

Duplicity Divined

A One-Round Dungeons & Dragons® Living Greyhawk™ Furyondy Regional Adventure

Version 0.9

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Is it better to kill the message, or just the messenger? In either case, hearts and loyalties can be divided. An exercise in running the gauntlet for PCs level 4 to 14 (APL 6-12). Part seven of the Eight of Wands story arc. Recommended for members of the Furyondy Mage Council, Twilight Hunters and church-related metaorganizations. A one-round Furyondy Regional adventure for APLs 6-12.

Resources for this adventure include *FUR6-06 Invocation and Intrigue* [Steven Bergen and Andrew Nuxoll], *FUR6-07 Conjuring Trouble* [Andrew Nuxoll], *FUR7-01 A Tune of Transmutation* [Shelley Stephen], *FUR7-03 Illusions and Dreams* [Andrew Nuxoll], *FUR7-08 Of Noble Spirit* [Brian Gray and Andrew Nuxoll], *FUR8-01 Apparitions and Abjurations* [John du Bois], *The Furyondy Gazetteer* [Roger Bert, Allan Fawcett, Brian Hudson, John du Bois, Michelle Sharp]

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

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For questions specific to this document, please e-mail your Circle member at iuzcircle@gmail.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and *Spell Compendium*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to *Appendix 1* for full information on NPCs and monsters. For your convenience, *Appendix 1* is organized by APL.

Along with this adventure, you'll find an RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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
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Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round Furyondy Regional adventure, set mostly in the Barony of Littleberg. All characters with a home region of Furyondy pay 1 Time Units. Out of metaregion characters pay 2 Time Units.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-

described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The life of a spy is treacherous by nature. Satiana, arcane advisor of Duke Tyneman and spy for the Empire of Iuz, is beginning to discover this as meddlesome adventurers and third parties are inexorably ruining her cover. In *FUR6-06 Invocation and Intrigue*, Satiana attempted to frame Thimme for the kidnapping of his own apprentice, Telmus. A party of adventurers thwarted the kidnapping and generally deflected the brunt of this frame-up. By doing so, they indirectly made Thimme aware of Satiana's probable betrayal. In *FUR7-01 A Tune of Transmutation*, Satiana's agents attempted to draw suspicion on Thimme by stealing a lost songbook from the grave of a dead bard that contained songs hinting at divided loyalties and treachery in Thimme's past. Once again, adventurers acted quickly to recover the book before the rumors could spread while simultaneously gaining hints of Satiana's involvement in the theft. As a result, Satiana received insufficient recommendations for candidacy for the Chamber of the Four which in turn drove her deeper into her own treachery. Finally, in *FUR7-03 Illusions and Dreams* a party of adventurers recovered information from a lost Furyondian spy which clearly hinted at her involvement with the Empire of Iuz. While this information is circumstantial it has led the Furyondy government (as well as some other organizations) to begin keeping a close watch on her.

The other player in this particular story is Nathan d'Veinaire, a rogueish sort who was raised and trained in the Bandit Kingdoms but has traveled the Flanaess extensively providing his unique skills to the highest bidder. Nathan has recently spent a fair amount of time working for the Thunderheart Mercenary Company and also was

a member of an adventuring band called the Shadow Patriots that was headquartered in Crockport.

Recently, through a bizarre magical accident, Nethan's body and consciousness was split into three equal parts. These three selves are all identical in appearance and all have roughly the same capabilities as the original but internally they each express a different aspect of Nethan's original personality:

- Velnethan is Nethan's dark and adventurous side. This is the part of Nethan that craves power, routinely takes foolish chances and has no regard for the well being of others.
- Yelnethan is Nethan's calculating and cautious side. He hides in shadows and observes various events. Yelnethan never acts openly unless it is from a position of strength. If cornered, Yelnethan is easily intimidated.
- Zelnethan is Nethan's conscience and zeal. He often does what he thinks is right but, due to a lack of guile, often makes foolish decisions.

The three clones of Nethan d'Veinaire have so little in common that they wouldn't have anything to do with each other except for one thing: The clones share a telepathic bond with each other that can not be broken. The bond gives them the equivalent of a hive mind. Though they can suppress this for short periods of time (a few hours at most) they normally can not avoid being an audience to each others' thoughts. Given that each has a strongly opposed personality to the others, their continued existence is tortured and they each are driven to find a way to destroy each other.

Unfortunately, the telepathic bond prevents the clones from killing each other in much the same way that sane folk normally refrain from suicide. Thus, if a clone is to die violently, it must be by the hand of someone else. The telepathic bond also makes it very difficult for one of the clones to hire an assassin to do the job since the other clones would quickly learn of it. Each clone has approached this problem in a different way:

- Velnethan allied with Satiana offering her his service in exchange for her using her luzian contacts to arrange an assassination. He has also claimed Nethan's former hideout for his own uses.
- Yelnethan has opted to wait and watch the other clones while researching a non-violent solution to the problem whilst

thwarting the other clones as best he can. He has employed the aid of Nethan's former fellow adventurer, Helene Alou, a prominent diviner. Helene does not know exactly what happened to her friend. She only knows that she does not like the new "Nethan" as much as the old. Yelnethan is also a low ranking member of the Twilight Hunters and uses that membership to keep tabs on his clones' activities.

