

FUR3-05

Reflections

A One-Round D&D LIVING GREYHAWK®

Furyondy Regional Adventure

Version 1.0

Round 1

by Jeff Detweiler and J. Allan Fawcett

Reviewed by Jason Bulmahn

The Council of Four has been very active since the recovery of the Deep Pearl. The *Defense of Chendl* continues to develop, but what could be so important as to draw the aloof Gorn Gydresol into action? Travel from Chendl to places undiscovered in this regional adventure for characters 1st through 12th level (APL2-10). The Defense of Chendl – Part Five.

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. 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.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA 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.

	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

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.

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 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 Furyondy. Characters native to Furyondy 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

In this adventure, the PCs become involved in a quest to recover another component of a complex shield spell, the Mirror of Z' Danfar. This mirror was lost ages ago on a merchant vessel known as the Tradewinds in a storm caused by a doomed mage's attempt to use the mirror for his own gain.

Recently, the diary of the mage was recovered by a merchant named Fazil. The book, badly damaged by the water of Nyr Dyv, was purchased by a specialty importer of goods from Ekbir. Rumors of the rare text circulated through the merchant circles in Chendl, and eventually reached the ears of Gorn Gydresol, the resident Air Elemental. Gorn, realizing that the diary may lead to the resting place of the mirror, decided to nationalize the tome, and eventually the mirror. To execute his plan, he draws upon a number of sources to find those willing to assist him. This includes calling in references from his fellow mage, the Lady Pisenten, obtaining recommendations from the nobility, and listening to comments on the reputations of those willing to due his bidding in this mission.

Adventure Summary

Reflections is a low to mid-level module for the Living Greyhawk campaign setting. This adventure is not designed to be a challenge for PCs over 12th level, so those characters are prohibited from playing in this adventure. Players should be encouraged to play a lower-level PC. This adventure continues the Defense of Chendl plot arc that includes *FUR2-01 Deep Pearl*, *FUR2-01 Common Defense*, *FUR3-03 Heart of the Kingdom* and *FUR3-04 Lost Code of Akanadel*.

Encounter One: National Debts

The PCs learn from Gorn about the book and the importer who should be in possession of the book. Gorn is more anti-social and aloof than some of the other Council of Four. He knows that a local importer has a rare tome that contains the legends of the mirror, and clues to its whereabouts. Gorn provides the PCs with signets and instructions to "Nationalize" the tome. He does not see any need to pay the importer for the book, since he intends to return it when he is finished with it. He does have the official clout to pull this off; but it puts the PCs in an interesting position from a role-playing perspective.

Encounter Two: Setting Sun

The PCs, on instruction from Gorn, make their way towards Fazil's shop. The PCs may rely on stealth or diplomacy in this encounter. He has already been visited

by another interested party and is caught between a rock and a hard place. Fazil hopes to somehow make a profit from this situation.

Encounter Three:

Following the lead from the Setting Sun, the PCs will be able to arrive at the shop of a sage, to whom the book was sent for restoration. The PCs will arrive at the shop just as the group from Ekbir is finishing their own "nationalization" of the book.

Encounter Four: Fail Safe

This is a fall back encounter to be used if the PCs bumble the scenes with Fazil and Gunasis and are not aware of the attack and stolen book. If this occurs, Gorn's apprentice will steer them back to the path of the adventure in Encounter Five.

Encounter Five: Debrief

After their run-in with the raiders (or learning about it second hand), the PCs will have another opportunity to meet with Alahandral, Gorn's apprentice. He is polite and thorough in his interview, and then will see the PCs are taken to their homes to rest and recuperate. He will also report to his master and send for the heroes again the following morning.

Encounter Six: Overland

This encounter outlines the PCs meeting with Gorn and their journey to Willip. Gorn will tell them how to enter Willip and also equip them with a number of magical potions to use in their quest

Encounter Seven: Bon Voyage!

The PCs meet Balkif and Venda, two sailors in service to His Majesty. They will also find the ship Gorn has procured for them to take to Siren's Gate, which is not far from Herechel.

Encounter Seven: Down Below

The PCs arrive at Siren's Gate, the last resting place of the Tradewinds. They must journey under the waves of the Nyr Dyv to continue their quest. Unfortunately for them, a Locath settlement was destroyed when the ship landed upon it many years ago. The few survivors were driven mad and view the ship and its contents as sacred to their god of pain. The locath warriors defend the wreck violently against any intrusion.

Encounter Eight: Reflections

Once the PCs have defeated or evaded the locath, they will be able to enter the remains of the Tradewinds. Once inside, they will find the ghost of Hazir working with the mirror the PCs are seeking. He has unlocked

some of the mirror's powers and poses a significant danger to the PCs, who must find a way retrieve the mirror.

Event Summary: Make it or Break it?

The critical summary addresses whether or not the PCs were able to retrieve the mirror. They can then return it to Gorn and collect their reward (or animosity if appropriate), knowing that Furyondy is one step closer to being able to raise the magical barrier to protect Chendl.

Introduction

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it is necessary to know the phase of the moon. During this event, the moon has entered its full phase and will remain full for the duration of the tournament. Lycanthrope characters are effected by the full moon as outlined in the *Monster Manual*.

DMs should make sure to note the phase of the moon and inspect character sheets to see if any of the PCs are lycanthropes. Also, DMs should remember that any lycanthrope PC is subject to transformation if they suffer ¼ of their hit points in damage.

Allow the players to introduce themselves to one another and select which characters they will play in this adventure before reading the section below. DMs may repeat the module blurb from the front cover to assist players in selecting their character for the adventure. Once a player has selected a character, they may not change characters during the adventure.

If anything can be said about the fair nation of Furyondy without debate, it is that the country is an orderly place. The vast majority of the country's citizens seem to pride themselves on the sense of duty and order that permeates their everyday lives.

It is therefore not surprising that individuals of adventuresome spirits and worthy reputations become known to the country's military, religious, and magical orders. Life in Furyondy has proven without a doubt that one good turn deserves another, while a few words of notoriety can stay with a person for ages.

It must be for some past good deed; however small, that the summons came for each of you. A well dressed young page in the livery of the Council of Four, His Majesty King Belvor IV's Royal Magicians, seemed quite certain that each and every one of you was wanted by Gorn Gydresol, the resident Air Elementalist.

Given the power of the mage in terms of not only magical prowess but also political might, it made sense to follow the page. Better to clear up a mistake

in person than risk insulting a high ranking official. After all, in the orderly realm of Furyondy such mistakes have a way of sticking with you.

The page went about his errands steadily gathering a small entourage of people before finally directing the ornate carriage to its final destination: a small private park not far from the holy grounds of the Church of Heironeous.

Allow the PCs some time to interact in character during the gathering and journey to the park. They will be picked up in random order and those who frequently travel together may also be picked up together at the player's discretion.

The page, **Alahandral** (hm, NG, Wiz6, Int 16, Cha 15) is actually one of Gorn's apprentices who attends to some of his master's more interesting errands around town. PCs that speak with him will find him quick to smile, but very intent upon his business. He carries no letters or notices of the others he is looking for, but steers the coachmen unerringly on his way. If questioned about the summons, Alahandral will politely inform the inquisitive PC that Master Gydresol was very specific in his instructions. PCs that inquire if he is being deceitful may, with an opposed *Sense Motive* versus Alahandral's Bluff (+5) will realize that he is definitely holding something back, but that he does not bear them any ill will.

When they arrive at the park, the carriage will stop at the edge of the grounds, and the coachman will lower the steps to allow his passengers to exit.

The evening is unseasonably warm for early Planting, and the breeze in the park appears to be stronger than in most of Chendl. The young page Alahandral bids you to enter the park.

"Master Gydresol will be waiting for you near a small private garden tended by Clerics of Heironeous. I am sure that he will reveal whatever reason he had to send for you, or perhaps correct any mistakes that may have been made in your summoning. Your meeting is to be private, so I will wait for you here. Just follow the path to the center garden, and Gorn will join you shortly."

Encounter One: National Debts

Nothing will happen until the PCs make their way into the central area of the garden, where they will find **Gorn Gydresol** (male human, Wiz10) waiting for them, speaking to one of his servants, an invisible stalker. When the PCs arrive, read the following descriptive text.

The small gardens are well tended and the cobblestone paths are cut with the orderly precision typically found in Chendl. Making your way into the gardens, you see king's men lighting oil lamps to provide some light in the garden. In the center of the garden, you see a rather tall man, dressed in elaborate sky blue robes with silver trim, apparently speaking to himself.

"See to it, we must ensure that the others are successful in their missions as well. Maintain your vigilance on our captive, since Lady Pisenten would be quite distressed if something were to happen to it."

Suddenly, the man tilts his head, and looks at you as you approach. He is well over six feet tall and has jet black hair pulled into a pony tail. His immaculately trimmed beard and goatee frame his handsome angular face. His robes bear the symbol of the Council of Four, and the sigil of the Crown of Furyondy surrounded by a cloud of lightning. This can be none other than Gorn Gydresol.

"Greetings loyal citizens. I trust that Alahandral performed his duty, and I thank you for traveling on short notice. Your reputations and names are known to me, and those of you who are somewhat new to our lands should take comfort in the seers ability to predict great things from you. Many of your careers will be shorter than you believe, but great nonetheless.

As I am sure you are all aware, our ancient enemy stirs to the north. It seems he peace has lasted long enough for Old Wicked, and my fellow mages and I have been developing a way to protect Chendl and His Majesty from dark forces, but our abjurations are, shall I say, complex.

So far, our forces have been successful in gathering three powerful items required for our spells. Now, another such item, or perhaps clues to its whereabouts, have come within our grasp. This task will not be without risks, but the rewards are great. Through your actions, you will be helping to ensure the safety of our capital, our liege, and our way of life. Will you continue your service to king and country?

Gorn will not go into further details regarding the mission or the spell until the PCs agree to aid him. If asked about assistance and compensation for their efforts, Gorn will be a bit disappointed in them, stating that he thought they were heroes of the realm, not simple mercenaries. He will admit that he intends to aid them in their journey. If pressed for financial rewards, he will tell them he intends to pay them well but will not go into specific details regarding the amount.

He will provide a bit of history for those who are new to the area or less versed in the campaign history thus far. If asked about the other components or spells, Gorn will reveal the following. DMs should keep in mind that while Gorn does need the heroes, he is an exceptionally powerful and arrogant member of the ruling class.

- The first spell component was a rare stone known as a Deep Pearl (FUR1-01 *Deep Pearl*). It was recovered over a year ago and is in safe keeping.
- The second item was recovered at Lady Pisenten's request (FUR2-01 *Common Defense, Round 1*). This item, also safely guarded, was recovered from a powerful assassin sent by Old Wicked to take vengeance for Furyondy's victories in the war.
- The third spell component was sent by druids from the Barony of Kalistren (escorted by adventurers south to Chendl in FUR3-03 *Heart of the Kingdom*).
- Gorn will not speculate further on the items above nor on those remaining. He will also not comment on the nature of the spell. If asked, he will simply state the nature of the magic is far too complex for them to understand, and also a state secret.

Once the PCs agree to accept Gorn's request, he will remind them of the importance of their mission and reveal the following.

By agreeing to this task, you are performing a deed of great service to your King. I remind you that the true nature of this mission, the Defense of Chendl, is to remain secret. To break this trust is treason.

Gorn will wait a few moments for the reality of this statement to sink in. PCs that wish to rethink their decision may do so before Gorn continues.

Long ago, an elder magical spirit of air was captured and imprisoned by magicians of Ekbir. The mage who accomplished this feat was exceptionally powerful man known as Z' Danfar. For many years I have aided the spirits of air in their quest to free their ancestor, and I have searched for this object or tales of Z' Danfar's exploits. I have even gone as far as allowing members of the Ekbir nation to establish safe ports in Furyondy to smuggle their goods, all the while watching for signs of Z' Danfar's work. After all, what are a few gold sheridan in taxes compared to the benefits of keeping an eye on illegal activity?

The time has finally come to act since reference to Z' Danfar have surfaced. About 60 years ago one of Z' Danfar's hidden labs was discovered and raided by a very talented group of treasure seekers. They sold

the majority of these goods to collectors and the works of Z' Danfar were distributed all over Oerth.

One of the Ekbir merchants in this city is a man named Fazil. He runs a small shop here in Chendl. He keeps long hours and you will find him at the shop this evening. My sources in Willip tell me that he recently came into possession of the log book of the Tradewinds, penned by a Captain Hazin. Hazin was a fair captain, but an exceptional thief, for he was among the treasure seekers who raided Z' Danfar's hideaway.

I believe that the log book will contain exceptionally useful information, especially since the Tradewinds was lost at sea 50 years ago, along with all hands and her cargo, which may have included some of Z' Danfar's creations.

Gorn will pause here and let the story sink in and allow the PCs to ask a few more questions. PCs that *Sense Motive* (DC20) will definitely sense that Gorn is hiding additional details. If questioned, he will compliment them on their intuition, but inform them that they are simply not in a position that requires them to know everything about the spell and its components. Another *Sense Motive* (DC20) will give the PCs the sense that he is sincere in this statement, and is not trying to deceive them.

The mission that faces them is fairly simple - recover the log book of the Tradewinds from the merchant Fazil. Gorn has no respect for thieves and criminals so does not see any reason why Fazil should profit from any actions that may undermine the good of the kingdom. Gorn will allow the PCs to gain the book by whatever means they desire, but will not reimburse the PCs if they seek to buy the tome. Gorn's expectations of the PCs are clear – get the book and return it to him.

Gorn will provide the following information if prompted by the PCs or if the DM feels the players need the information to continue.

- The log has been deemed important to the safety of the nation, thus the PCs may demand the book's surrender in his name.
- Gorn will provide each PC with an enchanted pin that bears his symbol (the Crown of Furyondy on a background of lightning). These are enchanted for a limited duration and the lightning bolts move and the crown shifts as if blown by a strong wind. The enchantment ends when Gorn dispels it at the end of the tournament, reducing the value of these signets to Influence Points.
- The Ekbir trader, Fazil, operates his shop in a merchant quarter. It is called the Setting Sun and deals in rare art and antiquities. It is also a front for

spies and smugglers, so the PCs are warned not to alert Fazil that the King is aware of his illicit dealings if possible. There are also a number of dealings in the shop at odd hours, so the PCs should be able to visit the shop this evening.

- Once they have recovered the book, they should return here and ask for Alahandral who will meet them.
- As compensation, Gorn will promise each of the PCs 50 wheatsheafs (gold pieces) for this task, half now and half upon delivery. Discretion is fairly expensive, and 50 gp is quite a lot to pay for such a short duration job.

