do with that wretched elf. If you are here on his business, you may as well turn around and be away from these woods before you get eaten by stray treants.”

A Knowledge (Nature) DC 12 check lets the PCs know that traditionally, treants don't go 'stray' and usually don't eat people.

With minimal persuasion, the PCs can get Leilacia to allow them to go get the book themselves.

"I'll be glad to have his rotten things finally removed from my home."

If found out, the spy immediately attacks. If it's left alone up top while the PCs go below (proceed to Encounter Three), it'll lie in wait to ambush them. If the party leaves someone up top to watch the belongings, then it deals with them as stealthily and quickly as possible.

APL 2 (EL 3)

🐉 **Ickus, Doppelganger:** hp 27; see *Monster Manual*.

APL 4 (EL 5)

🐉 **Ickus, Doppelganger Rogz:** hp 42; see Appendix I.

APL 6 (EL 7)

🐉 **Domarra, Succubus:** hp 41; see *Monster Manual*.

APL 8 (EL 9)

🐉 **Domarra, Succubus Sor4:** hp 48; see Appendix I.

APL 10 (EL 11)

🐉 **Domarra, Succubus Sor7:** hp 57; see Appendix I.

Tactics: Ickus, if possible, will try to hide and smash any obvious spellcasters from hiding. He presses the attack for as long as he can, but won't fight to the death if he can help it. He tries to escape using any means necessary if need be. If questioned, he reveals nothing, staying close-mouthed and trying escape every round he can. He fears Kolvin more than anything else in the world.

Domarra's tactics are more on the defensive. She begins with her embrace if possible, and otherwise tries her best to keep a distance and use offensive abilities while still making sure she stays safe. If defeated and questioned, she'll lie like a rug, saying Leilacia's dead and buried somewhere in the Sylvanwood, sacrificed already to the demon lord Juiblex.

Treasure: The shapechanger carries a pouch of gold and platinum.

Encounter Three: The Grotto

Refer to **DM Aids: Map #1** for a map of the lair for Encounters Two and Three.

Leilacia's lair is located in a small air-filled cave approximately ten feet below the surface of the pond. The cave is, in fact, located beneath the small island in the middle of the pond as described in Encounter Two.

Reaching the cave requires a short underwater swim into the cave. Note that a DC 10 Swim check is required to reach it. Swimmers who enter the cave notice a fairly large, air-filled chamber above them, and when they surface, they find themselves in a roughly round cave approximately 30 feet in diameter.

Only one PC can enter the cave at a time, so the DM should ask the PCs in what order they enter.

Gargoyles are waiting for the PCs inside the cave, and they attack anyone (other than Ickus or Domarra) who enters. They fight to the death. They are fiercely loyal to Kolvin, and do not volunteer information about him to the PCs, even if charmed. They entered the cavern through the secret door in the ceiling (see below).

APL 2 (EL 4)

🐉 **Gargoyle (1):** hp 39; see *Monster Manual*.

APL 4 (EL 6)

🐉 **Gargoyles (2):** hp 39 each; see *Monster Manual*.

APL 6 (EL 8)

🐉 **Gargoyles Ftr2 (2):** hp 60 each; see Appendix I.

APL 8 (EL 10)

🐉 **Gargoyles Ftr4 (2):** hp 81 each; see Appendix I.

APL 10 (EL 12)

🐉 **Gargoyles Ftr6 (2):** hp 102 each; see Appendix I.

A cursory search of the room reveals little of value—smashed furniture, moldy books, animal skins, and the like. However, beneath the bed of animal skins is a molded journal, still open to the last entry (see **Player Handout #1**). The rest of it is unreadable.

Treasure: A more thorough check (Search DC 20) is needed to find Serayis' things. His tome—what the PCs were sent to find—is still in good shape, as magic has protected it from the moist environment. The other

equipment the PCs find with the book is listed in the Treasure Summary at the end of the adventure.

There is one final thing of interest. A flat, circular stone on the top of the cave is actually a cleverly built secret door. A successful Search check (DC 25) reveals this door. Opening it exposes the PCs to the top of the small island in the middle of the pond.

This is how Leilacia got her meager furnishings below the pond without drenching them first, and it served as an “emergency exit.” It is also how the gargoyles entered the cave in the first place.

Encounter Four: A Dragon!

Book (and belongings) in hand, the PCs are now ready to return to Westburn and meet with Serayis. On the way back, before the PCs exit the Sylvanwood, Rillin the pseudodragon ‘ambushes’ them. Rillin has been watching them ever since they entered the forest. Hungry for tales and songs (and perhaps companionship), he playfully approaches the PCs, and targets his attentions on PCs with musical instruments. If there is no such PC in the party, select the PC who, in your judgment, is role-playing the best.

This encounter is only loosely scripted. However, the DM should try to make this as fun through role-playing as possible. This also opens up the possibility for wizards and sorcerers to gain Rillin as a special familiar, should they complete Optional Encounter Eight.

Having recovered the tome desired by Serayis, you begin the trek back to Westburn. The sounds of the forest, strangely absent before, are now a cacophony of chirps and croaks.

At this point, have the PCs make a Spot check (DC 20). Success means that the PC has the feeling that she is being watched. Give the PCs a minute or two, and then read on.

“Boo!”

Out of the trees flies a tiny dragon, no more than a couple of feet long. His toothy mouth appears to be smiling at you, and he sniffs the air. All the while, he is making purring noises, not unlike those made by a cat.

You hear a voice in your head—“Hello,” it says.

If the PCs react in any sort of hostile or violent manner, Rillin flees, never to be seen again. Essentially, this serves as the end of the adventure for such PCs. Allow them to return to Westburn with the book, then pass out ARs and send the players on their way.

For those PCs of a more curious nature, this encounter can reveal quite a bit of information. He is a very curious creature who devours any and all attention paid to him. He is pretty selfish when it comes to conversation, though—he is much more interested in receiving information than giving it. However, he does answer questions once he is ‘satisfied’ with the PCs.

Below are examples of questions he may be asked and answers that he gives.

- What are you?

A dragon, I am. A Rillin, too, but Rillin by choice of mother, dragon by grace of gods. A dragon small I am, but mighty, too. (This is accompanied by a small growl and an attempt at looking fierce. It’s more cute than fearsome.)

- Are you from around here?

Sylvan born, Sylvan lived. This place is my home.

- Do you know a nymph named Leilacia?

Mmm... bad trouble with Leilacia. Ugly thing loves pretty thing. It takes her to a cave. It hides her, but Rillin knows where it is. Ugly place that stinks like bad dreams... (Rillin shivers and paces a nervous circle.)

- Can you take us to this cave?

I can tell you to the cave, but... (Rillin grins a wide toothy grin). *You play riddles with Rillin first. I say three, you guess two, and you win.* (The riddles are below.)

- Is anything else weird happening around here at all?

Oh yesss... Rillin chased by little jabbering ones days ago. I hides, they not catch me. Where they go I don’t know.

- You wanna tag along?

I? With you? On adventures? Hmm... not safe. A dragon I am, mighty but small. Maybe. I make it a game. Count three days, and I hides. You seeks. You finds I, I stay with you.

Should the PCs follow up on this game after satisfying Serayis’ needs, this can be completed in Optional Encounter Eight. If the PCs answer two or more of his riddles and do the Optional Encounter, Rillin is available as an Improved Familiar for those who can use one.