- Zelnethan has also sought aid but with less success due to his overbearing personality.

This deadly competition between the clones is about to come to a head. The latest and perhaps most serious revelation of Satiana's treachery has come unbidden to Furyondy's Oracle of Istus. In a public ceremony, the Oracle received a vision from Istus that was clearly an indication that Satiana ("the wizardess of the cats") was in league with luz ("the prince of skulls"). It did not take much for the Oracle to determine who this was after the ceremony, and realized what danger this put her in. The Oracle fled to the home of Helene Alou, a fellow diviner, with hopes she could hide there for a little while.

When the Oracle of Istus revealed Satiana's treachery, Zelnethan was present and understood the divination immediately. Unfortunately, his telepathic bond eventually made this information available to Velnethan who immediately relayed it to his mistress, Satiana. When the Oracle fled to the home of Helene Alou, the clones all learn of her new location via Yelnethan (this latter revelation happens shortly after the adventure begins). Due to Velnethan's urging and her own desperation, Satiana has dispatched him and a couple of her most trusted cronies to dispose of the two diviners.

Thus, Helene and the Oracle are in great peril and nearly certain to die...were it not for the fact that a group of adventurers has serendipitously been sent to their door to interview Helene for a position on the Chamber of Four...

ADVENTURE SUMMARY

Introduction: The PCs are summoned to Chendi by Telmus. Upon arriving in the city, at least one PC receives a visit from Yelnethan who tells the PCs about the Oracle's recent foreseeing and the fact that she is in danger.

Encounter One: The PCs meet with Telmus again who sends them to Littleberg for one last interview with Helene Alou.

Encounter Two: The PCs arrive at Helene's house—almost too late. Velnethan has attacked Helene along with Zargas and Bremen (NPCs who appeared in *FUR6-06*). As the PCs move to the rescue they provide the distraction that Yelnethan (who is also present) needs to sneak in and teleports away with the Oracle. Seeing his situation turning sour, Velnethan pretends to be Yelnethan and helps the PCs fight the other thugs. If the PCs believe his ruse, he offers to join their party.

Encounter Three: If Helene dies, the PCs find the original missive from the Oracle to Helene, along with strong indications that the Oracle was there. If the PCs save Helene, she urges the PCs to find the Oracle quickly and provides whatever aid she can.

Encounter Four: The PCs catch word of an old man who might be able to help them. He initially tests the party's patience. If they are kind to him, he gives them a valuable clue about the nature of Velnethan/Yelnethan/Zelnethan.

Encounter Five: Thimme de Levine finds the PCs for a chat. He offers to give them the location of the triplets' hideout. He also warns them that Satiana is there.

Encounter Six: The last clone, Zelnethan, finds the PCs for a chat. If Velnethan has already allied with the PCs, Zelnethan calls him out as evil. He offers to help the PCs rescue the Oracle, giving them preliminary, partial details about Velnethan's hideout. Ultimately, the PCs must select one ally or the other.

Encounter Seven: By this point, the PCs find their way to the triplets' base and have a chance to plan their rescue. Velnethan or Zelnethan assist if one of them was enlisted.

Encounter Eight: The PCs encounter the triplets in a dastardly triangular-themed labyrinth.

Encounter Nine: As the PCs make their way towards Satiana they have to deal with an elaborate hallway trap.

Encounter Ten: The PCs have to barter with Satiana for the Oracle's life. Satiana admits to her espionage and to her guilt in kidnapping the Oracle to conceal this. She displays genuine (though limited) remorse, swears to do better and offers them clear evidence of Thimme's wrongdoing. She will let the Oracle go free only on certain conditions

Conclusion: The PCs return to Telmus (with or without having rescued the Oracle of Istus).

PREPARATION FOR PLAY

This adventure is the seventh part of the Eight of Wands story arc, PCs who have played previous parts of the arc may know things or have alliances that will impact this adventure. The previous six adventures are:

FUR6-06 Invocation and Intrigue – PCs who've played this adventure will recognize Zargas and Bremen when they appear in Encounter 2. They will also recognize Thimme de Levine in Encounter 5. PCs who have Lielenna's fortune on their adventure record and drew the Comet or Void cards will receive "special treatment" in the Introduction.

FUR6-07 Conjuring Trouble – no effect on this scenario.

FUR7-01 A Tune of Transmutation – PCs who played this adventure will recognize Satiana in Encounter 10 and may have some additional information about her.