Development: Once the PCs have finished negotiating with Gorn and have accepted the mission, proceed to Encounter Two below. The PCs will have ample time to gather their gear and travel to the shop. Alahandral will happily drop them off at their residence or in the merchant quarter, but will not drop them directly at the shop for fear of compromising the security of the mission.

Encounter Two: Setting Sun

After their meeting, the PCs will be able to prepare for their discussion at the Setting Sun as they see fit. Assuming the PC's preparations do not take too long, the PCs will be able to arrive at the shop in the early evening. The store will be lit by several lanterns and Fazil will be in the shop. However, the shop will not be open for normal business. The PCs may knock on the door and deal with Fazil directly, or attempt another way of determining if the book is in the store.

When the PCs arrive at the store and check out the local area, read the following description of the Setting Sun.

The Setting Sun is a small shop by Chendl's standards. It is a simple wooden building in a modest area of the quarter. It stands two stories tall, with living quarters most likely on the upper level. Two large windows on the upper level are open, but heavy shutters are closed preventing unwanted visitors from entering the building from above.

The lower level of the shop also has several windows that are closed as well. These windows contain smoky glass that does little to hide the gaudy nature of the goods typically on display here. Light from lanterns inside spills through the holes in the shutters and occasional shadows indicate that someone is moving about the lower level of the store.

Most of the items in the main part of the shop appear just as gaudy upon close inspection as they did from the window. PCs making an *Appraise* attempt (DC13), will realize immediately that most of these items are not that interesting and worth only a few silver sherdan at most. Fazil uses this junk as cover since he is primarily dealing in information. In rare instances, such as this one, he actually deals with a highly valuable item.

All APLs

☞ **Fazil**, male human Rog4, see Appendix.

Unknown the to PCs, Fazil has already been visited by another group of visitors this evening. Descendents of Hazir, the captain of the Tradewinds, have learned of the log's existence and made their way to Furyondy to recover it. Fazil is between a rock and a hard place. If he does not give the book to his countrymen, he is a traitor. If he does not give it to the PCs, he can be branded a spy or worse by Gorn. Fazil's plan is to do the only thing he can think of, put the two forces against one another and try to side with the winner.

Area Descriptions:

- 1) **Main Storefront** – this is the area in which most of the legitimate business takes place as described above. Shelves of gaudy materials and trinkets clutter the area, leaving little room for much else. There is a counter and a small lock box of coins used to transact business. The box is secured with a high quality lock (DC20), and Fazil has the key with him. Inside the box is a written receipt from Gunasis for the Tradewinds log book.
- 2) **Store Room** – This is a small area where Fazil stores items that he is buying and selling. Due to the high amount of clutter in this area, a quiet search is exceptionally difficult and may alert Fazil (*Listen* DC15 or DC20 if sleeping). Fazil has stashed a fairly large number gems in a hollow statue. They are very difficult to find (*Search* DC25). In addition, the PCs may find several other secret panels in the store room with various *Search* checks (DC20, DC25 & DC30). All of these are empty, but do provide clues that Fazil is more than he pretends to be.
- 3) **Master Bedroom** – this is Fazil's bedchamber and is quite simple. A Ekbir style bed and matching furniture set holds most of his personal effects and clothes, which are of high, but not exceptional quality. Underneath the pillows is a masterwork dagger (just in case).

Development: This encounter can be resolved in a number of different ways depending on what skills the

PCs have and the approach they take toward dealing with Fazil. PCs that take the direct approach (knocking on the door) have a fair amount of success, while PCs that attempt to steal the book face a harder path. If PCs take the direct approach, see Encounter 2A below. If they attempt to take the book by stealth, see Encounter 2B below.

Regardless of the method used, at the end of this encounter, the PCs should have discovered that the log has been sent to the sage Gunasis for restoration. They may learn this either through conversations with Fazil or by discovering the receipt in the lock box.

If the PCs decided to use the "Sneaky Approach" in this encounter, they may arrive too late at the sage's home. Essentially, if the PCs wait for Fazil to go to sleep before investigating the shop, the Ekbir raiders will have already obtained the book from Gunasis, and the PCs will be on an alternate adventure path – see Encounter Four.

Encounter 2A: The Direct Approach

When the PCs first knock, Fazil will shout "We are closed, come back tomorrow". He will continue to tell the PCs to go away unless they either come up with a convincing *Bluff*(DC19 – Fazil takes 10) or state they are on the King's business and successfully *Intimidate* (DC15) him into opening the door.

Once Fazil opens the door, read the following description:

Following the rattling of a lock and chain, the door to the Setting Sun opens, revealing a small cluttered shop. There are various objects and trinkets on numerous shelves that glitter in the lantern light.

The shop keeper, Fazil, is a short heavy set man with a copper-hued complexion and dark hair. He is wearing a heavy shirt and breeches, and appears to be struggling to keep warm, despite the warmer than average weather.

"Well, you have interrupted my record keeping, so what can I do for you? Make it quick if you please, calculating taxes is difficult, and I fear that if I am not finished by morning, his Majesty will have increased the tax rate yet again!"

Fazil will be very suspicious of the PCs who have arrived well after business hours and will try to learn what the PCs are really after. When he learns they also seek the log from the Tradewinds, he will be visibly distressed.

Unfortunately, for Fazil, the descendents of Hazir have already visited his shop this evening. They have made their desire to buy the book well known and have threatened dire implications for Fazil if he does not sell it to them. When the PCs make their request, Fazil has

decides to play the two interested parties against one another. When they ask about obtaining the book, Fazil relays the following well-rehearsed story (this is the same story he told the Ekbir raiders).

"Ah, my friends, you know a great deal about my shop I think, for I have only had this book for a few days. Unfortunately for you, the book is not here at the moment.

The log of the Tradewinds was badly damaged by water, and I feared a detailed review would damage the text even further. I have sent the book to a colleague of mine who is working to restore it. I am not sure how much longer he will be, but until it is returned to me, I cannot possibly negotiate any price or terms for a sale of this text. It may prove to be useless, or have incalculable value."

Fazil has practiced this story a bit and receives a +2 modifier to his *Bluff* (D20+11) for any attempts the PCs make to try and *Sense Motive*. Fazil is fairly shrewd and believes that neither group of interested parties will provide him appropriate remuneration for the book, and therefore has decided not to sell it to either party.

PCs that are successful in their *Sense Motive* checks will sense that Fazil is being dishonest with them, but not learn anything specific. PCs that are using *detect thoughts* or similar mind reading or enchantments on him, may be able to learn that Fazil is hoping the groups run afoul of one another.

If the PCs have convinced Fazil they are working for Gorn (by showing him the signets), they will be able to learn that the sage who is working to restore the book is a Velunite (human male, age 65) named Gunasis. Fazil will also provide them directions to the sage's home that also houses his workshop. If this occurs, Fazil will have conceded the loss of the book, but will try and convince the PCs of its value hoping to be compensated for the book.

Fazil also knows the following bits of information that the PCs may be able to obtain if they are exceptionally clever, use magical charms, or *detect thoughts*.

- The Tradewinds belonged to Captain Hazin who was famous for recovering lost items and artifacts – and for the prices he charged for them.
- Fazil obtained the book when the widow of an old sailor sold her husband's effects after his death (of natural causes).
- The logbook appears to be a journal as well. It is written in an ancient dialect that few sages are familiar with. It may hold clues to other secret caches of treasure belonging to the famous rogue.

- Gunasis is a trustworthy sort, only because he is relatively naive. Fazil believes that he is so interested in restoring the damaged book, he could not care less about the contents. Fazil is wrong in this belief – See Encounter Three for more details.
- The book's actual value is totally dependent upon its content. If there are no special clues or maps, the book is likely worth only about 1,000 gold wheatsheafs to a collector. If there are other clues, its price is easily ten times that figure. Fazil does not know the actual contents of the book.

The following information is only available through magical compulsion:

- Two Ekbir agents came seeking the book. A street fighter and a wizard by the look of them. They wanted the book and obtained the sage's location.
- One of the more legible parts of the log spoke of being caught on the water without winds, and then strong storms suddenly catching the crew unaware.

Encounter 2B: The Sneaky Approach

If the PCs decide to use stealth to sneak in and steal the tome, they are going to be disappointed, since the book is not in the store. Fazil has already shipped the text off for restoration (see above for details).

The store is a simple layout (see map for details) that can provide the PCs with several entry points. Fazil lives alone and works in the lower area of the building. He will be up working until well after midnight before heading upstairs to his living quarters to turn in.

The windows on the upper level are open, while those on the second floor are locked. Either way, the PCs will have to get past the shutters to enter.

☛ **Upper Level Windows (Shutter only):** 1/2 in. thick; hardness 2; hp 5; AC 5; Disable device (to jimmy open) DC 15, Break DC 12.

*Breaking the shutters creates a lot of noise that Fazil may detect (*Listen* DC10).

Entering the lower level of the shop undetected is next to impossible until Fazil turns in for the evening. The door and windows are locked, and Fazil is alert for any sign of intrusion. Once Fazil is asleep, the PCs may attempt to enter through a window or the locked doors.

☛ **Lower Level Window (Lock & Shutters):** 1/2 in. thick; hardness 2; hp 5; AC 5; Open Lock DC 18, Break DC 12.

*Breaking the shutters creates a lot of noise that Fazil may detect (*Listen* DC10).

🔪 **Wooden Doors:** 1 in. thick; hardness 5; hp 10; AC 5; Open Lock DC 18, Break DC 15.

*Breaking the doors creates a lot of noise that Fazil may detect (*Listen* DC8).

If the PCs are detected trying to break into the store, Fazil will immediately begin to call for help. A group of four King's Watchmen will arrive 3 minutes (30 rounds) after he begins to cry for help. The PCs will then be forced to either flee or declare their allegiance with Gorn to avoid being detained by the Chendl watch and dealt with as thieves.

All APLs

👤 **King's Watchman (4):** hp 20 ea, human males, see Appendix.

Development: If the PCs attempt to break into the store and are caught by the King's Watchmen, they face a difficult challenge. As far as the Watchmen know, Fazil is a legitimate merchant and the PCs are robbers.

If they are caught (DMs should allow reasonable chances for the PCs to flee from the guards), they will be taken into custody. If this happens, their only chance to avoid imprisonment lies in either magically enchanting the guards or showing the signets Gorn gave them. If the PCs show the signets in a discreet manner to the patrol leader, the leader will escort them from the area of the shop before releasing them with specific instructions to stay away from Fazil's shop. Alahandrel and Gorn will learn if the PCs are caught and will not be pleased to learn of the PCs failures.

If the PCs are successful in a "Sneaky Approach", they will be able to learn of the book's true whereabouts by finding the receipt located in the lockbox within the main storeroom. Without this piece of knowledge, the PCs will either have to wake the shopkeeper or DMs will have to proceed with the "Fail Safe" encounter.

Encounter Three: Ekbir Raiders

This encounter assumes that the PCs dealt with Fazil in a fairly straightforward manner and proceed directly to the sage's shop. If this is not the case (the PCs took too long to prepare, waited out Fazil or are delayed for some other reason), skip this encounter and proceed to Encounter Four.

When the PCs arrive at the small home of Gunasis that doubles as his workshop, they will see the following:

Despite the late hour, there are still a few citizens of Chendl about the streets in this residential area of the city. The houses are modest, and many are owned by merchants and tradesmen of some type or another.

Following your directions to Gunasis' home, you see that it is on a row of similar homes that share small alleyways. There are barrels near the corner of the homes to catch rainwater and the streets are free of trash and debris.

The sound of a lone rider approaching from the north rings out and you notice that there are still lights coming from the windows of the home.

The group of raiders from Ekbir has staked out the house, hoping to take the sage unaware and steal the book. DMs should have the PCs each make a *Spot* (DC12+APL) check to see if they notice the raider (Sammel) hiding in a nearby alley.

NOTE: Each of the raiders' starting position is noted below in the tactics sections. DMs should read this section carefully before running this encounter.

Creatures:

Gunasis: The sage has taken a strong blow to the head, knocking him unconscious. He is bleeding and wounded, but will not die in this encounter. Once the battle is over and the PCs revive him, refer to the Development section for additional details on Gunasis.

Yenidier: The lady rider is a young paladin (female, human, Pal2 – Heironeous, Cha 17). She will be surprised by the thunderstone attack and thrown from her horse. The fall will knock her unconscious as well and she will be unable to assist the PCs in this encounter unless treated with a cure light wounds or similar ability. When revived, she will state that she rides the streets in the evening as part of her holy calling to protect the city. She is able to use her *Lay on Hands* ability (6 hp) to aid any PC that requires her assistance. She is young, naïve, attractive, aloof, fiercely independent, and very determined to make an impression on the city.

APL 2 (EL 5)

- 👤 **Askold**, hp 8, Rog1, see Appendix.
- 👤 **Sammel**, hp 10, Rgr1, see Appendix.
- 👤 **Dunya**, hp 12, Ftr1, see Appendix.
- 👤 **Saeunn**, hp 6, Sor1, see Appendix.

APL 4 (EL 7)

- 👤 **Askold**, hp 20, Rog3, see Appendix.
- 👤 **Sammel**, hp 28, Rgr4, see Appendix.
- 👤 **Dunya**, hp 18, Ftr2, see Appendix.
- 👤 **Saeunn**, hp 21, Sor4, see Appendix.

APL 6 (EL 9)

- Askold, hp 32, Rog5, see Appendix.
- Sammel, hp 40, Rgr6, see Appendix.
- Dunya, hp 32, Ftr4, see Appendix.
- Saeunn, hp 31, Sor6, see Appendix.

APL 8 (EL 11)

- Askold, hp 50, Rog7, see Appendix.
- Sammel, hp 52, Rgr8, see Appendix.
- Dunya, hp 46, Ftr6, see Appendix.
- Saeunn, hp 41, Sor8, see Appendix.

APL 10 (EL 13)

- Askold, hp 62, Rog9, see Appendix.
- Sammel, hp 62, Rgr10, see Appendix.
- Dunya, hp 60, Ftr8, see Appendix.
- Saeunn, hp 51, Sor11, see Appendix.

Tactics: The raiders have been waiting for the sage to exit the house, rather than risk any defenses within the home.

The sage exits as a lady on horseback (Yenidier) rides past. The raiders take their cue and Sammel throws his thunderstone and startles the horse, which throws the rider. When the sage moves to assist the fallen woman, a previously invisible Askold attacks the sage with a sap, knocking him unconscious and taking the book. The other raiders (Dunya and Saeunn) then provide cover and deal with any resistance that they encounter, revealing their presence only as necessary.