Rillin's Riddles:

- 1) *What is stronger than the gods, more evil than the devils, the rich need it, the poor have it, and if you eat it you will die?*
(Answer: Nothing)
- 2) *If I eat, I grow; if I drink I die. By my life you live; in my life you cry. What am I?*
(Answer: Fire)
- 3) *Without me you would crawl, with me you stand tall; Too much of me and you fall. What am I?* (Answer: Pride)

If the PCs can guess two of the three riddles, Rillin tells them where the cave is and will also agree to accompany them to the cave. If the PCs fail to guess enough of the riddles, he still tells them where the cave is, but he thinks them not clever enough to be any fun on an adventure and will not accept their company later. This means that he won't play hide and seek with them later (no Optional Encounter Eight). He just tells them what they need to know and then goes on his way.

If he does accompany the PCs, he goes only as far as the cave. He uses this time as an opportunity to determine which PC (if any) he would like to bond with. Rillin is afraid of the cave, and will not go in it. It is while the PCs are in the cave that a wandering Rillin gets captured by Derro (see Optional Encounter Eight).

If the PCs return to Westburn **before** going to the cave, go to Encounter Five. Otherwise, go to Encounter Six.

Encounter Five: Motivation

This encounter is meant to cover the possibility of the PCs going back to town and talking to Serayis (as well as returning his things) **before** heading toward the cave.

The first noticeable thing is that the priest is alone. He doesn't know where his aide is, but if he somehow finds out she was a demon all along, he'll be horrified as long as they have proof. Otherwise, he won't put much faith in what's said.

Whatever the case may be, Serayis can heal the PCs if need be (remember, he's a 9th level Cleric), and is eager for news on Leilacia. If he finds out she's been kidnapped, he gets really antsy. He immediately asks the heroes to rescue her, as a favor to him. He says they can hang onto his equipment that they found in Leilacia's cave as payment.

If the PCs refuse or press for more payment, he gets furious and can only be calmed down by a Diplomacy check (DC 20) or through magic. He wants nothing else

to do with them and demands his equipment back from them (meaning the PCs do not get the treasure from the grotto). The PCs can either end the round now or go to rescue Leilacia anyway. If they rescue her, all is forgiven at the end of the adventure. In that case, they receive the equipment, but not Serayis' favor (see the Treasure Summary).

If PCs mention the name of Kolvin, Serayis thinks for a moment then tells the PCs that he doesn't know much about him, but does remember the name as being exiled from Shalehal for practicing dark magics.

Encounter Six: Into the Darkness

After following directions gained from Rillin, Domarra, and/or Ickus, the PCs can find the cavern where Kolvin is holding the nymph captive. The cave looks to be a fresh sore in the side of a cliff face—perhaps a result of the Landstraad. The inside is pitch black. The entrance is narrow.

You are forced to squeeze one at a time through the thin cave entrance and the narrow passage beyond. Once inside, there is very little you can see—the darkness inside the cavern engulfs you like a heavy cloak. The cave has a clammy feel to it and it stinks of unidentifiable rot and sickness.

You are drawn to a slight glow ahead, barely distinguishable through the curves of the passage, but it is a beacon no less. Shortly, you are deposited into an area larger than the crack you slid through, but still small in size.

Players with darkvision cannot see far ahead; the passage twists too much.

For PCs with the Track feat, a successful Survival DC 20 check reveals that not much activity passes through this area.

Kolvin has placed a trap at this first wide area of the cavern.

APL 2 (EL 1)

☛ **Poison Dart Trap:** CR 1; mechanical; proximity trigger (*alarm*); manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fort resists, 0/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18.

APL 4 (EL 2)

☛ **Burning Hands trap:** CR 2; magic device; proximity trigger (*alarm*); no reset; spell effect (*burning hands*, 2nd

level wizard, 2d4 fire, DC 11 Reflex save for half); Search DC 26; Disable Device DC 26.

APL 6 (EL 4)

⚡ **Lightning Bolt trap:** CR 4; magic device; proximity trigger (*alarm*); no reset; spell effect (*lightning bolt*, 5th level wizard, 5d6 electricity, DC 14 Reflex for half); Search DC 28; Disable Device DC 28.

APL 8 (EL 6)

⚡ **Cloudkill Trap:** CR 6; magic device; proximity trigger (*alarm*); no reset; spell effect (*cloudkill*, 9th level caster, Fort DC 17 for partial); Search DC 30; Disable Device DC 30.

APL 10 (EL 8)

⚡ **Prismatic Spray Trap:** CR 8; magic device; proximity trigger (*alarm*); no reset; spell effect (*prismatic spray*, 13th level caster, DC 20 Ref, Fort, or Will save, depending on the effect); Search DC 32; Disable Device DC 32.

The traps can be bypassed by the password (“Hate” spoken in elven). If any one of the traps is triggered, the *alarm* triggers a mental alert that only Kolvin can hear. Melancholy as he is, however, he doesn’t take much notice. He’s busy already, and doesn’t disturb himself for trespassers.

After the trap is dealt with, PCs can hear spellcasting in the chambers ahead.

As you prepare to go onward, you hear arcane words echoing off of the walls around you. They seem to be originating in the same place the macabre green glow is coming from.

Spellcraft DC 23 check identifies the spell as *greater planar binding*; the spell is nearly complete.

The arcane words stop, and now you hear something else...

Once the spell is done, the PCs can hear Kolvin conversing with the glabrezu he just summoned. They speak in Abyssal, and the two voices are distinct. Kolvin has a breathless raspy voice, while the glabrezu’s is a hollow, deep rumble. A Listen check (DC 20) can make out what’s being said.

Kolvin: “I named you and I bind you, demon. The way is sealed for me, and I demand entrance. You will escort me to your lord Juiblex, the Faceless. You will serve me as you serve him.”

(Here there is a great roar as the demon tests his binding. After a moment, the demon speaks.)

Glabrezu: “The Lord of Slime has paid your fare. I will take you to his temple, soft one. The way is long and dark. You will be tested, destroyed and recreated.”

K: “Leave your circle, then. We take our leave. The pure one is yours to do with what you please.”

The ‘pure one’ Kolvin speaks of is Leilacia. A Bardic Knowledge or Knowledge (religion) DC 25 check reveals that Juiblex is the demonic lord of slime. It is believed that his powers rival those of a minor deity. A second Bardic Knowledge DC 25 check or a Knowledge (local – Sheldomar Valley MR) DC 25 check allows the PC to recall that there was an old temple to Juiblex deep under the earth. It was believed destroyed several years ago.

If the PCs depart immediately down the corridor without listening, then they make it into the end chamber at the very end of the short dialogue.

Encounter Seven: The Evil in the Sylvanwood

This is the scene played out as the PCs enter Kolvin’s main chamber.

The glow in this room comes from a massive arcane circle drawn onto the floor in the center of the cavern. Inside the circle is a six-pointed star, and a burning brazier rests at each point. The flames from the braziers glow a sickly-green color, and cast ghoulish shadows on the gargantuan walls, covered with strange runes and glyphs, of the cavern.

Most of the writing on the wall is nonsensical to the PCs, but a few sentences can be made out if the PCs can speak both Abyssal and Elven. A Decipher Script check (DC 20) can be made if the PCs speaks one of the languages (or DC 25 if they speak neither). Some of the contents of the wall are on **Player Handout #2**.

Stepping out of the circle is a horrendous giant with four arms. Two arms end in clawed hands and the other two with powerful pincers. Its doglike head is topped with horns and its muzzle holds sharp fangs dripping with hunger. Its eyes have a cold, dark, penetrating quality that suggests cunning and intelligence.

This abomination is making its way toward a large birdcage that is chained to the ceiling. Inside the cage is the unconscious form of a lovely creature that can only be Leilacia.

Perched on a boulder and surveying the scene is a squat humanoid wearing disheveled and dirty finery.