FUR7-03 Illusions and Dreams – PCs who successfully completed this adventure may have received a very interesting letter about Satiana at the conclusion of that adventure.

FUR7-07 Of Noble Spirit – PCs who played this adventure may have some of the following items on their adventure record.

Pin de Levine – At least one PC must have this item for Encounter 5 to occur.

Ally of Thimme de Levine or *Wrath of Thimme de Levine* – these items have an impact on Encounter 5 and 10.

FUR8-01 Alliances and Abjurations – no effect on this scenario.

In addition to the above, PCs who played *FURIntro4-01 Oracle's Heir* will be familiar with the Oracle of Istus and able to recognize her if they see her in Encounter 2.

Prior to this and any other Furyondy regional adventure, the DM should ask the PCs the following questions:

- Do you or any items you possess detect as evil?
- If items detect as evil, do you plan to bring them on this adventure?
- Are you presently wanted for any crimes in Furyondy?

If the PCs detect as evil or possess any items that do, be sure that they are aware that owning such items is illegal in the kingdom and that they are likely to be arrested and prosecuted if captured.

INTRODUCTION

This adventure begins when the PCs receive a summons from the Furyondy Mage Council. The circumstances leading to this invitation vary depending upon who the PCs are and, in particular, what meta-organizations they belong to. Use the following “hooks” to get the PCs involved. If a PC is eligible for multiple hooks, they receive handouts for all of them.

- PCs who have earned the favor of the Furyondy Mage Council in a previous scenario in this story arc or are members of the Furyondy Mage Council receive an invitation directly from Telmus. Give these PCs Player’s Handout #1.
- Members of most of the church-related meta-organizations receive a letter from their organization about the candidate they are about to interview. Members of the Church of Rao, Church of St. Cuthbert, Church of Pelor, Church of Trithereon or FAST-C receive Player’s Handout #2. Members of the Church of Heironeous or Church of Mayaheine receive Player’s Handout #3.
- If none of the PCs at the table receives Player’s Handout #1, then select one PC (preferably an arcane spellcaster of lawful alignment) to receive *Player’s Handout #4: A Formal Summons*.

It is assumed that any PCs who do not receive any of the above “hooks” have been invited by one of the other PCs at the table who is responsible for the invited PC’s behavior.

Upon arriving in Chendl, one of the PCs receives a covert visit from Yelnethan. Select one PC who fits one or more of the following criteria, giving preference in order listed below and after that with multiple characteristics:

- One who drew the Comet or the Void card from the tarot reader’s deck in *FUR 6-06 Invocation and Intrigue*
- A member of the Twilight Hunters
- A ranger or scout
- A neutrally-aligned PC

The PC should preferably not be an arcane caster and should definitely NOT be a PC who is from a country hostile to Furyondy (e.g. Ket, the Bandit Kingdoms) or who is wanted for crimes in Furyondy. Pull the selected PC aside and read or paraphrase the following to them:

You are going about your business when you notice a man following you. The man is of average height and weight, and wears muted colors—browns and greys mostly. He conceals his brown hair with a grey hood. He waves at

you and indicates that you should follow him as he ducks into a doorway.

If the PC does not immediately follow Yelnethan, Yelnethan will wait five minutes for the PC to join him in the doorway before fleeing as quickly as possible. If the PC pursues, Yelnethan will use any powers at his disposal to flee—see Encounter Two and Appendix One for information on his capabilities. If the PC follows Yelnethan, read or paraphrase the following:

The man looks visibly relieved that you have followed him. “Oh, thank the gods. I don’t have much time. My name is Yelnethan, a friend of Furyondy. You can help me. The wizard you are about to interview is in danger from a very dangerous man. He’s vain, ambitious, and is plotting against Furyondy. Please stop him before he hurts the ladies. That’s all I ask. I’m sorry, I can’t say more. I have to go, or they’ll find me...”

At this point, Yelnethan flees. He will use all means at his disposal to slip away, not allowing the PC opportunity to speak further for fear of these thoughts being overheard.

1: AN APPOINTMENT WITH AN OLD FRIEND

By this time, at least some of the PCs are quite familiar with Telmus from previous adventures. The boxed text below assumes this is this case so you should modify it for new players.

Upon your arrival at the Mage Council headquarters a junior apprentice is summoned to escort you to Telmus’ offices. The boy takes you first to a clerk to verify you are expected before leading you to a finely carved wooden door. Behind that door, Telmus greets you with a beaming smile that matches the warmth of the sunlight from a South-facing window.

“Hello, my friends. You are as reliable as ever and for that I am more thankful than I can express. Come. Sit. We have a mission to discuss. There’s a new candidate in the Barony of Littleberg who is already expecting your visit.”

As his new office clearly indicates, Telmus has been promoted. He now holds the position of Undersecretary in the Mage Council’s Office of Royal Decrees. His promotion is due in no small part to his success in managing the adventurers involved in the selection process for the Chamber

of Four. As a result, Telmus views any PCs who have successfully completed previous adventures in the Eight of Wands story arc as good friends indeed.