If the raiders are successful in obtaining the book, they will flee and attempt to lose any obvious pursuers. They will meet at a rendezvous point in a small park nearby before heading to their safe house.

Development: When the PCs save Gunasis, use the following encounter resolution (modify as situation requires):

The sage suffered a wicked blow to the head, but the weapon was not designed to kill. Still, Gunasis will have quite a headache for days to follow. As he finally returns to consciousness, his gray eyes begin to focus on his rescuers.

"Ah, it seems like all those commons donated to his High Lord Heironeous have paid off – remind me to attend services more often! Did you recover the book, please tell me that you recovered the book..."

Gunasis, once he awakes, is a very determined old man. He spent several days working on restoring the text and is quite distressed that anyone would steal it. If the PCs have the book, he will wish it returned to him (so that he

can return it to its rightful owner – Fazil), but when the PCs explain why they also have a claim on the book, Gunasis will relent.

If the PCs have lost the book, Gunasis will be very disappointed for the loss of such a great treasure.

"It truly is a tragedy that the book was stolen, it was worth a small fortune to be sure."

If they have the text and still wish to converse with the sage, Gunasis can share some of his findings as outlined below.

"I spent several hours and used one of my own alchemical inventions to restore it to near original condition. I know that my job was to simply restore the book, but my curiosity was peeked so I confess to reading a page or two..."

That book is the diary of a man named Hazir. Evidently, he was quite a scoundrel and an accomplished practitioner of the arcane arts as well. Seems that he spent much of the money he acquired from his life's work, 'artifact recovery' he liked to call it, on the Tradewinds. To his misfortune and his crew's chagrin, Hazir did not know much about sailing.

According to the log, Hazir's ship was stalled in the Nyr Dyv after making a hasty departure from an unnamed northern port. After a few days en route, he never did specify where he was going, his ship suddenly stalled – lost the wind and sat in irons for days, near something called the 'Siren's gate'. Hazir was furious and scribbled notes about a curse in the margins of the book, and the name Z'Danfar. The last entry stated something about trying to contact the spirit of Z'Danfar through some relic, and then a terrible storm hit and destroyed the ship.

The whole story seems quite strange, and I wonder if this Hazir was entirely stable. Still the few points of history in the book do seem to argue for its authenticity and, given Hazir's fame, the book is likely quite valuable to collectors.

Gunasis does not know much more about the book than the tale he reveals. PCs that have either the skill *Knowledge/Geography* or *Profession/Sailor* may attempt a skill check versus DC30. A successful check indicates that the "Siren's Gate" is a slang mariner's term for a rock formation in the Nyr Dyv, likely the last resting place of the Tradewinds. If questioned further, he will answer to the best of his ability and knows the following additional pieces of information:

- The majority of the book is written in an old Ekbir tongue, although some parts of it were written in a code of some type that he was unable to decipher.
- The book contained many sketches of places and maps of buildings, but none of them were familiar to him.
- The cargo manifest indicated about 20,000 golden wheatsheafs on board the Tradewinds, in addition to Hazir's unnamed personal effects.
- The value of the text to a collector is about 3,500 wheatsheafs. The book is actually worth a bit more since some of the maps are accurate, but Gunasis is unaware of this fact.
- Fazil is a fellow merchant and the two of them have had only minor business dealings in the past. He sells mostly junk in his shop, but once and a while comes across a real treasure like this book.

Treasure:

APL 2: L: 14 gp; C: 70 gp; M: 25 gp: *Potion of Bull Strength* (25 per character)

APL 4: L: 14 gp; C: 0 gp; M: 25 gp: *Potion of Bull Strength* (25 per character)

APL 6: L: 20 gp; C: 0 gp; M: 25 gp: *Potion of Bull Strength* (25 per character)

APL 8: L: 20 gp; C: 0 gp; M: 25 gp: *Potion of Bull Strength* (25 per character)

APL 10: L: 43 gp; C: 50 gp; M: 721 gp: *Potion of Bull Strength* (25 per character), *Cloak of Resistance +2* (333 per character), *Necklace of Fireballs – Type III* (363 per character)

Encounter Four: Failsafe

This encounter should only be used if the PCs failed to deal with Fazil in a timely manner and missed the encounter with the raiders above. The most likely course for the adventure in this case is for the PCs to learn of the attack from a local guard patrol once they finally learn of the sage. If they were unable to even learn of the sage's existence, Alahandral, Gorn's apprentice, will visit them and alert them to the attack. The apprentice will be condescending in his dealing with the bumbling heroes, but will be helpful...eventually. Alahandral will inform the PCs that a sage, Gunasis, was attacked and an artifact of great value was taken. He will also arrange for them to meet the sage at a safe haven tended by clerics of Heironeous. There, Gunasis will review the clues contained in Encounter Three, placing the heroes back on the trail of adventure.

Encounter Five: Debrief

Following the encounter at the sage's home, the PCs should have either recovered the log book or learned enough about its contents from the sage to report back to Gorn as instructed (return to the palace and ask for the page Alahandral). If the PCs had to rely on the apprentice to gain the clues, DMs should modify this encounter to reflect Alahandral's smug attitude. When the PCs make their way to the palace, provide the following description:

Following Gorn's instructions, you make your way back through the city towards the palace. The city is not busy, so you are able to make good time on your return trip. Upon reaching the royal grounds, guards notice your signets and summon Gorn's apprentice, Alahandral who arrives shortly.

"Welcome! Despite the late hour, my master is taking his evening meditations and has asked that I debrief you from this evening's activities. If you will follow me, I will see that you are able to take refreshment and make yourselves comfortable."

The apprentice leads you away from the main grounds of the palace through a modest but thick garden. A small building made of pale white marble stands in a clearing, surrounded by stones with a pale blue hue. The whole scene is reminiscent of a temple in the clouds.

Once inside, Alahandral issues a soft order to other pages, who begin to set forth a modest meal of fruits, cheeses, and a honeyed wine. Alahandral takes a seat behind a small writing desk along the wall, opens a large leather book, dips a quill in ink, and looks at you.

"Now, what have we learned this evening to help defend this fair nation?"

Alahandral will listen the PCs attentively and ask probing questions when needed to fully understand the evening's events. While recording their story, Alahandral is all business, and none of his previous smug attitude is present.

If the PCs have the logbook, Alahandral will relieve them of it, placing it in on the desk beside him – he does not open the book to review it. He will also provide the additional payment the heroes agreed to during their initial conversation with Gorn.

If the PCs failed to recover the book, Alahandral will state that he is sure the PCs tried their best, but does not hide his belief that Gorn will be quite unhappy with their results.

Once the PCs have finished their stories and Alahandral is convinced he has their records straight, he

will bid the heroes good night. He will walk them back to the gates and summon carriages for their transportation to their residences. When this occurs, read the following:

After hearing the last of your tale and the answers to his questions, Alahandral closes the book, pushes back from the desk, and smiles wearily.

"It seems that we have much to review this evening. I will secure some transport for you to return to your homes, I suggest you get some rest before returning in the morning. There will be much to discuss."

Development: If Gorn learns the PCs failed to recover the logbook he will be very disappointed. He knows that with the book outside of his reach, others will eventually unlock its secrets and search for Z'Danfar's relics. Thus he is required to act hastily to avoid losing his opportunity. If the PCs manage to recover the book, he will still be anxious to search for the relic.

The PCs will be taken to their respective homes where they will be able to rest and equip when they are summoned again the following morning.

Encounter Six: Overland

The following morning, the PCs are awakened by a page sent by Alahandral. The pages will wait patiently for the PCs to gather themselves, instructing them to prepare for a journey of several days. When the PCs make their way to Gorn's sanctuary, read the following:

Shortly after the morning sun rises, you find yourselves once again in the company of pages in the service of Gorn. With a strict air of business, they have assisted you in gathering your traveling clothes and gear, and then provided a carriage for the trip across Chendl to the sanctuary where you met Alahandral last night.

The guards let you through the gates and direct you down the small path to the sanctuary building. The morning sun shines off the soft marble and blue stones, and you can see the clever groundskeepers' illusion of a building in the clouds is truly breathtaking.

Inside you see Gorn dressed in his fine blue robes pouring through his apprentice's notes from the previous evening and sets of maps. Upon your arrival, he turns and faces you.

Gorn's reaction will vary depending on whether or not the PCs were able to retrieve the book. Those heroes who

recovered the book are greeted with admiration while those who failed are treated with skepticism.

Despite any concerns he has, Gorn will realize the PCs are his best option for the mission at hand. If they did not recover the book, Gorn will realize that he does not have enough time to gather another team and will reluctantly send the PCs. If they were able to recover the book, he is inspired by their ingenuity. Once the PCs are seated and comfortable, Gorn will reveal what he learned from either the log or from additional conversations with the Gunasis. Read the following:

"It seems that there are others that have learned the importance of the log. My sources indicated that several individuals from Ekbir arrived yesterday to recover the book. Luckily, we have the advantage of a head start on our opposition, as well as some of the King's men to impede their progress.

From the log of our ill-fated Captain Hazin we are able to tell that his ship sank in the Nyr Dyv, not far from a place known as Siren's Gate. Deciphering that reference was quite a challenge since the ancient Ekbir dialect did not really have a word for "Siren", but I digress...

The gate, as Hazin describes it, is a spire of rock that rises from the sea and reached out to steal the winds from his ship. While the spire is easy enough to find for those of us who know where to look, there is no truth to his ravings about the ship being trapped by the spire. In fact, there are no credible accounts the spire has any mystic power or even confirmation of any unusual inhabitants in the area.

Based on the condition of the log, it is likely that it spent a several hours in the Nyr Dyv, but not much longer. It is likely that the log washed up on shore in the flotsam, since all hands on the Tradewinds were lost at sea. It is my belief that the only item from the Tradewinds that is not at the bottom of the Nyr Dyv is the log book.

All that remains now is to find the wreck of the Tradewinds, and bring back any of Z'Danfar's relics. Perhaps one of them will hold the key to the trapped elemental spirit I have been looking for.

Gorn is convinced that the wreck of the Tradewinds holds the item that he is looking for. He will not reveal the role that this relic will play in the spells to defend Chendl. He will, however, compliment any PC that asks this question, since they show the proper amount of skepticism and interest in national affairs. Gorn will reply that elder elemental spirits are highly magical beings, and freeing one would likely garner a powerful ally for the cause of good.

Gorn is also convinced the PCs will need to be the ones to discover the wreck and recover any items on his behalf. He will be willing to further contract with the PCs by providing an opportunity to further empower a magical weapon with the “shock” ability.

If the PCs agree to Gorn’s terms and continue on in the adventure, he will also provide them a bit more assistance. Read the following:

“Siren’s Gate is located not too far from Herechel in Willip. The journey by ship is not a long one: a few hours with the proper winds, and I will see to it that the winds cooperate. The Council keeps a small sailboat, easily big enough to carry a small party such as yours, yet small enough to avoid drawing attention to itself. The ship is known as the Shadow Dancer, and I will send word ahead to its captain, Balkif. He will wait for your arrival and prepare for a quick tour to the Gate. He is very discreet and you may trust him completely.

Your signets will prove your identity to him, and they will also allow you to avoid the normal taxes and unique customs in Willip relating to practicing magic. Still, you must maintain your discretion and avoid letting others know you are working on Council business. There is one other thing that may be of use to you.”

Gorn leans down and pulls a small wooden box about twelve inches in length, four inches wide, and three inches high. “Since Lady Pisenten is currently rather busy, it is up to me to enable your trip to the Tradewinds. I would rather have her grow each of you gills, but that does not seem to be feasible. Still, I have been known to brew a potion or two in my day, so use these, they are from my private stock. They may be a bit old, but each will grant you the ability to breathe water for 22 hours. There are enough so that you will have 1 reserve, in case something unforeseen happens and you require extra time.

The PCs will be able to ask Gorn for additional information, but he believes that he has provided them all the tools they will require for their mission. If the PCs do not have mounts for the journey to Herechel, Gorn will instruct Alahandral to procure mounts for their use. These will be either light warhorses or riding horses, depending on Alahandral’s assessment of the PCs riding skills. All will be equipped with standard tack.

Encounter Seven: Bon Voyage!

Nothing unusual happens to the PCs during their journey to Willip. The travel is quick on the improving roads and their mounts (or those provided by Alahandral)

have no trouble keeping a brisk pace. The PCs will arrive safely and be able to move through the city with little interference from the local authorities. The dock area is easy to find and with a few simple questions, the PCs will locate Shadow Dancer and its captain.

The journey was quick and in a relatively short time you have entered the Barony of Willip. Following Gorn’s instructions, you revealed your signets to some of the King’s Men, and you were able to make your way to the docks by mid-afternoon.

The docks are a lively part of the city and finding the Shadow Dancer was relatively simple. You stand before the ship in the warm afternoon sun. The ship truly looks like a pleasure craft, with dark woods and dark metal rails providing a unique and stunning appearance. The ship’s lines reveal the boat is obviously made for speed and it appears the crew is likely only one or two men.

Standing on the deck in leather armor is a wiry man who appears to be in his late thirties. He has a long pony tail, a rapier on his side, and a large grin when you meet his gaze.

“Welcome friends, the winds have been good enough to inform me of your arrival and your destination. We are ready to cast off as soon as you are on board.”

The boat is large enough for the PCs to easily store typical gear, but they will be unable to bring exceptionally large items or mounts with them.

When the PCs begin to board, Balkif gives a shrill whistle and hollers for his mate, Venda, to draw the lines and cast off. Venda works hard to hide her gender from casual observers (she wears a bandanna on her head and baggy clothes) and she is dressed in leather armor and also wears a rapier. When PCs first see her, allow them at *Spot* check (DC18) to notice that Venda is disguising her gender.

The PCs make their way quickly from the harbor as the winds are favorable indeed. The journey to Siren’s Gate takes a few more hours and the PCs arrive late in the afternoon, about 4:00 p.m. They will be able to sail within a couple of hundred feet within the spire. If the PCs wish to inquire from either Balkif or Venda regarding the area of Siren’s Gate, they know the following:

- ☛ Sailors usually avoid the waters around Siren’s Gate since the rocks can cause strange currents.
- ☛ There have not been tales of any unusual creatures in their memory.
- ☛ The water is cold, but is remarkably clear. The water is also fairly deep, over 75 feet at the base of the spire.

🐉 **Balkif** (male human, Ftr5/Rog3, AL NG, Str 15, Cha 16.