Its hands are clutched close to its wheezing body and its grotesque face is obscured by a ratty tangle of hair. The monstrosity before you is an elf, but obviously lacking in the beauty inherent to that race. Parts of his face are ashen gray with an almost scale-like quality.

As you enter the chamber, the massive demon giant whips around toward you, malice plain in its cold eyes. Its hollow growl fills the chamber around you. "Destroy them!" howls the deformed elf as it hops from its rock onto the ground. "Damn you and the blind sonofadrow who sent you!" The creature is obviously enraged...

On the first round of combat, Kolvin casts *greater teleport* and disappears. Kolvin's initiative modifier is +6. He also has a *stoneskin* active. The glabrezu disappears as well, in a cloud of brimstone that leaves demonic servants in its wake.

APL 2 (EL 4)

☛ **Demons, Quasits (2):** hp 18 each; see *Monster Manual*.

APL 4 (EL 6)

☛ **Demon, Babau (1):** hp 69; see *Monster Manual*.

APL 6 (EL 8)

☛ **Demons, Babaus (2):** hp 69 each; see *Monster Manual*.

APL 8 (EL 10)

☛ **Demon, Vrock (1):** hp 113; see *Monster Manual*.

☛ **Demon, Succubus (1):** hp 41; see *Monster Manual*.

APL 10 (EL 12)

☛ **Demon, Hezrou (1):** hp 130; see *Monster Manual*.

☛ **Demon, Vrock (1):** hp 113; see *Monster Manual*.

After the battle with the demons, the PCs must deal with getting Leilacia out of her birdcage. The cage has both *dimensional anchor* and *arcane lock* (13th level caster) keyed into it so that the nymph cannot use her *dimension door* to escape.

Once rescued, Leilacia wants nothing more than to go back to her grotto, but not before giving each PC a kiss on the cheek. She also glows visibly if the PCs mention how worried Serayis is about her, confiding that she thinks often about him. She asks them to stop by her grotto so

they can deliver a letter to Serayis she will write him before they head back to town. If they do this, they receive her blessing (see the Treasure Summary).

Optional Encounter Eight: The Search for Rillin

If the PCs made a good enough impression on Rillin, they can go to look for him in the Sylvanwood after the quest for Leilacia. This will cost each of them an additional TU (as noted on the AR for those who choose to take the Optional Encounter), so they don't all have to go. A full party is recommended, however.

The party should have enough time to rest back up to full hp and memorize spells. After a day or so of searching for Rillin, they will have a chance to hear a derro party traveling by night back to the Underdark, their prize in tow. Their prize is Rillin of course, beaten up and tossed in a sack. The derro have been driven from the civilized lands; so have taken to raiding and enslaving anything they come across in the forest as a result. The PCs are just more booty to bring home. The derro have just as much a chance of hearing the PCs as they do of hearing the derro. These should be Move Silently checks opposed by Listen checks.

APL 2 (EL 5)

☛ **Derro (2):** hp 21 each; see *Monster Manual*.

APL 4 (EL 7)

☛ **Derro (4):** hp 21 each; see *Monster Manual*.

APL 6 (EL 9)

☛ **Derro Rgr2 (4):** hp 38 each; see Appendix I.

APL 8 (EL 11)

☛ **Derro Rgr4 (4):** hp 53 each; see Appendix I.

APL 10 (EL 13)

☛ **Derro Rgr6 (4):** hp 68 each; see Appendix I.

Treasure: All of the derro are equipped with masterwork repeating light crossbows (+1 to hit), masterwork studded leather, masterwork bucklers, four cases of five bolts (the first, loaded case contains bolts treated with greenblood oil (poison, see *DMG*)), and masterwork cold iron lances (+1 to hit) instead of short swords, as they were prepared for fey.

After the battle, if Rillin survives, he agrees to either accompany the PCs or wait until they come back for him (see the Treasure Summary).

Conclusion

Once the PCs rescue Leilacia and return to Serayis to tell him what went on, he is relieved that she is all right. He rewards them as promised (see the Treasure Summary for the amount) and asks for the PCs to describe her once more to him. He also grants them his favor (see the Treasure Summary). He parts company with the PCs, promising to be more cautious about his aides from now on, and states that he may pay Leilacia a visit very soon.

The End

Experience Point Summary

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

Encounter Two

Defeat the shapechanger

- APL 2 – 90 xp.
- APL 4 – 150 xp.
- APL 6 – 210 xp.
- APL 8 – 270 xp.
- APL 10 – 330 xp.

Encounter Three

Defeat the gargoyles

- APL 2 – 120 xp.
- APL 4 – 180 xp.
- APL 6 – 240 xp.
- APL 8 – 300 xp.
- APL 10 – 360 xp.

Encounter Six

Disarm or survive the trap

- All APLs – 30 xp.

Encounter Seven

Defeat the demons

- APL 2 – 120 xp.
- APL 4 – 180 xp.
- APL 6 – 240 xp.
- APL 8 – 300 xp.
- APL 10 – 360 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying

- APL 2 – 90 xp.
- APL 4 – 135 xp.
- APL 6 – 180 xp.
- APL 8 – 225 xp.
- APL 10 – 270 xp.

Total Possible Experience w/o Optional Encounter Eight

- APL 2 – 450 xp.
- APL 4 – 675 xp.
- APL 6 – 900 xp.
- APL 8 – 1,125 xp.
- APL 10 – 1,350 xp.

Optional Encounter Eight

- APL 2 – 150 xp.
- APL 4 – 210 xp.
- APL 6 – 270 xp.
- APL 8 – 330 xp.
- APL 10 – 390 xp.

Total Possible Experience w/ Optional Encounter Eight

- APL 2 – 600 xp.
- APL 4 – 885 xp.
- APL 6 – 1,170 xp.
- APL 8 – 1,455 xp.
- APL 10 – 1,740 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 (sell value)

Encounter Two:

APL 2: L: 0 gp; C: 100 gp; M: 0 gp.
APL 4: L: 0 gp; C: 100 gp; M: 0 gp.
APL 6: L: 0 gp; C: 150 gp; M: 0 gp.
APL 8: L: 0 gp; C: 200 gp; M: 0 gp.
APL 10: L: 0 gp; C: 250 gp; M: 0 gp.

Encounter Four:

APL 2: L: 0 gp; C: 0 gp; M: *elixir of hiding* (21 gp), *elixir of vision* (21 gp), *pipes of sounding* (150 gp), *oil of greater magic weapon +1* (63 gp).

APL 4: L: 0 gp; C: 0 gp; M: *elixir of hiding* (21 gp), *elixir of vision* (21 gp), *pipes of sounding* (150 gp), *oil of greater magic weapon +1* (63 gp), *arcane scroll of glibness – 5th level caster* (44 gp), *arcane scroll of good hope – 5th level caster* (44 gp), *pearl of power – 1st level* (83 gp), *potion of remove blindness/deafness* (63 gp).

APL 6: L: 0 gp; C: 0 gp; M: *elixir of hiding* (21 gp), *elixir of vision* (21 gp), *pipes of sounding* (150 gp), *oil of greater magic weapon +1* (63 gp), *arcane scroll of glibness – 5th level caster* (44 gp), *arcane scroll of good hope – 5th level caster* (44 gp), *pearl of power – 1st level* (83 gp), *potion of remove blindness/deafness* (63 gp), *hat of disguise* (150 gp), *pearl of power – 2nd level* (333 gp), *oil of greater magic weapon +2* (100 gp).