Unless the PCs are not such friends, Telmus makes small talk before engaging in a brief overview of their mission. He knows some details about the PCs lives and will press for news about such people and events.

I must say, I thought for certain that there were no more candidates for the Chamber but it seems that the various advisors — including you — can not seem to agree on a single candidate. I've been instructed to send you to a young diviner named Helene Alou. Her home lies in southern Littleberg near the Att River close to the Duchy of the Reach. The packet on the table before you contains a map and directions to the location as well as a sealed letter of introduction from me.

I know that some of you have endured kidnappings, other planes, hauntings, assassination attempts, and general mayhem in the past. But I can hardly believe anything like that will occur during this mission. Is there anything else you'd like to know before I see you off?

Telmus' answers to the most likely questions are as follows:

Interview? What? Why?

If the players haven't played any of the previous adventures in the Eight of Wands story arc, this introduction may be a bit abrupt and confusing. In brief, the PCs have been selected to interview Helene as a candidate for the open position in Furyondy's Chamber of Four. Consult *Appendix 3: Process for Selecting a Replacement* for details on the PCs' involvement in the selection process.

Are there other parts to our mission?

Why, no. What makes you think that?

(This is a tongue-in-cheek reference to the fact that most adventures in this story arc have dual missions.)

Tell us about Helene Alou.

"I have strict instructions to avoid biasing your opinion. All I can tell you is what I mentioned earlier. She knows you are coming and should welcome you into her home."

Who are the other candidates? or How many candidates are there?

"At this point, most of the potential candidates are publically known. There are no others than I'm aware of."

Why are you in a new office?

If asked this question, Telmus proudly informs the PCs of his promotion.

Can I apply for the position?

"I'm told that all potential candidates have been identified at this point." If the PC who asks is an arcane spellcaster of at least 10th level, then PCs who make a DC 17 Sense Motive check detect some hesitation on Telmus' part. This is due to the fact that that PC is, in fact, a candidate but Telmus is unwilling to reveal that information at this time except under duress.

What's the pay?

"I can offer you a fixed sum now, but it will render you ineligible for any future rewards the council would grant you for a particularly successful mission. Is that your wish?"

PCs who insist on negotiating their pay (or getting paid) now receive their money up front instead of at the end (see *Treasure* below) but are ineligible for the Influence of the Furyondy Mage Council on their adventure record.

PCs with ranks in Knowledge (Local [Iuz's Border States]) might have heard of Helene Alou. The PCs can also use Gather Information to acquire this knowledge. In either case, provide information from the Adventure Background using the following DCs.

- DC 14 The PCs has heard of Helene and knows the information Telmus has already given. This PC also knows that Helene is a newcomer to the country and, as such, is thoroughly uninvolved in Furyondy politics. It is clear that she is a compromise, "lame duck," candidate for the Chamber position.
- DC 18 Helene Alou is notably less powerful than previous candidates. She is certainly no match for Thimme de Levine or Satiana.
- DC 24 Helene is known to be a close friend of the new Oracle of Istus. The two women keep this friendship at a low profile.
- DC 26 The friendship is kept low profile so that the Oracle can use Helene's home as a retreat when her oracular duties begin to weigh too heavily upon her.

The PCs can also use Gather Information to find out about local happenings in the country.

- DC 3 Chendl is abuzz with talk about recent activity in the Empire of the Old One. The consensus is that something bad is going to happen and soon.
- DC 12 There are rumors of upheaval among the nobility or possibly just the Mage Council. The word treason has been whispered in lower bureaucratic circles.
- DC 16 The dresadoe crops in the Gold County seem to be growing particularly quickly this year. While the source of this growth is not known, local farmers report having seen a human-sized winged form in their fields late at night.
- DC 18 Rumor has it that the crown prince, Thrommel, (who was thought to have perished) has returned to Furyondy in secret and is supporting the king's efforts to find spies of the Old One <spit!>. His return is being kept secret due to a horrific deformity that makes him unfit to rule.
- DC 20 The tower of Afronidious the Daft was completely destroyed overnight. His body was not found at the scene. Residents in the area seemed relieved at the news.
- DC 23 Schyzer, the reclusive wizard from Crystalreach, has left his tower for whereabouts unknown. Kobolds now infest his abandoned abode.
- DC 27 Old Wicked's <spit!> agents have been uncovered in Littleberg (near what was one Afronidious's tower and in Claw Gorge), Willip (near Bronzeblood Haunt) and the ruins of Gullkeep.

Treasure: The PCs are paid APL x 50gp after they have completed the mission as long as they successfully interview Thimme and provide Telmus with their opinion of the candidate.

APL 6: Loot – 0 gp, Coin – 50 gp, Magic – 0 gp.