🐉 **Venda** (female human, Ftr6, AL NG, Str 14, Dex18, Cha 18).

Balkif is obviously a skilled captain and Venda is also skilled. Balkif and Venda are in the King's service and have been for years. Venda is Balkif's niece and despite her being a full-grown woman, Balkif is fiercely protective of her.

Venda is curious about the heroes mission but knows enough not to ask overt questions. She is also aware of how her looks (if revealed) have a way of loosening men's tongues. Venda is not interested in any romantic encounters, but enjoys flirting with a handsome roguish character for nothing more than a laugh at her uncle's expense.

Once they have arrived, proceed to Encounter Eight.

Encounter Eight: Down Below

The PCs leave the Shadow Dancer for the cold waters of the Nyr Dyv, traveling to the bottom to find the wreck of the Tradewinds. For the duration of their time underwater, several special rules are in effect for the PCs, since they are not aquatic creatures.

Heroes Underwater:

The following information is provided for DMs unfamiliar with judging adventures involving underwater encounters. It is taken from the article *Water, Water Everywhere* by Skip Williams published in the January 2002 *Dragon Magazine*, Issue 60.

Attack Modifiers:

Condition	Slash Bludgeon Attk/Dmg	Move	Off-Balance ³
Freedom of Movement	Normal	Norm	No
Successful Swim Check ¹	-2/Half	¼ / ½	No
Firm Footing ²	-2/Half	½	No
None of the above	-2/Half	¼ / ½	Yes

¹ Swim checks are **move equivalent** actions with a **DC12**

² Firm footing is weighted PCs walking along the bottom

³ Off balance PCs lose Dex modifier to Dex and opponents receive a +2 attack bonus

Ranged Attacks: Thrown weapons are ineffective underwater. Other ranged weapons suffer a -2 attack penalty for each 5 feet of water they pass through, in addition to the normal penalties for range.

Visibility: At the base of the spire, the PCs will be over one hundred feet underwater. The limited amount of the light from the late afternoon will not provide

much light at all – the PCs will need to find a way to provide light, such as light spells, continual fire (it is an illusion – not an actual fire, thus it works underwater) etc.

Submerged or swimming creatures may also gain concealment from the water, depending on how clear it is. The water around Siren's Gate is considered perfectly clear, but it still obscures vision, including darkvision, beyond 200 feet. All creatures have one-quarter concealment at 50 feet (10% miss chance), one-half concealment at 100 feet (20% miss chance), three-quarters concealment at 150 feet (30% miss chance), and nine-tenths concealment at 200 feet (40% miss chance). Beyond 200 feet, creatures have total concealment (50% miss chance), and opponents cannot use sight to locate the creature.

Aquatic creatures can see twice as far through the water as other creatures (but twice 0 feet is still 0 feet). Invisible creatures displace water and leave a visible bubble, though such creatures still have half concealment (20% miss chance).

Exposure: Although the water is deep and fairly cold, it is not severe enough to result in pressure or cold damage for the PCs

Fire: Non-magical fire (including alchemist's fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a successful *Spellcraft* check (DC 15 + spell level). If successful, the spell creates a bubble of steam instead of its usual fiery effect. Supernatural fire effects are ineffective underwater unless their descriptions state otherwise.

The surface of a body of water blocks line of effect for any fire spell. If the caster has made a *Spellcraft* check to make the fire spell useful underwater, the surface also blocks the spell's line of effect. For example, a *fireball* cast underwater cannot be targeted at creatures above the surface, nor can an underwater fireball spread above the surface.

Spellcasting: Only characters that are naturally aquatic may cast spells underwater without penalties. PCs who are under the effects of a water breathing spell may not cast spells with verbal components. Likewise, non-aquatic beings casting spells with somatic components require a successful *Concentration* skill check DC5+spell level to avoid losing the spell.

Creatures: Shortly after the PCs begin their descent into the area, Locathahs who live near the wreck will notice them. These locathah are led by a spellcaster that was driven mad when the ship landed on and destroyed, most of the underwater settlement. They will leave their hiding place near the base of the spire and attack the PCs

when they begin their search for the wreck of the Tradewinds.

APL 2 (EL 4)

✚ **Arkr**, hp 26, Clr3, see Appendix.

✚ **Locathahs** (2), hp 9, see MM.

APL 4 (EL 5)

✚ **Arkr**, hp 26, Clr3, see Appendix.

✚ **Bangh**, hp 33, Bbn3, see Appendix.

APL 6 (EL 7)

✚ **Arkr**, hp 34, Clr5, see Appendix.

✚ **Bangh**, hp 50, Bbn5, see Appendix.

✚ **Locathah** (2), hp 9, see MM

APL 8 (EL 9)

✚ **Arkr**, hp 44, Clr7, see Appendix.

✚ **Bangh**, hp 66, Bbn7, see Appendix.

✚ **Locathah** (4), hp 9, see MM

APL 10 (EL 11)

✚ **Arkr**, hp 59, Clr10, see Appendix.

✚ **Bangh**, hp 74, Bbn8, see Appendix.

✚ **Locathah** (6), hp 9, see MM.

Tactics: Despite having different spells available, the locathah follow some basic combat tactics. They will use their superior mobility to their greatest advantage (trying to maneuver to attack spellcasters while protecting Arkr) and cast spells to their maximum effect. One of Arkr's favorite tactics is to cast *Dispel Magic* at the obvious air breathers in a hope to eliminate their ability to survive underwater.

Development: If the PCs somehow capture and are able to converse with, one of the Locathah, they will learn very little of value. The locath leader, Arkr, is quite mad. When the Tradewinds sank, the ship fell upon a large reef near the base of the spire. The destruction wrought by the ship was immense, and the majority of the community was destroyed. Arkr feels the community was punished by their pain god due to their lack of devotion. He strives each day to inflict enough pain to bring his people back, and has gone insane in the process. The other surviving locathah are devout followers who fear Arkr and follow his commands.

After defeating or evading the locath war parties, the PCs will be able to continue their search for the wreck of the Tradewinds. Locating the wreck, once free from the Locathah attack, takes just under an hour of searching, less if the PCs have a way to improve their search

chances. When they locate the wreck, proceed to Encounter Nine.

Encounter Nine: Reflections

The wreck of the Tradewinds is located about an eighth of a mile from the base of the spire, and can be found by the PCs with a methodical search. All that remains of the ship is the mid and aft section. The bow of the ship was completely destroyed when it impacted the spire so many years ago.

The intact portion of the ship can be entered easily which leads into the remains of the cargo area. When the PCs locate the wreck, read the following:

Wedged in an outcropping of rock is the remains of a large merchant vessel. The ship is badly damaged: the entire bow area is missing and the ship's keel points sharply down as if tossed aside like a giant's play toy.

DMs should refer to the map at the end of the module that outlines the two main areas of the ship. The PCs will not be able to obtain a good view of the ship until they are relatively close due to the darkness and the effects of water.

Underneath the ship the PCs will see the remains of the coral shelters that once housed the locath. The shelters are completely destroyed and there is nothing left for the PCs to explore in that area.

The first area is the cargo area that contains what little cargo did not break free of its lashings when the ship sank. The second area of the ship is the aft lounge and living quarters. This area is completely filled with fresh air thanks to the powers of the Mirror of Z'Danfar.

Area One:

This area is a large cargo hold that once held many of the goods that Hazin and his crew were transporting. Many of the crates and barrels broke loose when the ship sank and are now lost. There are a number of barrels and crates that are still in the cargo area that Hazin may use as weapons with his telekinetic ability.

The crates are completely water logged and the fine silks have been destroyed by years of water damage. Among the barrels are a few casks of fine wine and brandy that are quite valuable if they are recovered.

Area Two:

The aft lounge and captain's chamber is the only part of the ship that is completely intact. When Hazin attempted to use the mirror's powers, the elder spirit called forth storms that destroyed and sank the Tradewinds. It then cast Hazin from the ship, where he

was killed by the fierce storm. In an attempt to protect itself, the spirit protected the room from the water by creating a bubble of air within the area. This magical barrier will remain in place even if the walls or door of the area are destroyed by the PCs.

Hazin's violent death, combined with his inability to harness the mirror's powers to save his ship, are the tragic circumstances that drove him to become a ghost.

The mirror is located underneath the table, cleverly disguised to appear as the bottom on the table. It can be found with a successful *Search* check DC24. Any attempt to disturb the mirror will immediately cause Hazin to attack using his most deadly attack. The mirror is 2 feet wide by 4 feet high.

The desk also contains some of Hazin's personal effects, many of which deal with his shipping business and indicate it was not performing well. A ledger of accounts shows that Hazin's considerable fortune was nearly depleted, despite several large credits over the last few years of his life. In the margin of the ledger, the PCs will notice sad musings about having to sell some precious artifacts he had collected over the years. There is no identification of any type indicating what the items were or to whom they were sold. Likely they were more of Z'Danfar's creations that Gorn would be interested in...

A small secret compartment in the desk may be detected by the PCs with a successful *Search* check (DC25). Inside are a few of Hazin's other effects that were not lost with his body.

Creatures: When the PCs enter the wreck, the ghost of Hazin will become aware of their presence. He will use his supernatural powers to harass and attack the heroes, trying to drive them away or kill them if they persist in their investigation.

APL 2 (EL 3)

☛ Hazin the ghost, hp 12, Wiz1, see Appendix.

APL 4 (EL 6)

☛ Hazin the ghost, hp 34, Wiz3, see Appendix.

APL 6 (EL 8)

☛ Hazin the ghost, hp 54, Wiz6, see Appendix.

APL 8 (EL 10)

☛ Hazin the ghost, hp 72, Wiz8, see Appendix.

APL 10 (EL 12)

☛ Hazin the ghost, hp 90, Wiz10, see Appendix.

Tactics: Hazin will use his various abilities in an attempt to prevent the heroes from entering the aft area of the ship where the Mirror is stored. He will use his *frightful moan* to attempt to panic the heroes, *telekinesis* to hurl up to 4 barrels per round (require attack roll and each inflicts 4 hp of damage), and at higher APLs his *frightful presence* attack before resorting to manifestation and spell attacks.

It is important for DMs to remember that unless the PCs are able to enter the air filled area, Hazin will not use any spells with the *fire* descriptor due to the limitations posed by the water.

Development: The ghost of Hazin is consumed with anger over his various failures – controlling the mirror, saving his crew, and losing his fortune. The Tradewinds is the largest physical manifestation of his failure and unless the ship is somehow completely destroyed, Hazin will remain bound to it for all eternity.

When the players are able to find the mirror and look into it, proceed to the Conclusion below and end the adventure.

Conclusion

Once the PCs have defeated Hazin, they will have enough time to search the area to locate the mirror. The mirror is a powerful magic item that will radiate abjuration and conjuration if detected. The mirror will also have a slight aura of good surrounding it, based on the alignment (CG) of the spirit contained within it. The end of the scenario depends on whether or not the PCs look into the mirror.

If the PCs look into the mirror:

An ornate frame holds a perfect silver mirror whose surface appears to be cloudy. Staring into the surface, you realize the cloudy appearance is actually an image slowly gathering. The image finally takes shape of a massive bald headed muscular man with a finely manicured beard. Instead of legs, the man's entire lower body is obscured by the cloudy image – the mirror casts no reflection.

"Many years ago there was a clever and devious human known as Z'Danfar. Through a dark and evil magic he was able to entrap much of my essence in this accursed prison. Now, you have a chance to right this ancient evil, and free me. All you must do is shatter the mirror and the balance will be restored".

The Mirror of Z'Danfar is one part prison and one part gateway to the Elemental Plane of Air. The mirror binds a Noble Djinni named Al'Kabar to the prime material plane. Ages ago, Z'Danfar extracted the three wishes but

kept it bound to the mirror, in hopes he could harness the elemental's power.

Al'Kabar is hopeful that the newest people to find the mirror will be the ones to set him free. Breaking the mirror is fairly simple, any hard blow with a weapon or similar object will shatter the thin silver plate. If the PCs refuse to break the mirror, Al'Kabar will be very disappointed. Al'Kabar is a very cunning, and will hint that his ability to grant wishes will be restored if he is freed from the prison. While this is true, he will not be forced or willing to grant wishes unless he is recaptured, which will be beyond the PCs abilities.

If they refuse to break the mirror, he will not resort to threats. He will immediately cancel the spell effect that is keeping the aft cabin filled with air. This may result in the destruction of many of the papers on the desk that Gorn would be interested in recovering.

If the PCs shatter the mirror, Al'Kabar will be thankful, but will not stay around very long. If this occurs, read the following (Be sure to modify this text if they wait to break the mirror on the surface):

As the mirror shatters, you hear a triumphant yell throughout the area, "FREE!!! You have done me a favor, and for that I am thankful. In exchange for your kindness, I will maintain this area of fresh air within the wreck until you return to the surface. Once you have taken what you desire from this prison, I will see you safely to the surface."

True to his word, Al'Kabar will protect the PCs until they return to the surface. Once they are on board the ship, Al'Kabar's influence will vanish and the elder elemental will be free again.

When the PCs return to Chendl, Gorn will be very disappointed the mirror is lost but will be somewhat appeased if they recovered the papers from Hazin's desk. Gorn will allow the PCs to keep his signets (although the magical effects will end) and bid them farewell.

If the PCs keep the mirror intact

If the PCs do not look at the mirror and make a deal with Al'Kabar, then the magical effect providing air in the cabin will end when the mirror is taken from the area. The PCs will be able to return to the surface with the mirror intact (unless they are extremely careless) and return the mirror to Gorn in Chendl. When they arrive in Chendl, Gorn and Alahandral will be waiting to take possession of the mirror. PCs that wish to keep the mirror will be disappointed. Gorn and his agents will be aware of the mirror's presence and failure to produce it, or bargain for additional rewards, will result in the character being declared a traitor by one of the Council of Four. Any such foolish characters will be unable to

adventure in Furyondy regional adventures unless a special mission for redemption is completed (contact the local triad for more information). When they return the mirror to Gorn, read the following:

Your return to Wilip and Chendl pass uneventfully and quickly. As you are nearing the gates of Chendl, you are greeted by a small group of King's Men being led by Alahandral, who is smiling broadly at your return.

Within moments, you are escorted through the city to the sanctuary of Gorn. The mage is dressed in his finest robes and is quite pleased at your return.

"You have done your country a great service, and have brought us one step closer to providing a level of protection against our Ancient Enemy. While it is best for all if your deeds do not become widely known, you should keep my signets so that others of influence will know that you may be trusted in the future. Keep our secret well, and soon, very soon, our walls will be impenetrable."