APL 8: L: 0 gp; C: 0 gp; M: *elixir of hiding* (21 gp), *elixir of vision* (21 gp), *pipes of sounding* (150 gp), *oil of greater magic weapon +1* (63 gp), *arcane scroll of glibness – 5th level caster* (44 gp), *arcane scroll of good hope – 5th level caster* (44 gp), *pearl of power – 1st level* (83 gp), *potion of remove blindness/deafness* (63 gp), *hat of disguise* (150 gp), *pearl of power – 2nd level* (333 gp), *oil of greater magic weapon +2* (100 gp), *+2 longsword* (693 gp), *Heward's handy haversack* (167 gp), *ring of climbing, improved* (833 gp).

APL 10: L: 0 gp; C: 0 gp; M: *elixir of hiding* (21 gp), *elixir of vision* (21 gp), *pipes of sounding* (150 gp), *oil of greater magic weapon +1* (63 gp), *arcane scroll of glibness – 5th level caster* (44 gp), *arcane scroll of good hope – 5th level caster* (44 gp), *pearl of power – 1st level* (83 gp), *potion of remove blindness/deafness* (63 gp), *hat of disguise* (150 gp), *pearl of power – 2nd level* (333 gp), *oil of greater magic weapon +2* (100 gp), *+2 longsword* (693 gp), *Heward's handy haversack* (167 gp), *ring of climbing, improved* (833 gp), *dusty rose prism ioun stone* (417 gp), *clear spindle ioun stone* (333 gp), *pearl of power – 3rd level* (750 gp), *oil of greater magic weapon +3* (150 gp).

Conclusion:

APL 2: L: 0 gp; C: 100 gp; M: 0 gp.

APL 4: L: 0 gp; C: 100 gp; M: 0 gp.

APL 6: L: 0 gp; C: 150 gp; M: 0 gp.

APL 8: L: 0 gp; C: 200 gp; M: 0 gp.

APL 10: L: 0 gp; C: 250 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed) w/o Optional Encounter Eight

APL 2: L: 0 gp; C: 200 gp; M: 255 gp – Total: 455 gp (450 gp).

APL 4: L: 0 gp; C: 200 gp; M: 487 gp – Total: 687 gp (650 gp).

APL 6: L: 0 gp; C: 300 gp; M: 1,070 gp – Total: 1,370 gp (900 gp).

APL 8: L: 0 gp; C: 400 gp; M: 2,763 gp – Total: 3,163 gp (1,300 gp).

APL 10: L: 0 gp; C: 500 gp; M: 4,413 gp – Total: 4,913 gp (2,300 gp).

Optional Encounter Eight:

APL 2: L: 202 gp; C: 50 gp; M: 0 gp.

APL 4: L: 404 gp; C: 50 gp; M: 0 gp.

APL 6: L: 404 gp; C: 50 gp; M: 0 gp.

APL 8: L: 404 gp; C: 50 gp; M: 0 gp.

APL 10: L: 404 gp; C: 50 gp; M: 0 gp.

Total Possible Treasure (Maximum Reward Allowed) w/ Optional Encounter Eight

APL 2: L: 202 gp; C: 250 gp; M: 255 gp – Total: 707 gp (675 gp).

APL 4: L: 404 gp; C: 250 gp; M: 487 gp – Total: 1,141 gp (975 gp).

APL 6: L: 404 gp; C: 350 gp; M: 1,070 gp – Total: 1,824 gp (1,350 gp).

APL 8: L: 404 gp; C: 450 gp; M: 2,763 gp – Total: 3,617 gp (1,950 gp).

APL 10: L: 404 gp; C: 550 gp; M: 4,413 gp – Total: 5,367 gp (3,450 gp).

Special

☛ *Favor of Serayis Forlora*

Through actions of bravery, the PC has made a friend in Serayis Forlora, the blind priest of the Seldarine. Serayis is happy to magically enhance the PC's weapons, armor, or shields. The PC has access (Frequency: Regional) to purchase the following upgrades: +1 or +2 enhancement bonus for a weapon/armor/shield, *anarchic* weapon special ability, *holy* weapon special ability, and *bane (evil outsiders)* weapon special ability. The PC need only pay the difference in price for the upgrade.

☛ *Blessing of Leilacia, Nymph of the Sylvanwood*

You have witnessed the beauty of Leilacia, the nymph, and have received her blessing. If you are of good alignment, you receive a +2 sacred bonus on all Charisma-related checks and a +1 sacred bonus on all saving throws against spells and spell-like abilities for the next two adventures (a two-round adventure counts as two adventures).

☛ *Improved Familiar: Rillin the Pseudodragon*

Rillin the pseudodragon has agreed to become the familiar of one of the PCs (as per the improved familiar guidelines in the *DMG*). He will only adventure with the PC if the PC bonds him with the Improved Familiar feat (see the *DMG*), however. If the PC does not have the feat, and takes Rillin on an adventure, he runs away at the first sign of danger, never to return. If the recipient of this boon does not have the prerequisite level or feat, Rillin will wait until he/she does. This PC also gains access to the Improved Familiar feat.

Items for the Adventure Record

Item Access

APL 2:

- ❖ *Elixir of Hiding (Adventure, DMG)*

- ❖ *Elixir of Vision (Adventure, DMG)*
- ❖ *Pipes of Sounding (Adventure, DMG)*
- ❖ *Oil of Greater Magic Weapon +1 (Adventure, DMG)*

APL 4 (APL 2 Items plus):

- ❖ *Arcane Scroll of Glibness (Adventure, 5th level caster, DMG)*
- ❖ *Arcane Scroll of Good Hope (Adventure, 5th level caster, DMG)*
- ❖ *Pearl of Power – 1st level (Adventure, DMG)*
- ❖ *Potion of Remove Blindness/Deafness (Adventure, DMG)*

APL 6 (APL 2, 4 Items plus):

- ❖ *Oil of Greater Magic Weapon +2 (Adventure, DMG)*
- ❖ *Hat of Disguise (Adventure, DMG)*
- ❖ *Pearl of Power – 2nd level (Adventure, DMG)*

APL 8 (APL 2, 4, 6 Items plus):

- ❖ *+2 Longsword (Adventure, DMG)*
- ❖ *Heward's Handy Haversack (Adventure, DMG)*
- ❖ *Ring of Climbing, Improved (Adventure, DMG)*

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ *Pearl of Power – 3rd level (Adventure, DMG)*
- ❖ *Oil of Greater Magic Weapon +3 (Adventure, DMG)*
- ❖ *Dusty Rose Prism Ioun Stone (Adventure, DMG)*
- ❖ *Clear Spindle Ioun Stone (Adventure, DMG)*

Appendix I: NPCs

Encounter Two

APL 4

Ickus, Doppelganger Rogz: CR 5; Medium Monstrous Humanoid (Shapechanger); HD 4d8+8 plus 2d6+4; hp 42; Init +3; Spd 30ft; AC 17 (+3 Dex, +4 natural), Touch 13, Flat footed 14; Base Atk +5; Grp +7; Atk slam +7 melee (1d8+2); Full Atk slam +7 melee (1d8+2); Space/Reach 5ft/5ft; SA Detect Thoughts, Sneak Attack +1d6; SQ Change Shape, Immunity to *sleep* and charm effects, Trapfinding, Evasion; AL NE; SV Fort +4, Ref +10, Will +6; Str 15, Dex 16, Con 14, Int 10, Wis 14, Cha 17

Skills/Feats: Bluff +15, Diplomacy +6, Disguise +12 (+14 acting), Intimidate +4, Listen +6, Sense Motive +8, Spot +8, Tumble +7; Dodge, Great Fortitude, Improved Natural Attack.

Detect Thoughts (Su): Ickus can continuously use detect thoughts as the spell (Caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action.