APL 8: Loot – 0 gp, Coin – 67 gp, Magic – 0 gp.

APL 10: Loot – 0 gp, Coin – 83 gp, Magic – 0 gp.

APL 12: Loot – 0 gp, Coin – 100 gp, Magic – 0 gp.

Development: Once the PCs depart for Littleberg, their journey is uneventful. Proceed immediately

to Encounter 2 which describes what they find when they arrive at the home of Helene Alou.

2: TOO MANY VISITORS

This encounter begins as the PCs approach Helene's house. The encounter assumes they approach the home openly as they have no reason to expect trouble.

The directions to the home of Helene Alou are clear and precise. You have little trouble locating the squat wooden farm cottage perched on a modest bluff overlooking the Att River. Laundry sways on the line outside, flower filled planters line the windows and smoke curls lazily from the chimney. Three horses graze half-heartedly around a fence that they've been tethered to. Some of you can just make out what sounds like raised voices drifting from somewhere within the house.

The PCs begin about 170 feet from the cottage. A DC 27 Spot check is sufficient to realize that the glass panes in one of the windows have been shattered. (This DC goes down as they get closer.) A DC 27 Listen check is sufficient to discern a few snatches of the argument:

Dwarven voice: "... **ain't ... Satiana sent ...**"
Human voice: "**I ... whit ...fools...stand aside ...Go...**"

The horses belong to Velnethan and two troublemakers named Zargas and Bremen who first appeared in *FUR6-06 Invocation and Intrigue*. These three villains forced their way into the house and subdued both Helene and the Oracle in a short but terrific battle. However, they haven't had a chance to finish their grim task yet. After healing their wounds the villains began looting the house. Once they did, it didn't take them long to get into an argument about who got what share of the loot. As the PCs approach, Bremen and Velnethan are arguing over this very issue.

Zargas is standing near the window posted as a sentry duty. Unless they are invisible or successfully hiding, he spots the PCs around the same time they notice the argument inside. One round later, the voices inside stop.

With a common threat, the villains are momentarily in accord again. As the PCs approach they untie Helene and instruct her to get rid of the PCs or risk the life of her friend. They also hide the unconscious Oracle in a convenient closet before positioning themselves. Nobody in the house casts any spells for fear of giving

themselves away (though at higher APLs some 10 min/level buffs remain from the previous fight).

The heroes have several options here. They may choose to just charge into the cottage. They may attempt to spy on the cottage before approaching. They may also try sneaking up on the cottage. Handle the actions as you see fit bearing in mind that the villains were not expecting visitors.

If the PCs choose to simply approach the house and knock, read the following:

After a short pause, the door swings open. Standing within is short, thin woman with pale skin and dark black hair hastily pulled back with a pair of tortoise shell combs. The sleeve of her long woolen dress is badly torn and a large, angry bruise is forming on her left cheek.

She stares at you for an instant while a mix of emotions churns across her face. Then she assumes a stern expression: "I'm sorry. I can't accept visitors now. I don't care who you are. Just go. I beg you, unless you bear me ill will. Please, leave now."

A DC 5 Sense Motive check is necessary to discern that the woman is distressed. If the check exceeds the DC by 10 or more, it's clear that she is very afraid of something in the house.

If the PCs ask her any questions, Helene will only beg them to leave. If they persist she simply shuts the door in their face. There's no easy way out for lawful PCs here. They must enter without permission to rescue Helene and the Oracle.

Creatures: There are actually a total of six humanoids in the cottage. A map of the cottage and the locations of all six creatures is in *Appendix 4*. However, only two creatures will be fighting the PCs. One will actually be aiding the PCs and the other three are non-combatants. The EL is adjusted to account for this.

All APLs

Helene Alou: female human diviner 9; hp 5; *Appendix 1*.

The Oracle of Istus: female human cleric 4 (Istus); hp 7 (but she has also taken 21 points of non-lethal damage); *Appendix 1*.

APL 6 (EL 7)

Bremen: male dwarf fighter 6; hp 64; *Appendix 1*.

Zargas: male human wizard 3 / cleric 3; hp 33; *Appendix 1*.

Velnethan: male human diviner 1/duskblade 5; hp 41; *Appendix 1*.

Yelnethan: male human diviner 1/duskblade 5; hp 41; *Appendix 1*.

APL 8 (EL 9)

Bremen: male dwarf fighter 8; hp 87; *Appendix 1*.

Zargas: male human wizard 3 / cleric 3/ mystic theurge 2; hp 49; *Appendix 1*.

Velnethan: male human diviner 1/duskblade 7; hp 53; *Appendix 1*.

Yelnethan: male human diviner 1/duskblade 7; hp 53; *Appendix 1*.

APL 10 (EL 11)

Bremen: male dwarf fighter 10; hp 107; *Appendix 1*.

Zargas: male human wizard 3 / cleric 3/ mystic theurge 4; hp 59; *Appendix 1*.