The End

Experience Point Summary

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

Encounter Three: Ekbir Raiders

Defeat Ekbir Raiders

APL2 150 xp; APL4 210 xp; APL6 270 xp;

APL8 330 xp; APL10 390 xp;

Story Award

Recover Tradewinds Log

APL2 45 xp; APL4 60 xp; APL6 90 xp;

APL8 110 xp; APL10 135 xp;

Encounter Eight: Down Below

APL2 120 xp; APL4 150 xp; APL6 210 xp;

APL8 270 xp; APL10 330 xp;

Encounter Nine: Reflections

APL2 90 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp; APL10 360 xp;

Story Award

Return mirror without breaking

APL2 45 xp; APL4 75 xp; APL6 90 xp;

APL8 115 xp; APL10 135;

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;
APL8 1125 xp; APL10 1350;

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 One: National Debts

ALL APLs: L: 0 gp; C: 25 gp; M: 0 gp

Encounter Two: Setting Sun

ALL APLs: L: 25 gp; C: 0 gp; M: 0 gp

Encounter Three: Ekbir Raiders

APL 2: L: 14 gp; C: 70 gp; M: 25 gp: *Potion of Bull Strength* (25 per character)

APL 4: L: 14 gp; C: 0 gp; M: 25 gp: *Potion of Bull Strength* (25 per character)

APL 6: L: 20 gp; C: 0 gp; M: 25 gp: *Potion of Bull Strength* (25 per character)

APL 8: L: 20 gp; C: 0 gp; M: 25 gp: *Potion of Bull Strength* (25 per character)

APL 10: L: 43 gp; C: 50 gp; M: 721 gp: *Potion of Bull Strength* (25 per character), *Cloak of Resistance +2* (333 per character), *Necklace of Fireballs – Type III* (363 per character)

Encounter Five: Debrief

ALL APLs: L: 0 gp; C: 25 gp; M: 0 gp

Encounter Six: Overland

ALL APLs: L: 0 gp; C: 0 gp; M: 63 gp: *Potion of Water Breathing* (63 per character)

Encounter Eight: Down Below

APL 2: L: 25 gp; C: 16 gp; M: 62 gp: *Wand of Cure Light Wounds* (62 per character)

APL 4: L: 26 gp; C: 0 gp; M: 62 gp: *Wand of Cure Light Wounds* (62 per character)

APL 6: L: 1 gp; C: 0 gp; M: 254 gp: *Wand of Cure Light Wounds* (62 per character), *+1 longspear* (192 per character)

APL 8: L: 1 gp; C: 0 gp; M: 754 gp: *Wand of Cure Light Wounds* (62 per character), *+1 shock longspear* (692 per character)

APL 10: L: 1 gp; C: 10 gp; M: 754 gp: *Wand of Cure Light Wounds* (62 per character), *+1 shock longspear* (692 per character)

Encounter Nine:

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

APL 4: L: 25 gp; C: 0 gp; M: 333 gp: *Pearl of Power – Second Level* (333 per character)

APL 6: L: 30 gp; C: 0 gp; M: 333 gp: *Pearl of Power – Second Level* (333 per character)

APL 8: L: 25 gp; C: 0 gp; M: 333 gp: *Pearl of Power – Second Level* (333 per character)

APL 10: L: 50 gp; C: 0 gp; M: 333 gp: *Pearl of Power – Second Level*(333 per character)

Total Possible Treasure

APL 2: L: 114 gp; C: 136 gp; M: 150 gp - Total: 400 gp

APL 4: L: 90 gp; C: 50 gp; M: 483 gp - Total: 623 gp
(maximum 600)

APL 6: L: 76 gp; C: 50 gp; M: 675 gp - Total: 801 gp
(maximum 800)

APL 8: L: 71 gp; C: 50 gp; M: 1175 gp - Total: 1296 gp
(maximum 1250)

APL 10: L: 119 gp; C: 110 gp; M: 1871 gp - Total: 2100 gp

Special

Council of Four Influence Point: The deeds performed by this hero have earned the character an Influence Point (IP) with Gorn Gydresol from the Council of Four in Furyondy. The PCs each have a signet bearing Gorn's symbol of the Crown of Furyondy on a lightning filled cloud. This point is consumed when used (cross off used influence on this adventure certificate), and does not function outside of the Kingdom of Furyondy. It may not be transferred or sold since it is based on the reputation of the hero. PCs may opt to use this influence point to request Gorn to upgrade any single magical weapon they possess with the *Shock* ability following a Furyondy regional adventure. Note that the PC must still pay the difference in cost for the two items in gold. Please be sure to cross off the influence point when used and record the item upgraded on this adventure record as well as on the MIL.

Items for the Adventure Record

Item Access

APL 2: Potion of Waterbreathing – brewed at 11th level (value = 1650 gp, adventure); Wand of Cure Light Wounds (value = 750 gp, adventure)

APL 4: Pearl of Power – Second Level (value 4000 gp, adventure)

APL 2 Items

APL 6 & 8: +1 *Shock* Longspear (8305 gp, adventure)

APL 2 & 4 Items

APL 10: *Cloak of Resistance* +2 (4000 gp, adventure),
Necklace of Fireballs – Type III (4350 gp, adventure)

APL 2, 4, 6 & 8 Items

Appendix One: NPC and Monster Statistics

Encounter Two: Setting Sun

☛ **Fazil**: male human Rog4; CR 4; medium humanoid; HD 4d6+4; hp 22; Init +2; Spd 30 ft.; AC 12 (touch 12, flatfooted 12) [+2 dex]; Atk +3 melee (1d4/19-20 dagger) or +5 ranged (1d4/19-20 dagger); SA: Sneak Attack +2d6; SQ: Evasion, Uncanny Dodge; AL CN; SV Fort +4, Ref +8, Will +6; Str 10, Dex 14, Con 12, Int 16, Wis 12, Cha 14.

Skills and Feats: Appraise +8, Bluff +9, Decipher script +8, Diplomacy +6, Disguise +7, Escape artist +7, Forgery +10, Gather information +9, Hide +6, Listen +7, Pick pocket +7, Read lips +8, Search +9, Sense motive +8, Spot +8, Use magical device +5; Alertness, Iron will, Quick draw.

Possessions: robes, dagger, *Cloak of resistance* +2

☛ **King's Watchman (4)**: Human male, Fig2; HD 2d10; HP 20; Init +5 (+4 feat, +1 dex); Spd 20 ft.; AC 18 (+5 chainmail, +1 Dex, +2 Lrg shield); Atk: +5 (Battleaxe: 1d8+2, x3) or +3 (Lt crossbow 1d8, x3); Sv: Fort +5, Ref +1, Wil +1; Str 15, Dex 12, Con 14, Int 10, Wis 12, Cha 10; AL LG

Skills: Handle animal +4, Profession (Soldier) +4, Ride +2, Search +1, Sense motive +2, Spot +3

Feats: Improved initiative, Weapon focus (Battleaxe), Power attack, Cleave

Equipment: Chainmail armor, Lrg. Steel shield, Battleaxe, Lt. Crossbow w/20 bolts

Encounter Three: Ekbir Raiders

APL 2 (EL 5)

☛ **Askold**: male human Rog1; CR 1; medium humanoid; HD 1d6+2; hp 8; Init +7; Spd 30 ft.; AC 15 (touch 13, flatfooted 15) [+3 dex, +2 leather]; Atk +1 melee (1d4/19-20 dagger) or +3 ranged (1d6/X3 shortbow); SA: Sneak Attack +1d6; SQ: Sneak attack; AL LN; SV Fort +2, Ref +5, Will +3; Str 11, Dex 16, Con 14, Int 16, Wis 13, Cha 11.

Skills and Feats: Appraise +6, Balance +6, Climb +6, Diplomacy +4, Disable Device +7, Gather Info +4, Move Silently +7, Open Lock +7, Pick Pocket +7, Search +7, Spot +7, Tumble +7; Dodge, Improved Initiative, Iron Will.

Possessions: leather armor, sap, dagger, shortbow, 20 arrows, *Potion of Invisibility* (already consumed), 30 gp.

☛ **Sammel**, male human Rgr1; CR 1; medium humanoid; HD 1d10; hp 10; Init +2; Spd 30 ft.; AC 15 (touch 12, flatfooted 13)[+3 studded leather, +2 dex]; Atk +3 melee (1d8+4/19-20 longsword) or +1 (1d8+3/19-20 longsword) and +1 (1d6+1/19-20 shortsword); SA: Favored Enemy: Elves; AL: CN; SV Fort +2, Ref +3, Will +0; Str 16, Dex 15, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Animal Empathy +4, Climb +5, Handle Animal +4, Knowledge nature +3, Spot +4; Alertness, Ambidexterity, Track, Two Weapon Fighting.

Possessions: Studded Leather, Long Sword, Short Sword, Thunderstone (used in opening), 30 gp.

☛ **Dunya**: female human Ftr1; CR 1; medium humanoid; HD 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 15 (12 touch, 13 flatfooted) [+2 dex, +3 armor]; Atk +4 melee (1d6+2/19-20 short sword) or +3 ranged (1d8/19-20 light crossbow); AL: N; SV Fort +3, Ref +2, Will +1; Str 15, Dex 15, Con 13, Int 16, Wis 12, Cha 14.

Skills and Feats: Bluff +3, Climb +4, Handle Animal +7, Jump +6, Move Silently +4, Ride +5, Swim +4, Use Rope +3; Ambidexterity, Power Attack, Weapon Focus – Short Sword.

Languages Spoken: Common, Goblin.

Possessions: short sword, studded leather armor, light crossbow, 20 bolts, *Potion of Bull Strength*, 10 gp.

☛ **Saeunn**: female human Sor1; CR 1; medium humanoid; HD 1d4+2; hp 6; Init +4; Spd 30 ft.; AC 10; Atk -1 melee (1d4-1/19-20 dagger), or +2 ranged (1d4 sling); AL: CN; SV Fort +2, Ref +0, Will +2; Str 8, Dex 10, Con 15, Int 11, Wis 10, Cha 17.

Skills and Feats: Alchemy +4, Concentration +11, Spellcraft +4, Knowledge (arcana) +2; Combat Casting, Improved initiative, Scribe Scroll.

Possessions: dagger, sling, 20 bullets

Spells Known (6/4; base DC = 13 + spell level):
0— *Dancing Lights*, *Detect Magic*, *Flare*, *Ghost Sound*, *Magical Hand*, *Ray of Frost*, 1st - *Magic Missile*, *Shield*.

APL 4 (EL 7)

☛ **Askold**: male human Rog3; CR 3; medium humanoid; HD 3d6+6; hp 20; Init +7; Spd 30 ft.; AC 15 (touch 13, flatfooted 15) [+3 dex, +2 leather]; Atk +2 melee (1d4/19-20 dagger) or +5 ranged (1d6/X3 shortbow); SA: Sneak Attack +2d6; SQ: Evasion,

Uncanny Dodge; AL LN; SV Fort +3, Ref +6, Will +4; Str 11, Dex 16, Con 14, Int 16, Wis 13, Cha 11.

Skills and Feats: Appraise +9, Balance +9, Climb +6, Diplomacy +6, Disable Device +9, Gather Info +6, Move Silently +9, Open Lock +9, Pick Pocket +9, Search +9, Spot +7, Tumble +9; Dodge, Improved Initiative, Iron Will.

Possessions: leather armor, sap, dagger, shortbow, 20 arrows, *Potion of Invisibility* (will drink before ambush)

☛ **Sammel**, male human Rgr4; CR 4; medium humanoid; HD 4d10; hp 28; Init +3; Spd 30 ft.; AC 16 (touch 13, flatfooted 13)[+3 studded leather, +3 dex]; Atk +7 melee (1d8+4/19-20 longsword) or +5 (1d8+3/19-20 longsword) and +5 (1d6+1/19-20 shortsword); SA: Favored Enemy: Elves; AL: CN; SV Fort +6, Ref +6, Will +2; Str 16, Dex 16, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Animal Empathy +8, Climb +12, Handle Animal +6, Knowledge nature +5, Spot +7; Alertness, Ambidexterity, Great Fortitude, Lightning Reflexes, Track, Two Weapon Fighting.

Possessions: Studded Leather, Long Sword, Short Sword, Thunderstone (used in opening)

☛ **Dunya**: female human Ftr2; CR 2; medium humanoid; HD 2d10+2; hp 18; Init +2; Spd 30 ft.; AC 15 (12 touch, 13 flatfooted) [+2 dex, +3 armor]; Atk +5 melee (1d6+2/19-20 short sword) or +4 ranged (1d8/19-20 light crossbow); AL: N; SV Fort +4, Ref +2, Will +1; Str 15, Dex 15, Con 13, Int 16, Wis 12, Cha 14.

Skills and Feats: Bluff +3, Climb +6, Handle Animal +7, Jump +6, Move Silently +4, Ride +6, Swim +7, Use Rope +3; Ambidexterity, Dodge, Power Attack, Weapon Focus – Short Sword.

Languages Spoken: Common, Goblin.

Possessions: short sword, studded leather armor, light crossbow, 20 bolts, *Potion of Bull Strength*

☛ **Saeunn**: female human Sor4; CR 4; medium humanoid; HD 4d4+8; hp 21; Init +4; Spd 30 ft.; AC 10; Atk +1 melee (1d4-1/19-20 dagger), or +2 ranged (1d4 sling); AL: CN; SV Fort +3, Ref +1, Will +4; Str 8, Dex 10, Con 15, Int 11, Wis 10, Cha 17.

Skills and Feats: Alchemy +6, Concentration +13, Spellcraft +6, Knowledge (arcana) +2; Combat Casting, Improved initiative, Scribe Scroll.

Possessions: dagger, sling, 20 bullets

Spells Known (6/7/4; base DC = 13 + spell level):
0— *Dancing Lights*, *Detect Magic*, *Flare*, *Ghost Sound*, *Mage Hand*, *Ray of Frost*, 1st—*Change Self*, *Magic Missile*, *Shield*; 2nd— *Invisibility*.

APL 6 (EL 9)

☛ **Askold**: male human Rog5; CR 5; medium humanoid; HD 5d6+10; hp 32; Init +7; Spd 30 ft.; AC 15 (touch 13, flatfooted 15)[+3 dex, +2 leather]; Atk +3 melee (1d4/19-20 dagger), or +4 ranged (1d6/X3 shortbow); SA: Sneak Attack +3d6; SQ: Evasion, Uncanny Dodge; AL: LN; SV Fort +3, Ref +6, Will +4; AL LN; Str 11, Dex 17, Con 14, Int 16, Wis 13, Cha 11.