Change Shape (Su): Ickus can assume the shape of any Small or Medium humanoid. In humanoid form Ickus loses its natural attacks. Ickus can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

APL 8

Domarra, Succubus Sor4: CR 9; Medium Outsider (Chaotic, Extraplanar, Evil, Tanar'ri); HD 6d8 plus 4d4; hp 48; Init +3; Spd 30ft, fly 50ft (Average); AC 22 (+3 Dex, +9 natural), Touch 13, Flat footed 19; Base Atk +8; Grp +10; Atk claw +10 melee (1d6+2); Full Atk 2 claws +10/+10 melee (1d6+2); Space/Reach 5ft/5ft; SA Energy Drain, Spell-like Abilities, *Summon Tanar'ri*, Spells; SQ DR 10/Cold Iron or Good, Darkvision 60ft, Immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 22, Telepathy 100ft, Tongues, Spells, Familiar; AL CE; SV Fort +6, Ref +9, Will +12; Str 14, Dex 16, Con 10, Int 16, Wis 18, Cha 31.

Skills and Feats: Bluff +25, Concentration +13 (+17 casting on the defensive), Diplomacy +14, Disguise +19 (+21 acting), Escape Artist +12, Hide +12, Intimidate +21, Knowledge (Arcana) +8, Knowledge (Nature) +12, Listen +21, Move Silently +12, Search +12, Spellcraft +10, Spot +21, Survival +4 (+6 following tracks), Use Rope +3 (+5 with bindings); Combat Casting, Dodge, Mobility, Persuasive.

Energy Drain (Su): Domarra drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. Domarra's kiss or embrace bestows one negative level. The kiss also has the effect of a *Suggestion* spell, asking the victim to accept another kiss from Domarra. The victim must succeed on a DC 23 Will save to negate the effect of the *Suggestion*. The DC is 23 for the Fortitude save to remove a negative level.

Spells: 6/9/6; 0th- (DC 20) Detect Magic, Prestidigitation, Mage Hand, Touch of Fatigue, Ray of Frost; 1st- (DC 21) Color Spray, Mage Armor, Magic Missile; 2nd- (DC 22) Scorching Ray

Spell-Like Abilities: At will-*Charm Monster* (DC 24), *Detect Good*, *Detect Thoughts* (DC 22), *Ethereal Jaunt* (Self plus 50 pounds of objects only), *Polymorph* (humanoid form only, no limit on duration), *Suggestion* (DC 23), *Greater Teleport* (self plus 50 pounds of objects only). Caster level 12th.

Summon Tanar'ri (Sp): Once per day Domarra can attempt to summon 1 Vrock with a 30% chance of success. This is the equivalent of a 3rd level spell.

Tongues (Su): Domarra has a permanent Tongues ability (As the spell, caster level 12th).

Skills: Succubi have a +8 racial bonus on Listen and Spot checks. While using her *Polymorph* ability, a succubus gains a +10 circumstance bonus on Disguise checks.

APL 10

Domarra, Succubus Sor7: CR 11; Medium Outsider (Chaotic, Extraplanar, Evil, Tanar'ri); HD 6d8 plus 7d4; hp 57; Init +3; Spd 30ft, fly 50ft (Average); AC 22 (+3 Dex, +9 natural), Touch 13, Flat footed 19; Base Atk +9; Grp +11; Atk claw +11 melee (1d6+2); Full Atk 2 claws +11/+11 melee (1d6+2); Space/Reach 5ft/5ft; SA Energy Drain, Spell-like Abilities, *Summon Tanar'ri*, Spells; SQ DR 10/Cold Iron or Good, Darkvision 60ft, Immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 25, Telepathy 100ft, Tongues, Spells, Familiar; AL CE; SV Fort +7, Ref +10, Will +13; Str 14, Dex 16, Con 10, Int 16, Wis 18, Cha 32.

Skills and Feats: Bluff +26, Concentration +16 (+20 casting on the defensive), Diplomacy +15, Disguise +20 (+22 acting), Escape Artist +12, Hide +12, Intimidate +22, Knowledge (Arcana) +8, Knowledge (Nature) +12, Listen +24, Move Silently +12, Search +12, Spellcraft +13, Spot +24, Survival +7 (+9 following tracks), Use Rope +3 (+5

with bindings); Combat Casting, Dodge, Empower Spell, Mobility, Persuasive.

Energy Drain (Su): Domarra drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. Domarra's kiss or embrace bestows one negative level. The kiss also has the effect of a *Suggestion* spell, asking the victim to accept another kiss from Domarra. The victim must succeed on a DC 24 Will save to negate the effect of the *Suggestion*. The DC is 24 for the Fortitude save to remove a negative level.

Spells: 6/9/9/7; 0th - (DC 21) Detect Magic, Prestidigitation, Mage Hand, Touch of Fatigue, Ray of Frost, Read Magic, Ghost Sound; 1st - (DC 22) Color Spray, Mage Armor, Magic Missile, Obscuring Mist, Shield; 2nd - (DC 23) Scorching Ray, Mirror Image, Web; 3rd - (DC 24) Dispel Magic, Nondetection

Spell-Like Abilities: At will-*Charm Monster* (DC 25), *Detect Good*, *Detect Thoughts* (DC 23), *Ethereal Jaunt* (Self plus 50 pounds of objects only), *Polymorph* (humanoid form only, no limit on duration), *Suggestion* (DC 24), *Greater Teleport* (self plus 50 pounds of objects only). Caster level 12th.

Summon Tanar'ri (Sp): Once per day Domarra can attempt to summon 1 Vrock with a 30% chance of success. This is the equivalent of a 3rd level spell.

Tongues (Su): Domarra has a permanent Tongues ability (As the spell, caster level 12th).

Skills: Succubi have a +8 racial bonus on Listen and Spot checks. While using her *Polymorph* ability, a succubus gains a +10 circumstance bonus on Disguise checks.

Encounter Three

APL 6

Gargoyle Ftr2 (2): Medium Monstrous Humanoid (Earth); HD 4d8+19 plus 2d10+8; hp 60 each; Init +2; Spd 40ft, fly 60ft (average); AC 16 (+2 Dex, +4 natural), Touch 12, Flat footed 14; Base Atk +6; Grp +9; Atk claw +9 melee (1d4+3); Full Atk 2 claws +9/+9 melee (1d4+3) and bite +7 melee (1d6+2) and gore +7 melee (1d6+2); Space/Reach SQ DR 10/Magic, Darkvision 60ft, Freeze; AL CE; SV Fort +8, Ref +6, Will +4; Str 16, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +8, Listen +5, Spot +4; Combat Reflexes, Multiattack, Power Attack, Toughness.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Skills: Gargoyles have a +2 racial bonus to Hide, Listen, and Spot checks. The Hide bonus increases by +8 when the gargoyle is concealed against a background of stone.

APL 8

Gargoyle Ftr4 (2): Medium Monstrous Humanoid (Earth); HD 4d8+19 plus 4d10+16; hp 81 each; Init +2; Spd 40ft, fly 60ft (average); AC 16 (+3 Dex, +4 natural), Touch 12, Flat footed 14; Base Atk +8; Grp +11; Atk +claw 12 melee (1d4+5); Full Atk 2 claws +12/+12 melee (1d4+5) and bite +9 melee (1d6+2) and gore +9 melee (1d6+2); Space/Reach SQ DR 10/Magic, Darkvision 60ft, Freeze; AL CE; SV Fort +9, Ref +7, Will +6; Str 16, Dex 14, Con 18, Int 6, Wis 12, Cha 7.