Velnethan: male human diviner 1/duskblade 9; hp 67; *Appendix 1*.

Yelnethan: male human diviner 1/duskblade 9; hp 67; *Appendix 1*.

APL 12 (EL 13)

Bremen: male dwarf fighter 12; hp 120; *Appendix 1*.

Zargas: male human wizard 3 / cleric 3/ mystic theurge 6; hp 69; *Appendix 1*.

Velnethan: male human diviner 1/duskblade 11; hp 81; *Appendix 1*.

Yelnethan: male human diviner 1/duskblade 11; hp 81; *Appendix 1*.

Tactics: Before combat, Bremen hid behind the door ready to sound the alarm and defend the doorway. Once the PCs start trouble, he moves to stand in the doorway and relies upon Zargas to supply firepower and healing. He uses his Combat Expertise feat to keep his AC high.

Zargas moves to a position where he can see most of the PCs and uses his offensive spells on them. He heals Bremen if it's tactically wise to do so. At higher APLs he uses his Mobile Spellcasting feat to maintain total cover from the PCs when it's not his turn.

Zargas and Bremen both consider Helene a threat and will attack her if given the opportunity but they prefer to attack the PCs and (later) Velnethan.

Unbeknownst to all, Yelnethan is hiding in the bathroom. (Velnethan is vaguely aware that Yelnethan is "nearby" but that's all.) Once everyone is distracted by the fight, Yelnethan

sneaks into the closet with the Oracle and spirits away with her, casting *dimension door* from a scroll.

Helene, badly injured, attempts to flee to whatever safe hiding place she can find. She will not, however, take any action that provokes an attack of opportunity. As a result, she may if she can safely do so, she goes to the closet to find the Oracle but when she arrives Yelnethan has already left. When she realizes her friend is lost she screams aloud in anguish and frustration.

Yelnethan waits until the PCs are engaged in melee before moving in. Describe him as in the stat block or Appendix One—a nondescript-looking brown-haired man. The PC who met Yelnethan in Encounter One should recognize this man and will think he is the same man unless she makes a DC 20 Sense Motive check. A successful check hints to the PC that something is very different, despite this fellow looking identical in all ways.

Yelnethan immediately realizes that his small group is outnumbered and decides to switch sides by pretending to be Yelnethan (since he knows that Yelnethan is known by one of the PCs). He calls out to the party, ***“It’s about time you got here! These two were intent upon murdering the Oracle!”*** before stabbing at the back plate of Bremen’s armor. Yelnethan continues to aid the PCs until the fight is over. If the PCs attack him anyway, he flees.

Zargas and Bremen are clearly unhappy about Yelnethan’s betrayal and don’t hesitate to verbally abuse him for it. (*“You zombie-sucking son of a kobold!”*) They prefer to attack Yelnethan over the PCs if it’s tactically reasonable. At APL 10-12, Zargas drops his *sculpted fireball* so as to hurt Yelnethan and everyone around Bremen (but not Bremen).

Neither Zargas nor Bremen is willing to die in this fight. Once things begin to look grim they attempt to flee [with Zargas using spells like *fly* (on Bremen), *dimension door* or *teleport* to make this feasible]. If flight seems unlikely to succeed they drop their weapons and surrender.

Treasure: The PCs can gain the following treasure from Zargas and Bremen.

In addition, there is a small pile of “loot” that the villain had collected together in a pile on the bed. However, this loot is obviously the property of the home’s owner and her guest. If the PCs take any items from Helene or the Oracle (regardless of whether these NPCs are alive or dead) they gain the Ire of Istus on the adventure record:

APL 6: Loot 178 gp; Coin 5 gp; Magic 108 gp; *potion of cure moderate wounds* (25 gp), *pearl of power*(1st) (83 gp); Total 291 gp.

APL 8: Loot 53 gp; Coin 5 gp; Magic 1160 gp; +1 full plate mail (220 gp), *potion of cure moderate wounds* (25 gp), *gloves of fortunate striking* (166 gp), *pearl of power*(1st) (83 gp) , *pearl of power* (2nd) (333 gp) , *headband of intellect* +2 (333 gp); Total 1218 gp.

APL 10: Loot 52 gp; Coin 5 gp; Magic 1294 gp; +1 full plate mail (220 gp), +1 *heavy steel shield* (97 gp), *potion of cure serious wounds* (62 gp), *gloves of fortunate striking* (166 gp), *pearl of power*(1st) (83 gp) , *pearl of power* (2nd) (333 gp) , *headband of intellect* +2 (333 gp); Total 1351 gp.

APL 12: Loot 27 gp; Coin 5 gp; Magic 2540 gp; +1 full plate mail (220 gp), +1 *flail* (192 gp), +1 *heavy steel shield* (97 gp), *potion of cure critical wounds* (116 gp), *gloves of fortunate striking* (166 gp), *pearl of power*(1st) (83 gp) , *pearl of power* (2nd) (333 gp) , *headband of intellect* +4 (1333 gp); Total 2572 gp.