Skills and Feats: Appraise +11, Balance +11, Climb +8, Diplomacy +8, Disable Device +11, Gather Info +8, Move Silently +11, Open Lock +11, Pick Pocket +11, Search +11, Spot +9, Tumble +9; Dodge, Improved Initiative, Iron Will.

Possessions: leather armor, sap, dagger, shortbow, 20 arrows, *Potion of Invisibility* (will drink before ambush)

☛ **Sammel**: male human Rgr6; CR 6; medium humanoid; HD 6d10; hp 40; Init +7; Spd 30 ft.; AC 16 (touch 13, flatfooted 13)[+3 studded leather, +3 dex]; Atk +9/+4 melee (1d8+4/19-20 longsword) or +7/+2 (1d8+3/19-20 longsword) and +7 (1d6+1/19-20 shortsword); SA: Favored Enemy: Elves (+2), Dwarves (+1); AL: CN; SV Fort +7, Ref +7, Will +3; AL CN; Str 16, Dex 16, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Animal Empathy +9, Climb +12, Handle Animal +7, Hide +4, Knowledge nature+7, Spot +10; Alertness, Ambidexterity, Great Fortitude, Improved Initiative, Lightning Reflexes, Track, Two Weapon Fighting.

Possessions: Studded Leather, Long Sword, Short Sword, Thunderstone (used in opening)

Spells Prepared (0/2; base DC = 11 + spell level):
1st—*Entangle*, *Delay Poison*

☛ **Dunya**: female human Ftr4; CR 4; medium humanoid; HD 4d10+4; hp 32; Init +2; Spd 30 ft.; AC 16 (12 touch, 14 flatfooted) [+2 dex, +4 armor]; Atk +8 melee (1d6+5/19-20 short sword) or +6 ranged (1d8/19-20 light crossbow); AL: N; SV Fort +5, Ref +3, Will +2; Str 16, Dex 15, Con 13, Int 16, Wis 12, Cha 14.

Skills and Feats: Bluff +4, Climb +8, Handle Animal +9, Jump +8, Move Silently +4, Ride +8, Swim +9, Use Rope +3; Ambidexterity, Cleave, Dodge, Power Attack, Weapon Focus – Short Sword, Weapon Specialization – Short Sword.

Languages Spoken: Common, Goblin.

Possessions: short sword, chain shirt, light crossbow, 20 bolts, *Potion of Bull Strength*

☛ **Saeunn**: female human Sor6; CR 6; medium humanoid; HD 6d4+12; hp 31; Init +4; Spd 30 ft.; AC 10; Atk +2 melee (1d4-1/19-20 dagger), or +3 ranged

(1d4 sling); AL: CN; SV Fort +4, Ref +4, Will +5; Str 8, Dex 10, Con 15, Int 11, Wis 10, Cha 17.

Skills and Feats: Alchemy +8, Concentration +15, Spellcraft +8, Knowledge (arcana) +2; Combat Casting, Improved Initiative, Lightning Reflexes, Scribe Scroll.

Possessions: dagger, sling, 20 bullets

Spells Known (6/7/6/4; base DC = 13 + spell level): 0— *Dancing Lights, Detect Magic, Flare, Ghost Sound, Mage Hand, Ray of Frost*, 1st—*Change Self, Magic Missile, Shield*, 2nd— *Invisibility*.

APL 8 (EL 11)

➤ **Askold:** male human Rog7; CR 7; medium humanoid; HD 7d6+14; hp 50; Init +7; Spd 30 ft.; AC 15 (touch 13, flatfooted 15)[+3 dex, +2 leather]; Atk +5 melee (1d4/19-20 dagger), or +7 ranged (1d6/X3 shortbow); SA: Sneak Attack +4d6; SQ: Evasion, Uncanny Dodge; AL: LN; SV Fort +4, Ref +8, Will +5; AL LN; Str 11, Dex 17, Con 14, Int 16, Wis 13, Cha 11.

Skills and Feats: Appraise +13, Balance +13, Climb +10, Diplomacy +10, Disable Device +13, Gather Info +10, Move Silently +13, Open Lock +13, Pick Pocket +13, Search +13, Spot +11, Tumble +13; Dodge, Improved Initiative, Iron Will, Quick Draw.

Possessions: leather armor, sap, dagger, shortbow, 20 arrows, *Potion of Invisibility* (will drink before ambush)

➤ **Sammel:** male human Rgr8; CR 8; medium humanoid; HD 8d10; hp 52; Init +7; Spd 30 ft.; AC 16 (touch 13, flatfooted 13)[+3 studded leather, +3 dex]; Atk +11/+6 melee (1d8+4/19-20 longsword) or +9/+4 (1d8+3/19-20 longsword) and +9 (1d6+1/19-20 shortsword); SA: Favored Enemy: Elves (+2), Dwarves (+1); AL: CN; SV Fort +8, Ref +7, Will +3; AL CN; Str 16, Dex 16, Con 10, Int 10, Wis 13, Cha 10.

Skills and Feats: Animal Empathy +9, Climb +12, Handle Animal +9, Hide +6, Knowledge nature +10, Spot +12; Alertness, Ambidexterity, Great Fortitude, Improved Initiative, Lightning Reflexes, Track, Two Weapon Fighting.

Possessions: Studded Leather, Long Sword, Short Sword

Spells Prepared (0/2; base DC = 11 + spell level): 1st—*Entangle, Delay Poison*

➤ **Dunya:** female human Ftr6; CR 6; medium humanoid; HD 6d10+6; hp 46; Init +2; Spd 30 ft.; AC 16 (12 touch, 14 flatfooted) [+2 dex, +4 armor]; Atk +10/+5 melee (1d6+5/19-20 short sword) or +8/+3 ranged (1d8/19-20 light crossbow); AL: N; SV Fort +6, Ref +4, Will +3; Str 16, Dex 15, Con 13, Int 16, Wis 12, Cha 14.

Skills and Feats: Bluff +5, Climb +9, Handle Animal +11, Jump +10, Move Silently +4, Ride +9, Swim +11, Use Rope +4; Ambidexterity, Cleave, Dodge, Mobility, Power Attack, Spring Attack, Weapon Focus – Short Sword, Weapon Specialization – Short Sword.

Languages Spoken: Common, Goblin.

Possessions: short sword, chain shirt, light crossbow, 20 bolts, *Potion of Bull Strength*

➤ **Saeunn:** female human Sor8; CR 8; medium humanoid; HD 8d4+16; hp 41; Init +4; Spd 30 ft.; AC 10; Atk +3 melee (1d4-1/19-20 dagger), or +4 ranged (1d4 sling); AL: CN; SV Fort +4, Ref +4, Will +6; Str 8, Dex 10, Con 15, Int 11, Wis 10, Cha 18.

Skills and Feats: Alchemy +10, Concentration +17, Spellcraft +10, Knowledge (arcana) +2; Combat Casting, Improved Initiative, Lightning Reflexes, Scribe Scroll.

Possessions: dagger, sling, 20 bullets

Spells Known (6/7/7/6/4; base DC = 14 + spell level): 0— *Dancing Lights, Detect Magic, Flare, Ghost Sound, Mage Hand, Ray of Frost*, 1st—*Change Self, Magic Missile, Shield*, 2nd— *Invisibility*.

APL 10 (EL 13)

➤ **Askold:** male human Rog9; CR 9; medium humanoid; HD 9d6+18; hp 62; Init +8; Spd 30 ft.; AC 16 (touch 14, flatfooted 16)[+4 dex, +2 leather]; Atk +6/+1 melee (1d4/19-20 dagger), or +10/+5 ranged (1d6/X3 shortbow); SA: Sneak Attack +5d6; SQ: Evasion, Uncanny Dodge; AL: LN; SV Fort +5, Ref +10, Will +6; AL LN; Str 11, Dex 18, Con 14, Int 16, Wis 13, Cha 11.

Skills and Feats: Appraise +15, Balance +16, Climb +12, Diplomacy +12, Disable Device +16, Gather Info +12, Move Silently +16, Open Lock +16, Pick Pocket +16, Search +15, Spot +13, Tumble +16; Dodge, Improved Initiative, Iron Will, Quick Draw, Run.

Possessions: leather armor, sap, dagger, shortbow, 20 arrows, *Potion of Invisibility* (will drink before ambush), 20 gp.

➤ **Sammel:** male human Rgr10; CR 10; medium humanoid; HD 10d10; hp 62; Init +7; Spd 30 ft.; AC 16 (touch 13, flatfooted 13)[+3 studded leather, +3 dex]; Atk +14/+9 melee (1d8+5/19-20 longsword +1) or +12/+7 (1d8+4/19-20 longsword +1) and +11 (1d6+1/19-20 shortsword); SA: Favored Enemy: Elves (+3), Dwarves (+2), Half-Orcs (+1); AL: CN; SV Fort +9, Ref +8, Will +6; AL CN; Str 16, Dex 16, Con 10, Int 10, Wis 13, Cha 10.

Skills and Feats: Animal Empathy +11, Climb +14, Handle Animal +11, Hide +8, Knowledge nature +10, Spot +14; Alertness, Ambidexterity, Great Fortitude,

Improved Initiative, Lightning Reflexes, Track, Two Weapon Fighting.

Possessions: Studded Leather, *Long Sword* +1, Short Sword, Thunderstone (used in opening), 20 gp.

Spells Prepared (0/2/1; base DC = 11 + spell level): 1st—*Entangle*, *Delay Poison*, 2nd—*Hold Animal*

☛ **Dunya:** female human Ftr8; CR 8; medium humanoid; HD 8d10+8; hp 60; Init +3; Spd 30 ft.; AC 17 (13 touch, 14 flatfooted) [+3 dex, +4 armor]; Atk +13/+8 melee (1d6+5/18-20 short sword) or +11/+6 ranged (1d8/19-20 light crossbow); AL: N; SV Fort +7, Ref +5, Will +3; Str 16, Dex 16, Con 13, Int 16, Wis 12, Cha 14.

Skills and Feats: Bluff +6, Climb +11, Handle Animal +13, Jump +12, Move Silently +4, Ride +11, Swim +13, Use Rope +4; Ambidexterity, Cleave, Dodge, Improved Critical – Short Sword, Mobility, Power Attack, Spring Attack, Weapon Focus – Short Sword, Weapon Specialization – Short Sword.

Languages Spoken: Common, Goblin.

Possessions: masterwork short sword, chain shirt, light crossbow, 20 bolts, *Potion of Bull Strength*, 10 gp.

☛ **Saeunn:** female human Sor11; CR 11; medium humanoid; HD 11d4+22; hp 51; Init +4; Spd 30 ft.; AC 10; Atk +3 melee (1d4-1/19-20 dagger), or +4 ranged (1d4 sling); AL: CN; SV Fort +7, Ref +7, Will +9; Str 8, Dex 10, Con 15, Int 11, Wis 10, Cha 18.

Skills and Feats: Alchemy +13, Concentration +20, Spellcraft +10, Knowledge (arcana) +5; Combat Casting, Enlarge Spell, Improved Initiative, Lightning Reflexes, Scribe Scroll.

Possessions: dagger, sling, 20 bullets, *Necklace of Fireballs* (type III), *Cloak of Resistance* +2.

Spells Known (6/7/7/7/7/4; base DC = 14 + spell level): 0—*Dancing Lights*, *Detect Magic*, *Flare*, *Ghost Sound*, *Mage Hand*, *Ray of Frost*, 1st—*Change Self*, *Magic Missile*, *Shield*; 2nd—*Invisibility*.

Encounter Eight: Down Below

APL 2 (EL 4)

☛ **Arkr:** male locathah Clr3; CR 3; medium humanoid (aquatic); HD 2d8 + 3d8; hp 26; Init +1; Spd 10 ft. Swim 60ft; AC 14 (touch 11, flatfooted 13)[+1 dex, +3 natural]; Atk +4 melee (1d8/X3 longspear); AL: N; SV Fort +8, Ref +3, Will +7; Str 10, Dex 12, Con 10, Int 13, Wis 17, Cha 11

Skills and Feats: Concentration +8, Heal +4, Knowledge Religion +5, Spot +5, Swim +6; Blind-fight, Combat Casting, Silent Spell.

Languages Spoken: Aquan, Common, Abyssal.

Possessions: *Wand of Cure Light Wounds*, Masterwork longspear, 16 gp.

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0 - *Cure minor wounds*, *Detect magic*, *Mending*, *Resistance*; 1st - *Obscuring mist**, *Bane*, *Entropic shield*, *Random action*; 2nd - *Fog cloud**, *Death knell*, *Hold person*.

*Domain spell. *Domains:* Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead); Protection (Generate a *Protective Ward*, a spell like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The *Protective Ward* is an abjuration effect with a duration of one hour that is usable once per day).

APL 4 (EL 5)

☛ **Arkr:** male locathah Clr3; CR 3; medium humanoid (aquatic); HD 2d8 + 3d8; hp 26; Init +1; Spd 10 ft. Swim 60ft; AC 14 (touch 11, flatfooted 13)[+1 dex, +3 natural]; Atk +3 melee (1d8/X3 longspear); AL: N; SV Fort +8, Ref +3, Will +7; Str 10, Dex 12, Con 10, Int 13, Wis 17, Cha 11

Skills and Feats: Concentration +8, Heal +4, Knowledge Religion +5, Spot +5, Swim +6; Blind-fight, Combat Casting, Silent Spell.

Languages Spoken: Aquan, Common, Abyssal.

Possessions: *Wand of Cure Light Wounds*, Longspear

Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0 - *Cure minor wounds*, *Detect magic*, *Mending*, *Resistance*; 1st - *Obscuring mist**, *Bane*, *Entropic shield*, *Random action*; 2nd - *Fog cloud**, *Death knell*, *Hold person*.

*Domain spell. *Domains:* Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead); Protection (Generate a *Protective Ward*, a spell like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The *Protective Ward* is an abjuration effect with a duration of one hour that is usable once per day).

☛ **Bangh:** male locathah Bbn3; CR 3; medium humanoid (aquatic); HD 2d8 + 3d12 + 3; hp 33; Init +3; Spd 20 ft. Swim 70ft; AC 16 (touch 13, flatfooted 13)[+3 dex, +3 natural]; Atk +8 melee (1d8+5 *masterwork longspear*); SA: Rage; AL: CN; SV Fort +7, Ref +5, Will +4; Str 16, Dex 16, Con 12, Int 14, Wis 14, Cha 10.