Skills and Feats: Hide +9, Listen +5, Spot +5; Combat Reflexes, Multiattack, Power Attack, Toughness, Weapon Focus (claws), Weapon Specialization (claws).

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Skills: Gargoyles have a +2 racial bonus to Hide, Listen, and Spot checks. The Hide bonus increases by +8 when the gargoyle is concealed against a background of stone.

APL 10

Gargoyle Ftr6 (2): Medium Monstrous Humanoid (Earth); HD 4d8+19 plus 6d10+24; hp 102 each; Init +2; Spd 40ft, fly 60ft (average); AC 16 (+2 Dex, +4 natural), Touch 12, Flat footed 14; Base Atk +10; Grp +13; Atk claw +14 melee (1d4+5); Full Atk 3 claws +14/+14/+14 melee (1d4+5) and bite +11 melee (1d6+2) and gore +11 melee (1d6+2); Space/Reach SQ DR 10/Magic, Darkvision 60ft, Freeze; AL CE; SV Fort +10, Ref +8, Will +8; Str 16, Dex 14, Con 18, Int 6, Wis 12, Cha 7.

Skills and Feats: Hide +9, Listen +6, Spot +6; Combat Reflexes, Dodge, Improved Critical (claw), Multiattack, Power Attack, Toughness, Weapon Focus (claws), Weapon Specialization (claws).

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Skills: Gargoyles have a +2 racial bonus to Hide, Listen, and Spot checks. The Hide bonus increases by +8 when the gargoyle is concealed against a background of stone.

Optional Encounter Eight

APL 6

Derro Rgr2 (4): CR 5; Small Monstrous Humanoid; HD 3d8+6 plus 2d8+4; hp 38 each; Init +5; Spd 20ft; AC 22 (+1

size, +5 Dex, +2 natural, +3 studded leather, +1 buckler), Touch 15, Flat footed 17; Base Atk +5; Grp +3; Atk masterwork cold iron lance +9 melee (1d6+3/19-20) or masterwork repeating light crossbow +12 ranged (1d6/19-20 plus poison); Full Atk masterwork cold iron lance, +9 melee (1d6+3/19-20) or masterwork repeating light crossbow +12 ranged (1d6/19-20 plus poison); Space/Reach 5ft/10ft; SA Poison Use, Spell-Like Abilities, Sneak Attack +1d6; SQ Combat Style, Favored Enemy (+2 gnome), Madness, SR 17, Vulnerability to sunlight, Wild Empathy; AL CE; SV Fort +6, Ref +11, Will +4; Str 14, Dex 20, Con 14, Int 10, Wis 7, Cha 14

Skills and Feats: Bluff +4, Hide +12, Listen +7, Move Silently +10, Ride +10, Survival +0; Mounted Combat, Ride-By Attack, Track, Two-Weapon Fighting

Madness (Ex): Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *Confusion* and *Insanity* effects. A Derro cannot be restored to sanity by any means short of a *Miracle* or *Wish* spell.

Poison Use (Ex): These Derro attack with 5 doses of greenblood oil on their Crossbow bolts. (DMG pg. 297, Fort DC 13, 1 Con/1d2 Con)

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a Derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will- *Darkness*, *Ghost Sound*; 1/day- *Daze* (DC 12), *Sound Burst* (DC 14). Caster Level 3rd. The Save DCs are Charisma based.

Vulnerability to Sunlight (Ex): A Derro takes 1 point of Constitution damage for every hour it is exposed to sunlight and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Skills: Derro have a +4 racial bonus on Hide and Move Silently checks.

Possessions: Masterwork Cold Iron Lance, Masterwork Repeating Light Crossbow, 4 Cases of 5 Bolts Each, Masterwork Studded Leather, Masterwork Buckler.

APL 8

Derro Rgr4 (4): CR 7; Small Monstrous Humanoid; HD 3d8+6 plus 4d8+8; hp 53 each; Init +5; Spd 20ft; AC 22 (+1 size, +5 Dex, +2 natural, +3 studded leather, +1 buckler), Touch 15, Flat footed 18; Base Atk +7/+2; Grp +5; Atk masterwork cold iron lance +11 melee (1d6+3/19-20) or masterwork repeating light crossbow +14 ranged (1d6/19-20 plus poison); Full Atk masterwork cold iron lance +11/+6 melee (1d6+3/19-20) or masterwork repeating light crossbow +14/+9 ranged (1d6/19-20 plus poison); Space/Reach 5ft/10ft; SA Poison Use, Spell-Like

Abilities, Sneak Attack +1d6; SQ Combat Style, Favored Enemy (+2 gnome), Madness, SR 19, Vulnerability to sunlight, Wild Empathy; AL CE; SV Fort +7, Ref +12, Will +5; Str 14, Dex 20, Con 14, Int 10, Wis 7, Cha 14

Skills and Feats: Bluff +6, Hide +14, Listen +9, Move Silently +12, Ride +12, Survival +2; Endurance, Mounted Combat, Ride-By Attack, Spirited Charge, Track, Two-Weapon Fighting

Animal Companion (Ex): Medium Viper (see the MM).

Madness (Ex): Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *Confusion* and *Insanity* effects. A Derro cannot be restored to sanity by any means short of a *Miracle* or *Wish* spell.

Poison Use (Ex): These Derro attack with 5 doses of greenblood oil on their Crossbow bolts. (DMG pg. 297, Fort DC 13, 1 Con/1d2 Con)

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a Derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will- *Darkness*, *Ghost Sound*; 1/day- *Daze* (DC 12), *Sound Burst* (DC 14). Caster Level 3rd. The Save DCs are Charisma based.

Vulnerability to Sunlight (Ex): A Derro takes 1 point of Constitution damage for every hour it is exposed to sunlight and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Skills: Derro have a +4 racial bonus on Hide and Move Silently checks.

Possessions: Masterwork Cold Iron Lance, Masterwork Repeating Light Crossbow, 4 Cases of 5 Bolts Each, Masterwork Studded Leather, Masterwork Buckler.

APL 10

Derro Rgr6 (4): CR 9; Small Monstrous Humanoid; HD 3d8+6 plus 6d8+12; hp 68 each; Init +5; Spd 20ft; AC 24 (+1 size, +5 Dex, +2 natural, +4 studded leather +1, +2 buckler +1), Touch 15, Flat footed 19; Base Atk +9/+4; Grp +5; Atk masterwork cold iron lance +13 melee (1d6+3/19-20) or masterwork repeating light crossbow +16 ranged (1d6/19-20 plus poison); Full Atk masterwork cold iron lance +13/+8 melee (1d6+3/19-20) or masterwork repeating light crossbow +16/+11 ranged (1d6/19-20 plus poison); Space/Reach 5ft/10ft; SA Poison Use, Spell-Like Abilities, Sneak Attack +1d6; SQ Combat Style, Favored Enemy (+4 gnome, +2 dwarf), Madness, SR 21, Vulnerability to sunlight, Wild Empathy; AL CE; SV Fort +8, Ref +13, Will +6; Str 14, Dex 20, Con 14, Int 10, Wis 8, Cha 14

Skills and Feats: Bluff +8, Hide +16, Listen +12, Move Silently +13, Ride +14, Survival +5; Endurance, Improved Two-Weapon Combat, Mounted Combat, Ride-By Attack, Spirited Charge, Track, Two-Weapon Fighting

Animal Companion (Ex): Medium Viper (see the *MM*).

Madness (Ex): Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *Confusion* and *Insanity* effects. A Derro cannot be restored to sanity by any means short of a *Miracle* or *Wish* spell.