Detect Magic Results: +1 full plate mail – faint transmutation, +1 *flail* – faint transmutation, +1 *heavy steel shield* – faint transmutation, *potion of cure wounds* – faint conjuration, *gloves of fortunate striking* – faint divination, *pearl of power*(1st) – strong transmutation, *pearl of power* (2nd) – strong transmutation, *headband of intellect* +4 – moderate transmutation

Development: Once the fight is over, proceed to the next encounter.

3: HELENE

The shape of this encounter depends on whether Helene survives the attack in Encounter Two. If she dies, the PCs may search the house. In addition to her personal effects, the PCs find can Player Handout Five with a DC 20 Search check. This journal entry outlines the visit of the Oracle to Helene seeking refuge. This document will point them in the direction of Henri de Bourru for more information.

Yelnethan will assist the PCs in searching the house. He will discourage them from going to visit Henri:

“Fah, he’s a crackpot,” says Yelnethan. “Waste of time to visit him.”

Allow the PCs Sense Motive check opposed by Yelnethan’s untrained Bluff check. If they beat him, they get the sense that he has a strong dislike of Henri and genuinely doesn’t want to see him.

If the PCs don't find the note or take Velnethan's advice, Velnethan will tell them that he thinks the PCs can learn more about the location of the Oracle if they come with him to his hideout down the river a few days. If the PCs elect to follow him, proceed to Encounter Seven.

The PCs may want to use *speak with dead* to find out what happened from Helene. Any PC that is part of a Furyondy Metaorganization affiliated with the government or a good-aligned church should be informed that it is against Furyondy law to do so, and that they are under obligation to report this to authorities should they do so. If the PCs persist, they can gain the same information that they would gain from speaking with her below.

If Helene survives, then the PCs will interact with her for information:

Creatures:

Helene Alou: female human diviner 9; hp depends on encounter outcome; see *Appendix 1*.

Helene is a seasoned adventurer who has retired from her active dungeon-delving to assume a more sedentary and academic life in Littleberg. She is normally a calm, thoughtful person, prone to smiling much but laughing only rarely. She does not make friends readily; it is for this reason that she finds the changes to Nethan so troubling.

Helene will thank the PCs for helping her, then ask the PCs to leave so that she can gather her things and flee to a safe place before another attack comes. She will accept healing magic from PCs without question.

Velnethan will hang around, being very quiet if Helene is still around. He is reluctant to answer questions about himself while she is around, afraid of being caught in a lie. If the PCs start asking too many questions or become hostile to Velnethan at any point, he will *dimension door* to a spot about 600 feet away and make his way back to his lair.

The PCs will need to persuade her to trust them with information about the circumstances of the Oracle's plight. Treat her initial starting attitude toward the PCs as Unfriendly. Some things that also provide circumstance modifiers to the conversation are:

Proven Membership in the Mage Council: +5

Proven Membership in the Knights of the Hart: +5

Proven Membership in the Old Faith: +10

Mentioning having met the Oracle in *FUR 4-01 Oracle's Heir*: +10

Speaking ill of Satiana: +10

PC offers to submit to *zone of truth* or similar magical compulsion to reveal true intentions to Helene: +15

Velnethan is present -10

PCs have dealt mercifully with their defeated foes: +5

If the PCs do not manage to get Helene to trust them, she will quietly pack her things and flee to an unspecified safe house (namely, the tower of Schyzer the wizard, who she suspects will be the last person people expect her to flee to). She leaves her note from the Oracle behind, however, and the PCs can find it as above.

If the PCs win her trust, she will share the following information:

- The Oracle of Istus is an old friend of hers.
- The Oracle came to her a few days ago, claiming initially to spend a few days with her friend. Helene eventually got her to admit that she had seen a vision that led her to believe that a prominent wizard in Furyondy ("the cat mage") was in service of Old Wicked. Because she had shared this vision as part of a public ceremony, she felt that this knowledge put her life in danger. She hoped Helene could help hide her.
- She turned to her friend Nethan to help. He is an old adventuring companion of hers who used to call himself Nethan d'Velnaire.
- If Velnethan (whom she thinks is Yelnethan) is not present she also shares this information: Nethan has taken to calling himself Yelnethan of late and has been acting oddly. She has been meaning to scry upon him to see if she can determine what is wrong, but she has been reluctant to scry on a friend.

She offers to scry on the Oracle for the party to help them find her. When she casts the *scry* spell and focuses on the Oracle, she determines that the Oracle is alive and recognizes the worked stone walls of Nethan d'Velnaire's former lair. She shares that Nethan's former home and lab is two days' journey south along the Att river, on the north bank of the river. She urges the party to head south as quickly as they can to save the Oracle.