Skills and Feats: Handle Animal +6, Intimidate +6, Intuit Direction +7, Listen +7, Swim +11, Wilderness Lore +8; Blind-fight, Cleave, Power Attack.

Rage: +4 Str & Con, +2 morale bonus to Will saves, -2 penalty to AC. Duration 6 rounds, then fatigue (-2 Str & Dex) until encounter ends

Languages Spoken: Aquan, Common.

Possessions: Masterwork Longspear

APL 6 (EL 7)

➤ **Arkr:** male locathah Clr5; CR 5; medium humanoid (aquatic); HD 2d8 + 5d8; hp 34; Init +1; Spd 10 ft. Swim 60ft; AC 14 (touch 11, flatfooted 13)[+1 dex, +3 natural]; Atk +4 melee (1d8/X3 longspear); AL: N; SV Fort +9, Ref +3, Will +8; Str 10, Dex 12, Con 10, Int 13, Wis 18, Cha 11

Skills and Feats: Concentration +10, Heal +5, Knowledge Religion +6, Spot +7, Swim +6; [Blind-fight], Combat Casting, Silent Spell.

Languages Spoken: Aquan, Common, Abyssal.

Possessions: Wand of Cure Light Wounds, Longspear

Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): 0 - *Cure minor wounds, Detect magic, Mending, Light, Resistance*, 1st - *Obscuring Mist*, Bane, Magic weapon, Entropic shield, Random action*; 2nd - *Fog cloud*, Death knell, Hold person, Spiritual weapon*, 3rd - *Protection from elements*, Dispel magic, Prayer*.

*Domain spell. *Domains:* Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead); Protection (Generate a *Protective Ward*, a spell like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The *Protective Ward* is an abjuration effect with a duration of one hour that is usable once per day).

➤ **Bangh:** male locathah Bbn5; CR 5; medium humanoid (aquatic); HD 2d8 + 5d12 + 8; hp 50; Init +3; Spd 20 ft. Swim 70ft; AC 16 (touch 13, flatfooted 13)[+3 dex, +3 natural]; Atk +10 melee (1d8+5 *longspear* +1); SA: Rage; AL: CN; SV Fort +8, Ref +5, Will +4; Str 16, Dex 16, Con 12, Int 14, Wis 14, Cha 10.

Skills and Feats: Handle Animal +8, Intimidate +8, Intuit Direction +10, Listen +10, Swim +11, Wilderness Lore +10; Blind-fight, Cleave, Power Attack.

Rage: +4 Str & Con, +2 morale bonus to Will saves, -2 penalty to AC. Duration 6 rounds, then fatigue (-2 Str & Dex) until encounter ends

Languages Spoken: Aquan, Common.

Possessions: Longspear +1

APL 8 (EL 9)

➤ **Arkr:** male locathah Clr7; CR 7; medium humanoid (aquatic); HD 2d8 + 7d8; hp 44; Init +1; Spd 10 ft. Swim 60ft; AC 14 (touch 11, flatfooted 13)[+1 dex, +3 natural]; Atk +6 melee (1d8/X3 longspear); AL: N; SV Fort +10, Ref +3, Will +8; Str 10, Dex 12, Con 10, Int 13, Wis 18, Cha 11.

Skills and Feats: Concentration +12, Heal +5, Knowledge Religion +6, Spot +8, Swim +8; [Blind-fight], Brew Potion, Combat Casting, Silent Spell.

Languages Spoken: Aquan, Common, Abyssal.

Possessions: Wand of Cure Light Wounds, Longspear

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0 - *Cure minor wounds (x2), Detect magic, Mending, Light, Resistance*, 1st - *Obscuring mist*, Bane, Detect poison, Magic weapon, Entropic shield, Random action*; 2nd - *Fog cloud*, Death knell, Hold person, Spiritual weapon, Shatter*; 3rd - *Protection from elements*, Dispel magic, Inflict serious wounds, Prayer*; 4th - *Control water*, Dispel Magic (silent), Inflict critical wounds*.

*Domain spell. *Domains:* Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead); Protection (Generate a *Protective Ward*, a spell like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The *Protective Ward* is an abjuration effect with a duration of one hour that is usable once per day).

➤ **Bangh:** male locathah Bbn7; CR 7; medium humanoid (aquatic); HD 2d8 + 7d12 + 10; hp 66; Init +3; Spd 20 ft. Swim 70ft; AC 16 (touch 13, flatfooted 13)[+3 dex, +3 natural]; Atk +12/+7 melee (1d8+5+1d6/X3 +1 *shock longspear*); AL: CN; SV Fort +9, Ref +6, Will +5; Str 16, Dex 16, Con 12, Int 14, Wis 14, Cha 10.

Skills and Feats: Handle Animal +10, Intimidate +10, Intuit Direction +12, Listen +12, Swim +13, Wilderness Lore +12; Blind-fight, Cleave, Power Attack, Quick draw.

Rage: +4 Str & Con, +2 morale bonus to Will saves, -2 penalty to AC. Duration 6 rounds, then fatigue (-2 Str & Dex) until encounter ends

Languages Spoken: Aquan, Common.

Possessions: +1 Shock Longspear

APL 10 (EL 11)

➤ **Arkr:** male locathah Clr10; CR 10; medium humanoid (aquatic); HD 2d8 + 10d8; hp 59; Init +1; Spd

10 ft. Swim 60ft; AC 14 (touch 11, flatfooted 13)[+1 dex, +3 natural]; Atk +8/+3 melee (1d8/X3 longspear); AL: N; SV Fort +12, Ref +7, Will +11; Str 10, Dex 12, Con 10, Int 13, Wis 18, Cha 12.

Skills and Feats: Concentration +12, Heal +4, Knowledge Religion +9, Spot +7, Swim +11; [Blind-fight], Brew Potion, Combat Casting, Lightning Reflexes, Silent Spell.

Languages Spoken: Aquan, Common, Abyssal.

Possessions: Wand of Cure Light Wounds, Longspear, 10 gp.

Spells Prepared (6/5+1/5+1/4+1/4+1/2+1; base DC = 14 + spell level): 0 - *Cure minor wounds (x2), Detect magic, Mending, Light, Resistance*, 1st - *Obscuring mist*, Bane, Detect poison, Magic weapon, Entropic shield, Random action*; 2nd - *Fog cloud*, Bulls Strength, Death knell, Hold person, Shatter, Spiritual weapon*; 3rd - *Protection from elements*, Dispel magic, Inflict serious wounds, Magic circle vs good, Speak with plants*; 4th - *Control water*, Dispel Magic (silent), Inflict critical wounds, Poison, Summon monster IV*; 5th - *Ice storm*, Greater command, Slay living*.

*Domain spell. **Domains:** Water (Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead); Protection (Generate a *Protective Ward*, a spell like ability to grant someone you touch a resistance bonus on her next saving throw equal to your level. Activating this power is a standard action. The *Protective Ward* is an abjuration effect with a duration of one hour that is usable once per day).

☛ **Bangh:** male locathah Bbn8; CR 8; medium humanoid (aquatic); HD 2d8 + 8d12 + 11; hp 74; Init +3; Spd 20 ft. Swim 70ft; AC 16 (touch 13, flatfooted 13)[+3 dex, +3 natural]; Atk +13/+8 melee (1d8+5+1d6/X3 +1 shock longspear); AL: CN; SV Fort +10, Ref +6, Will +5; Str 16, Dex 16, Con 13, Int 14, Wis 14, Cha 10.

Skills and Feats: Handle Animal +11, Intimidate +11, Intuit Direction +12, Listen +12, Swim +13, Wilderness Lore +13; Blind-fight, Cleave, Power Attack, Quick draw.

Rage (3/day): +4 Str & Con, +2 morale bonus to Will saves, -2 penalty to AC. Duration 6 rounds, then fatigue (-2 Str & Dex) until encounter ends

Languages Spoken: Aquan, Common. **Possessions:** +1 Shock Longspear

Encounter Nine: Reflections

DM Note: *indicates spells currently in memory

APL 2 (EL 3)

☛ **Hazin:** male human ghost Wizi; CR 3; medium undead; HD 1d12; hp 12; Init +1; Spd 30 ft. Fly 30ft (perfect); AC 14 (touch 14, flatfooted 13)[+1 dex, +3 cha deflection]; Atk +1 melee (1d4 corrupting touch) or +1 ranged; SA: Manifestation, Corrupting Touch, Frightful Moan; SQ: Undead type, Incorporeal type, Rejuvenation, Turn Resistance; AL: NE; SV Fort +0, Ref +1, Will +5; Str 10, Dex 12, Con -, Int 15, Wis 12, Cha 17.

Skills and Feats: Alchemy +6, Concentration +7, Hide +9, Knowledge (arcana) +6, Listen +10, Search +10, Spellcraft +6, Spot +10; Combat Casting, Iron Will, Scroll.

Spells Known (3/2; base DC = 13 + spell level): 0— *Arcane Mark, Dancing Lights, Daze*, Detect Magic*, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation*, Ray of Frost, Read Magic, Resistance*; 1st— *Burning Hands, Change Self, Charm Person*, Magic Missile, Shield**.

Manifestation (Su): When ethereal, a ghost may not affect or be affected by anything on the material world. When they manifest, ghosts are visible but incorporeal. A manifested ghost can strike with its touch attack or a ghost touch weapon. It remains on the Ethereal Plane but can be attacked by creatures on the Material or Ethereal Plane. When a spell casting ghost manifests, its spells can affect creatures on the Material or Ethereal Planes normally unless the spells rely on touch. Touch spells of a manifested ghost do not work on material targets.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal attack deals 1d4 damage. Against material opponent, it adds its Dexterity modifier to attacks only.

Frightful Moan (Su): A ghost can moan as a standard action. All living creatures in a 30 foot spread must succeed at a Will save (DC 14) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be effected by the same ghost's moan for one day.

Rejuvenation (Su): In most cases, its difficult to destroy a ghost through simple combat: the "destroyed" spirit will typically restore itself in 2d4 days. The only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace.

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

Undead Type: Immune to poison, sleep, paralysis, stunning, disease, death effects and necromantic

effects. Ignore mind influencing effects and are not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. Has no Constitution score and is therefore immune to any effect requiring a Fortitude save, unless it effects objects. Uses Charisma modifier for Concentration checks. Negative energy heals undead creatures. Not at risk of death from massive damage but dies when it reaches 0 hit points.

Incorporeal Type: Can be harmed only by other incorporeal creatures, +1 or better weapons, spells, spell-like abilities or supernatural abilities. Immune to all non-magic attack forms. When hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will but not through force effects.

APL 4 (EL 6)

☛ **Hazin:** male human ghost Wiz4; CR 6; medium undead; HD 4d12; hp 34; Init +1; Spd 30 ft. Fly 30ft (perfect); AC 15 (touch 15, flatfooted 14)[+1 dex, +4 cha deflection]; Atk +3 melee (1d4 corrupting touch) or +3 ranged; SA: Manifestation, Corrupting Touch, Frightful Moan; AL: NE; SV Fort +1, Ref +2, Will +7; Str 10, Dex 12, Con -, Int 15, Wis 12, Cha 18.

Skills and Feats: Alchemy +8, Concentration +9, Hide +9, Knowledge (arcana) +8, Listen +10, Search +10, Spellcraft +8, Spot +10; Combat Casting, Enlarge Spell, Iron Will, Scribe Scroll.

Spells Known (4/4/3; base DC = 13 + spell level):
0— *Arcane Mark, Dancing Lights, Daze*, Detect Magic*, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Open/Close, Prestidigitation*, Ray of Frost, Read Magic*, Resistance, 1st— Burning Hands, Change Self, Charm Person*, Expeditious Retreat, Magic Missile*, Shield*, 2nd— Invisibility, Mirror Image*, See Invisibility*, Web.*

Manifestation (Su): When ethereal, a ghost may not affect or be affected by anything on the material world. When they manifest, ghosts are visible but incorporeal. A manifested ghost can strike with its touch attack or a ghost touch weapon. It remains on the Ethereal Plane but can be attacked by creatures on the Material or Ethereal Plane. When a spell casting ghost manifests, its spells can affect creatures on the Material or Ethereal Planes normally unless the spells rely on touch. Touch spells of a manifested ghost do not work on material targets.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal attack deals 1d4 damage. Against material opponent, it adds its Dexterity modifier to attacks only.

Frightful Moan (Su): A ghost can moan as a standard action. All living creatures in a 30-foot spread must succeed at a Will save (DC 15) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be effected by the same ghost's moan for one day.

Rejuvenation (Su): In most cases, its difficult to destroy a ghost through simple combat: the “destroyed” spirit will typically restore itself in 2d4 days. The only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace.

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

Undead Type: Immune to poison, sleep, paralysis, stunning, disease, death effects and necromantic effects. Ignore mind-influencing effects and are not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. Has no Constitution score and is therefore immune to any effect requiring a Fortitude save, unless it effects objects. Uses Charisma modifier for Concentration checks. Negative energy heals undead creatures. Not at risk of death from massive damage but dies when it reaches 0 hit points.

Incorporeal Type: Can be harmed only by other incorporeal creatures, +1 or better weapons, spells, spell-like abilities or supernatural abilities. Immune to all non-magic attack forms. When hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will but not through force effects.

APL 6 (EL 8)

☛ **Hazin:** male human ghost Wiz6; CR 8; medium undead; HD 6d12; hp 54; Init +1; Spd 30 ft. Fly 30ft (perfect); AC 15 (touch 15, flatfooted 14)[+1 dex, +4 cha deflection]; Atk +4 melee (1d4 corrupting touch) or +4 ranged; SA: Manifestation, Telekinesis, Corrupting Touch, Frightful Moan; AL: NE; SV Fort +1, Ref +2, Will +6; Str 10, Dex 12, Con -, Int 15, Wis 12, Cha 18.

Skills and Feats: Alchemy +8, Concentration +10, Hide +9, Knowledge (arcana) +8, Listen +10, Search +10, Spellcraft +8, Spot +10; Combat Casting, Enlarge Spell, Iron Will, Scribe Scroll.

Spells Known (4/4/4/2; base DC = 13 + spell level): 0— *Arcane Mark, Dancing Lights, Daze*, Detect Magic*, Detect Poison, Disrupt Undead, Flare, Ghost Sound*, Light, Mage Hand, Mending, Open/Close, Prestidigitation, Ray of Frost, Read Magic*, Resistance, 1st— Burning Hands, Change Self, Charm Person*, Comprehend Languages, Expeditious Retreat, Magic Missile**(2), Shield*, 2nd— Blur*, Invisibility, Knock,*

*Mirror Image***⁽²⁾, *See Invisibility**, *Web*, 3rd – *Dispel Magic**, *Fireball*, *Haste**.