Poison Use (Ex): These Derro attack with 5 doses of greenblood oil on their Crossbow bolts. (DMG pg. 297, Fort DC 13, 1 Con/1d2 Con)

Sneak Attack (Ex): Any time a derro's opponent is denied his Dexterity bonus to AC, or if a Derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

Spell-Like Abilities: At will- *Darkness*, *Ghost Sound*; 1/day- *Daze* (DC 12), *Sound Burst* (DC 14). Caster Level 3rd. The Save DCs are Charisma based.

Vulnerability to Sunlight (Ex): A Derro takes 1 point of Constitution damage for every hour it is exposed to sunlight and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

Skills: Derro have a +4 racial bonus on Hide and Move Silently checks.

Possessions: Masterwork Cold Iron Lance, Masterwork Repeating Light Crossbow, 4 Cases of 5 Bolts Each, Masterwork Studded Leather, Masterwork Buckler.

Appendix II: Westburn

Overview: The city of Westburn is far more accurately called a fortress—more by necessity than by design. The construction of the city proves this time and again, with layers of defense built over, around, and on top of pre-existing structures that did not survive the stresses of Westburn's dangerous neighbor, the tunnel near Dark Gate. Only one defensive measure shows a deliberate or well-maintained aspect: the Wall. This bulwark, a thick network of scaffolds and sheet stone, is designed to withstand tremendous force through the ingenious use of silt-filled 'chambers' within the rock. Solid panels of buttressing on the outside and inside hold the chambers together and when ruptured, the silt absorbs so much force that a breach is almost impossible to cause. Heavily-reinforced foundations house the waypoints around Westburn where brave guardsmen watch from ground level and combat invaders when they first reach the city. Above these, crenellations protect archers who provide cover fire and warnings should the ground defense fail. Designed by dwarves hailing from the mountains south of Westburn, the Wall provides excellent protection for both the citizenry and dwarven interests. These interests culminate in the organization that designed and finances the Wall, the Earth Guild. For more on the Earth Guild, see Commerce.

History: Westburn has been standing for 250 years, 150 of that within "The Wall". Seven human generations have lived and died during the struggle to control the dangers of the area. In that time, several battles have been fought in and around the area, nearly always resulting from some band of fell monsters trying to raid the towns that Westburn protects. Westburn's proudest claim is that none of these battles have ever been lost and that the city walls have never been breached. While this may be true, the damage done during these 'ground wars' has been extensive. The town of Dark Gate has been rebuilt several times due to fire, as often as not the direct result of over-zealous or desperate defenders.

In one notable recent example, a night raid by strange diminutive humanoids nearly razed Dark Gate and took a heavy toll on its guards. A rescue battalion from Westburn drove the dwarf-like creatures away but had little luck destroying a trio of reptilian beasts. These creatures, reported to be called margoyles, were only defeated when 'The Wizard' blasted them with fearsome bolts of lightning. Unfortunately, the same spells leveled most of the buildings under attack by these margoyles. (Westburn would like to make it known that 'The Wizard' is NOT a member of their armed forces. Any liability from his actions does not lie with them.)

About one hundred years ago in 490 CY, Westburn began formal training of its elite scout/guards. Dubbed the Gatekeepers, these men and women patrol outside the safety of the Wall. They initially proved their worth by creating an intricate map of the Passage of Slerotin, clearing it of most of its more dangerous inhabitants as they did so. This map is currently on display in Dark Gate as part of a historical exhibit for the area. Now, Westburn graduates a dozen Gatekeepers a year from its training academy. During many dark years of the region's history, this has not always kept up with attrition...

Population: As mentioned, most of the people of Westburn are hard-working, honest, and industrious. Dwarves from the Rockmaul Clan and gnomes from the nearby Sylvan Woods make up the majority of the relatively small non-human contingent. Of the 2500 people in Westburn, over 2200 of them are human.

Notable amongst the populace are: Marril Durhaus, former Mayor of Westburn and former Grosspokeman for the region. This warrior of note (10th level fighter) once led the guard of the Wall before agreeing to take the mantle of leadership from his father, Kalyn. After two years in office as Mayor, he has asked to take the newly vacated position of Grosspokeman. That level of politics did not suit him well, as it was mostly discussion and very little direct action. Ever a man for 'doing things', he passed on the office and returned to the Mayorship of his home. This role suited him better, but after ten years, he returned to his original task, military command of Westburn's forces. Now 45, he is still sometimes seen on the wall, standing watch with his troops. In its history, Westburn has never had a more charismatic or tactically effective commander.

Duranguss Rockmaul, Clan Father and Lord of the Earth Guild: Everything the Guild has become has come from this wise old dwarf's leadership. When his father died wealthless in the south hills, he vowed that he would not share the same fate. Seeking others of vision from his clan, he approached the leaders of Westburn (then a small community with little value to speak of) and proposed a trade alliance. Since then, both sides have flourished. Duranguss has little fear of dying a pauper now.

Gioago Verda, a mage of some note and an independent citizen: Also known as simply the Wizard, Gioago hails from 'much farther north' as he would say. How much farther is anyone's guess, but his shining blonde hair and brilliant blue eyes mark him as a Suel descendant from somewhere. He mostly keeps to himself, using his magic as his sole trade (8th level Wizard, Dual Spell Focus (Invocation & Alteration)). In times of crisis, he volunteers his aid and negotiates a reward after the danger is averted. To date, the Mayor of Westburn has been happy to pay his fees and just as happy to disclaim him entirely when he blows something valuable up.

Commerce: The Earth Guild is the most powerful element of Westburn's economy. Mostly the outgrowth of a single dwarven clan (The Rockmaul), the Earth Guild controls nearly all of the mining, forging, and quarrying that occurs around Westburn. This provides riches, comfort, and a position of near above-the-law status to those in the Guild. If business of an earthen sort occurs in Westburn, it is through the Earth Guild and its associates.

This does not mean that the Guild holds itself superior to others in the area. Like the dwarves that founded it, the Guild approaches business in a very pragmatic way. They are naturally better at delving, mining, and matters of the Underoerth. They know this and conduct their affairs as consummate professionals. They accept competition if the other group shows some talent or ability, but will often attempt to bring such 'resources' into the Guild. If the 'resource' refuses, that is usually the end of the matter. The Earth Guild is patient enough to wait until the next generation is born to make a new offer. The dwarves of the Earth Guild are wise enough to stay out of areas where they do not enjoy a superior position. Other industries are seldom troubled by the monopoly they possess. In fact, they usually benefit from having a single strong economic force to offer services to.

Aside from mining, Westburn has several other ways to contribute to the Yeomanry. Westburn is one of the biggest processing facilities in the entire country. Livestock, ore, raw stone, trees, and fish can all be found around the city. As such, Westburn has based its economy on turning these resources into worked goods of surpassing quality. Bolts of woven cloth, clothes, leather, metal tools and weapons, and worked wood all come out of Westburn. These goods, carted all over the Yeomanry and parts beyond, form the backbone of the city's economy. Westburn steel, often forged using dwarven techniques, is in high demand for its quality and durability. Just as popular are Sylvan wood spear hafts, to which the Westbruns (folk of Westburn) affix well-honed heads of their fine steel. More often than not, when a Yeoman raises the spear, it was made in Westburn by one of its master weaponsmiths. Foodstuffs are a major industry too, with food prices usually half the normal going rate due to ease of availability and high supply. No part of an animal is wasted in Westburn, with hides, fur, meat, and bones all used to their fullest extent. Hunting around the city can often turn an excellent profit.

If anything could be said to be in short supply, it would be grains. The soil is excellent for trees and grasses, but heavy grains grow poorly and open farmland is a rare commodity. Still, the wealth of the city keeps grain of all types importing regularly. In recent times, there has been no noteworthy shortage. Even so, two of the most valuable buildings in the city are the twin grain silos in the south quarter.

Westburn's people have a strong work ethic stemming from their Yeomanry identity and as such, all of the city's industries are kept going strong.

Government: The single most important person in the politics of Westburn is neither Mayor nor Grosspokesman (although the city does have both). When a crisis arises, most citizens (and both of the aforementioned gentlemen) look to Durhaus. With a word, he could make or break the career of anyone running for office in Westburn. Both the Mayor and Grosspokesman owe their positions to his favor, and they both know it. Rivals will have to court his favor (not easily given nor easily revoked).

As for discipline, like elsewhere in the Yeomanry things are quite strict. Disrespect in all forms is not tolerated and the people of Westburn grow up polite and honest. Common courtesy does away with most of the need for legal recourse, but such is swift when it must occur.

Also, Westburn is based on a form of frontier justice. Serious crimes have extremely harsh penalties and the death penalty is not unheard of. When an execution must be carried out, it is done in private and only after the local temple of Heironeous confirms both intent and guilt.

Armed Forces: Also notable is the military structure of Westburn. As a self-proclaimed (and well needed) 'bastion' against the perils of Dark Gate, the city has trained some of the finest defensive troops in the Yeomanry. Tough and capable, the Wall Guard is an elite cadre, chosen from the citizens of the city and augmented by levies against the militia of surrounding towns. Each of the 50 men who serve in this post are at the least 1st level Warriors, with one in five being 2nd or 3rd level Fighters.

Ground duty, where the rest of the city's 220 total garrison serve, is more typical of the Yeomanry military structure. A significant number of the city's troops are trained in archery and over half can serve as mounted cavalry if the need arises.

Westburn is also home and training ground to a notable type of warrior, the Gatekeeper. This prestigious class of fighter is dedicated to the defense of the area around Dark Gate and to the elimination of all forms of threat that come out of it. Well-educated in Underdark lore, these brave men and women form the first line of defense against the creatures below.

Player Handout #1

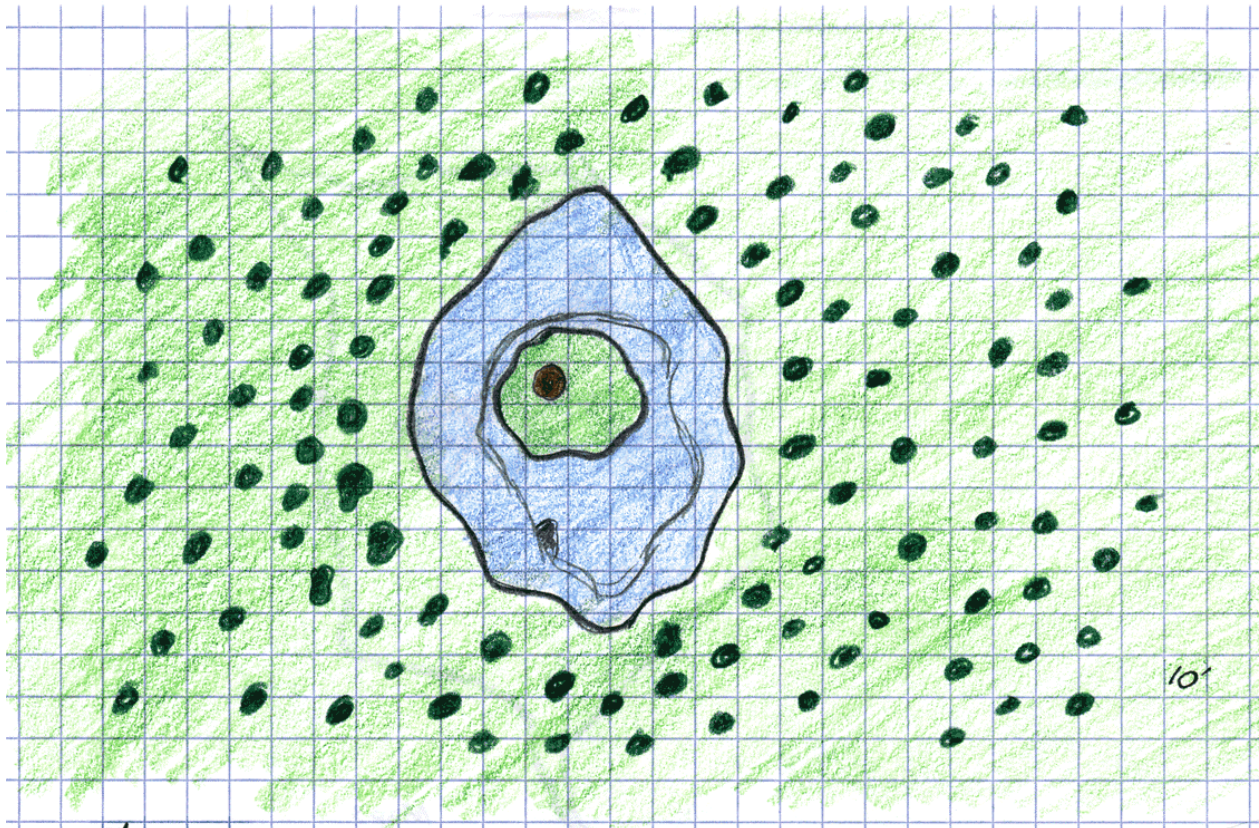
“... someday. I know he’ll come back or send for me. I just pray he does it before Kolvin does something drastic. I don’t shy away like others do, but he is as ugly on the inside as he is on the outside. He smells like demonflesh and brimstone anyway. The hatred in his heart will kill him. My heart belongs to another, I tell him constantly, but still he insists. I thought I felt him watching me today, hiding with his magic, but I felt his eyes on me as I waded. It makes me afraid to swim anymore. Maybe I’ll go for a quick swim tonight then rest a while ...”

Player Handout #2

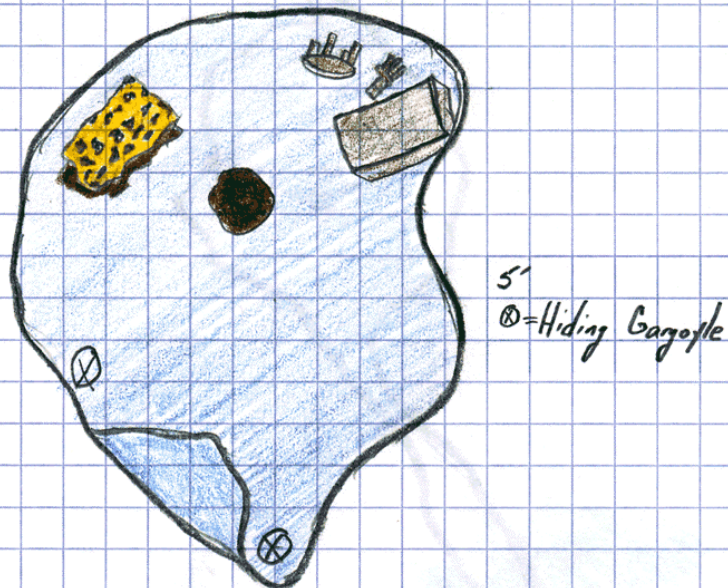
“Damn them, damn me, damn us all...”

“My oath: An end of beauty. The Drinker of Beauty will devour them, all their grace, and ruin them like the gods ruined me. Praise the Abyssal Princes.”

DM Aids: Map #1 – Leilacia's Lair



Map One



Map Two

DM Aids: Map #2 – Demon Cavern