Manifestation (Su): When ethereal, a ghost may not affect or be affected by anything on the material world. When they manifest, ghosts are visible but incorporeal. A manifested ghost can strike with its touch attack or a ghost touch weapon. It remains on the Ethereal Plane but can be attacked by creatures on the Material or Ethereal Plane. When a spell casting ghost manifests, its spells can affect creatures on the Material or Ethereal Planes normally unless the spells rely on touch. Touch spells of a manifested ghost do not work on material targets.

Corrupting Touch (Su): A ghost that hits a living target with its incorporeal attack deals 1d4 damage. Against material opponent, it adds its Dexterity modifier to attacks only.

Frightful Moan (Su): The ghost can moan as a standard action. All living creatures in a 30 foot spread must succeed at a Will save (DC 17) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be effected by the same ghost's moan for one day.

Telekinesis (Su): The ghost can use telekinesis once per round as a free action, as cast by a sorcerer of 12th level.

Rejuvenation (Su): In most cases, its difficult to destroy a ghost through simple combat: the “destroyed” spirit will typically restore itself in 2d4 days. The only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace.

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

Undead Type: Immune to poison, sleep, paralysis, stunning, disease, death effects and necromantic effects. Ignore mind influencing effects and are not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. Has no Constitution score and is therefore immune to any effect requiring a Fortitude save, unless it effects objects. Uses Charisma modifier for Concentration checks. Negative energy heals undead creatures. Not at risk of death from massive damage but dies when it reaches 0 hit points.

Incorporeal Type: Can be harmed only by other incorporeal creatures, +1 or better weapons, spells, spell-like abilities or supernatural abilities. Immune to all non-magic attack forms. When hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will but not through force effects.

APL 8 (EL 10)

☛ **Hazin:** male human ghost Wiz8; CR 10; medium undead; HD 8d12; hp 72; Init +1; Spd 30 ft. Fly 30ft (perfect); AC 15 (touch 15, flatfooted 14)[+1 dex, +4 cha deflection]; Atk +5 melee or +5 ranged; SA: Manifestation, Telekinesis, Horrific Appearance, Frightful Moan; AL: NE; SV Fort +2, Ref +3, Will +7; Str 10, Dex 12, Con -, Int 16, Wis 12, Cha 18.

Skills and Feats: Alchemy +14, Concentration +15, Hide +9, Knowledge (arcana) +14, Listen +10, Search +10, Spellcraft +14, Spot +11; Brew Potion, Combat Casting, Empower Spell, Enlarge Spell, Iron Will, Scribe Scroll.

Spells Known (4/5/4/4/2; base DC = 13 + spell level): 0— *Arcane Mark*, *Dancing Lights*, *Daze**, *Detect Magic**, *Detect Poison*, *Disrupt Undead*, *Flare*, *Ghost Sound**, *Light*, *Mage Hand*, *Mending*, *Open/Close*, *Prestidigitation**, *Ray of Frost*, *Read Magic*, *Resistance*, 1st— *Burning Hands*, *Change Self*, *Charm Person**, *Comprehend Languages**, *Expeditious Retreat*, *Magic Missile***⁽²⁾, *Protection from Law*, *Shield**, 2nd— *Alter Self*, *Blur**, *Invisibility*, *Knock*, *Mirror Image***⁽²⁾, *See Invisibility**, *Web*, 3rd – *Dispel Magic**, *Fireball**, *Haste**, *Magic Circle against Law**, 4th – *Arcane Eye*, *Charm Monster**, *Dimensional Anchor*, *Ice Storm*, *Summon Monster IV*, *Wall of Ice**.

Manifestation (Su): When ethereal, a ghost may not affect or be affected by anything on the material world. When they manifest, ghosts are visible but incorporeal. A manifested ghost can strike with its touch attack or a ghost touch weapon. It remains on the Ethereal Plane but can be attacked by creatures on the Material or Ethereal Plane. When a spell casting ghost manifests, its spells can affect creatures on the Material or Ethereal Planes normally unless the spells rely on touch. Touch spells of a manifested ghost do not work on material targets.

Horrific Appearance (Su): Any living creature within 60 feet that views the ghost must succeed at a Fort save (DC 18) or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity and 1d4 points of permanent Constitution drain. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for one day.

Frightful Moan (Su): The ghost can moan as a standard action. All living creatures in a 30 foot spread must succeed at a Will save (DC 18) or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves against the moan cannot be effected by the same ghost's moan for one day.

Telekinesis (Su): The ghost can use telekinesis once per round as a free action, as cast by a sorcerer of 12th level.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit will typically restore itself in 2d4 days. The only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace.

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

Undead Type: Immune to poison, sleep, paralysis, stunning, disease, death effects and necromantic effects. Ignore mind influencing effects and are not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. Has no Constitution score and is therefore immune to any effect requiring a Fortitude save, unless it affects objects. Uses Charisma modifier for Concentration checks. Negative energy heals undead creatures. Not at risk of death from massive damage but dies when it reaches 0 hit points.

Incorporeal Type: Can be harmed only by other incorporeal creatures, +1 or better weapons, spells, spell-like abilities or supernatural abilities. Immune to all non-magic attack forms. When hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will but not through force effects.

APL 10 (EL 12)

☛ **Hazin:** male human ghost WIZ10; CR 12; medium undead; HD 10d12; hp 90; Init +1; Spd 30 ft. Fly 30ft (perfect); AC 15 (touch 15, flatfooted 14)[+1 dex, +4 cha deflection]; Atk +6 melee or +6 ranged; SA: Manifestation, Telekinesis, Horrific Appearance, Malevolence; AL: NE; SV Fort +3, Ref +6, Will +9; Str 10, Dex 12, Con -, Int 16, Wis 12, Cha 18.

Skills and Feats: Alchemy +16, Concentration +20, Hide +9, Knowledge (arcana) +15, Listen +10, Search +10, Spellcraft +16, Spot +11; Brew Potion, Combat Casting, Empower Spell, Enlarge Spell, Iron Will, Lightning Reflexes, Quicken Spell, Scribe Scroll.

Spells Known (4/5/5/4/4/2; base DC = 13 + spell level): 0— *Arcane Mark*, *Dancing Lights*, *Daze**, *Detect Magic**, *Detect Poison*, *Disrupt Undead*, *Flare*, *Ghost Sound**, *Light*, *Mage Hand*, *Mending*, *Open/Close*, *Prestidigitation*, *Ray of Frost*, *Read Magic**, *Resistance*, 1st— *Burning Hands*, *Change Self*, *Charm Person**, *Comprehend Languages**, *Expedition's Retreat*, *Magic Missile***(2), *Protection from Law*, *Shield**, *Sleep*, 2nd— *Alter Self*, *Blur**, *Invisibility**, *Knock*, *Mirror Image***(2), *Pyrotechnics*, *See Invisibility**, *Web*, 3rd — *Blink*, *Dispel Magic**, *Fireball**, *Haste**, *Magic Circle*

*against Law**; 4th — *Arcane Eye*, *Charm Monster**, *Dimensional Anchor*, *Ice Storm**, *Solid Fog*, *Summon Monster IV**, *Wall of Ice**; 5th — *Cloudkill*, *Cone of Cold**, *Hold Monster*, *Summon Monster V**.

Manifestation (Su): When ethereal, a ghost may not affect or be affected by anything on the material world. When they manifest, ghosts are visible but incorporeal. A manifested ghost can strike with its touch attack or a ghost touch weapon. It remains on the Ethereal Plane but can be attacked by creatures on the Material or Ethereal Plane. When a spell casting ghost manifests, its spells can affect creatures on the Material or Ethereal Planes normally unless the spells rely on touch. Touch spells of a manifested ghost do not work on material targets.

Horrific Appearance (Su): Any living creature within 60 feet that views the ghost must succeed at a Fort save (DC 19) or immediately suffer 1d4 points of permanent Strength, 1d4 points of permanent Dexterity and 1d4 points of permanent Constitution drain. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for one day.

Malevolence (Su): Once per round, the ghost can merge its body with a creature on the Material Plane. This ability is similar to *Magic Jar* as cast by a 10th level sorcerer, except that it does not require a receptacle. If the attack succeeds, the ghost's body vanishes into the opponent's body. The target can resist the effect with a successful Will save (DC 19). A creature that successfully saves is immune to that ghost's malevolence for one day.

Telekinesis (Su): The ghost can use telekinesis once per round as a free action, as cast by a sorcerer of 12th level.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit will typically restore itself in 2d4 days. The only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace.

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

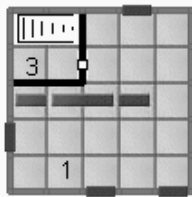
Undead Type: Immune to poison, sleep, paralysis, stunning, disease, death effects and necromantic effects. Ignore mind influencing effects and are not subject to critical hits, subdual damage, ability damage, ability drain or energy drain. Has no Constitution score and is therefore immune to any effect requiring a Fortitude save, unless it affects objects. Uses Charisma modifier for Concentration checks. Negative energy heals undead creatures. Not at risk of death from massive damage but dies when it reaches 0 hit points.

Incorporeal Type: Can be harmed only by other incorporeal creatures, +1 or better weapons, spells, spell-like abilities or supernatural abilities. Immune to all non-magic attack forms. When hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will but not through force effects.

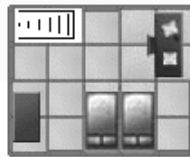
Appendix Two: Map of Fazil's Shop

One Square = 5 Feet

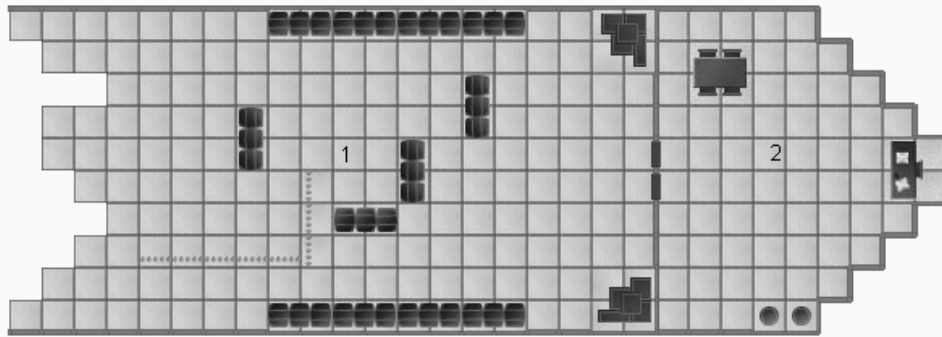
Level One



Level 2



Appendix Three: Map of Tradewind's Remains



Critical Event Summary: FUR 3–05 Reflections

This form should be used only during YooperCon, the convention at which the adventure debuts. The following events may be important to future adventures planned in Furyondy. DMs should circle the appropriate response to the following questions or fill in the information as appropriate and submit it with the scoring materials.

- | | | | | | |
|--|------------|-----------|----------|----------|-----------|
| 1. Did any of the Ekbir Raiders escape the PCs? | Yes | No | | | |
| 2. Did the PCs use all of Gorn's potions? | Yes | No | | | |
| 3. Did the PCs recover the Mirror of Z' Dafan? | Yes | No | | | |
| 4. Did the PCs return the mirror to Gorn? | Yes | No | | | |
| 5. Did the Mirror break? | Yes | No | | | |
| 7. Did any of the PCs die in this event?
If so, how many? _____ | Yes | No | | | |
| 8. At what APL did this table run? (Circle One) | 2 | 4 | 6 | 8 | 10 |
| 9. How many players participated at this table? (Circle one) | 3 | 4 | 5 | 6 | |
| 10. Additional Comments (use back if necessary): | | | | | |

Appendix: Furyondy Regional Rules

Rules on Lycanthropy in Furyondy:

Any person afflicted with lycanthropy may voluntarily turn himself or herself into the Furyondy Court System. As long as they have not committed any crimes in their lycanthropic form they will be taken to Castle Greylode and treated by the clerics of the facility for one month time (4 TUs) without monetary cost. They will leave the castle fully cured of their affliction. Any lycanthrope that has committed any sort of Greivous Crime, Injurious Crime or Crime of Disrepute will be put to death on capture or surrender. This is also true of anyone who embraces the lycanthropic demon inside them and has willfully changed into the “demonic” form (regardless of the alignment of the lycanthrope).

Since this module occurs during a full moon, PCs will change at some point during the module if they are afflicted. If they do not turn themselves in for treatment after discovering their affliction (e.g. being informed by the other PCs), they are considered to have accepted and embraced their lycanthropic aspect. If this aspect has an evil alignment, their PC alignment also changes to evil and they have become an NPC.

Rules on Spell Casting in Furyondy:

This adventure occurs in Chendl and the Fairwain Province. Clerics of the following faith and levels are available for purchasing spells: Heironeous (15th), Pholtus (12th), Pelor (12th), Istus (10th), Rao (14th), Delleb (10th), St. Cuthbert (14th), Kord (9th), Allitur (11th), and Trithereon (13th).

The majority of spells may be purchased with pure coin, however there are some reserved for those who have earned the church's favor (N/a under Pure GP Cost). Also, PCs that have influence with a church may also use it (cash it in) for a discount on spell casting costs. Members of an appropriate religious order, may also benefit from their permanent influence point to further discount the spell purchase price. This is reflected in the first two columns of the chart – the revised cost and allowable influence expenditure to procure the spell.

Spell	Cost	Infl.	Pure GP Cost
Cure minor wounds	5 gp	0	5 gp
Cure light wounds	10 gp	0	10 gp
Endure elements	10 gp	0	10 gp
Goodberry	60 gp	0	60 gp
Cure moderate wounds	60 gp	0	60 gp
Gentle repose	60 gp	0	60 gp,
Lesser restoration	60 gp	0	60 gp
Cure serious wounds	150 gp	1	250 gp
Dispel magic	150 gp	1	250 gp
Remove blind/deafness	150 gp	1	250 gp
Remove curse	150 gp	1	250 gp
Remove disease	150 gp	1	250 gp
Cure critical wounds	280 gp	1	380 gp
Neutralize poison	280 gp	1	380 gp
Restoration	380 gp	1	480 gp
Break enchantment	450 gp	2	650 gp
Healing circle	450 gp	2	650 gp
Raise dead	950 gp	2	1150 gp
Greater dispelling	660 gp	5	N/a
Heal	660 gp	5	N/a