The PCs may wish to interview Helene for the Chamber of Four position at this point. She will agree to a short interview, but will be visibly annoyed by it.

Here are Helene's feelings on a number of issues. These feelings should be used to guide her answers to most PC questions.

- The Mage Council and the Chamber of Four: ***"They have not done their job as well as they could, in my opinion. They look out***

more for their own agendas than the common good. The fire elemental was a perfect example of that."

- Karzalin: **"He wasn't always the egomaniac he is now. He's a good example of how power & position can corrupt you. I'm sure he'd tell you how everything he did was for the good of the kingdom—if he didn't blast you into dust first".**
- The Opportunity to serve on the Chamber of Four: **"Getting desperate, aren't they, to consider me? I would do fairly well, but there has to be a better-qualified candidate. What about that Kettite? Hear good things about him. Or that alienist, whatever his name was."**
- The best choice for Queen: **"I have no idea. I don't follow politics much."**
- Thrommel: **"The poor prince. He would have made such a good king. Now he's a menace to the kingdom and all the Flanaess. I wouldn't want to end up on his bad side."**
- Religion: **"I think St. Cuthbert and Trithereon should be given more of a voice in the royal court. They balance each other out sometimes, I know, but they both act as a counterpoint to the Heironeans. I know that those in the Viscounty of Verbobonc have had poor experience with the Trithereonites, but I feel confident that time will reveal those petty assassins as lone radicals, not representatives of the faith as a whole."**
- Favored School of Magic: **"I've focused my studies on the school of divination."**
- Half-orcs/centaurs/kobolds/etc: **"Like all belligerent races there are exceptions to the stereotype."**

Development: If the PCs gained their lead from the Oracle's note and elect to visit Henri, proceed to Encounter Four. If the PCs find out about Nethan's lair and leave to go find him, proceed to Encounter Five.

4: CRANKY, CRANKY

The PCs have to find their way to the home of Henri de Bourru. A DC 10 Gather Information from talking with the locals check will suffice to get directions, and the PCs can make it to Henri's place in 15 minutes of walking.

Velnethan will not accompany the PCs, preferring to wait outside. If the PCs head in, he

will slip away and head to his lair to prepare for the PCs' almost inevitable interference.

When the PCs proceed there, read or paraphrase the following:

The alleged home of Henri de Bourru is a simple, well-kept-up wooden home in a quieter part of Littleberg. There is a prominent sign on the door that has writing in several languages, including a note in Common: "Go Away"

PCs who speak Ancient Suloise, Ancient Baklunish, or Elven also see the same message written in those respective languages.

If the PCs knock on the door, read or paraphrase the following:

At your knocking, an eye slit is opened from within. "Can't you read? Go away!"

If the PCs persist in knocking or speaking, Henri will open the door and stare at the PCs.

Creature:

Henri de Bourru, Oeridian Human Exp15, hp 22.

Henri is one of the foremost experts on Furyondy's history and nobility. He retired from private tutoring and has concentrated on his scholarship in his waning years. He also has a number of well-connected friends in Greyhawk whom he was going to contact on behalf of Helene to help hide her and the Oracle from Satiana, though he does not know from whom the pair wish to hide. Henri is through with social pleasantries and only wishes to be left alone by all but a few friends.

He starts with an attitude of Unfriendly towards the PCs and needs to be moved to an attitude of Friendly before he will share information. There are a number of factors that will act as circumstance modifiers to any diplomatic efforts:

PCs mention that the Oracle of Istus is in trouble: +5

PCs mention that Helene has died AND describe the circumstances of her demise: +20

PCs claim membership in the Furyondy Players or Church of Trithereon: +10

PCs claim membership in the Knights of the Hart, the Green Jerkin Rangers, the Furyondy Military or the Mage Council: -5

In general, Henri is anti-establishment. He despises monarchies and authorities in general, and is a devout Trithereonite. Time allowing, roleplay him as spewing derogatory comments

about any authority figure you can think of. Here is a sample rant:

King Belvor is a poor excuse for a leader. I mean, holed up in the palace, worried about demons and his succession. Boy, he bolluxed that up, didn't he? Vampire as a son. Bah. No comparison of either of 'em with their forebears. Now THERE were some leaders. Blood does not a king make! Bah!

Naturally, Henri will react negatively to any angry or hostile actions taken in his direction and will terminate the conversation at that point.

If the PCs get Henri to become helpful, his demeanor will not change—he's helpful, not cheerful—but will tell the PCs the following:

- Helene came to him looking for a safe place to go. He has friends in Greyhawk who could have kept her and her friend the Oracle incognito for a while.
- She mentioned that her friend Yelnethan would be returning to his hideout two days' ride south of Littleberg. He gives PCs directions to the location.
- He has figured out what happened to Nethan. The way he figures it, Nethan d'Veinaire managed to magically split himself into three clones of himself, each with part of his personality. Henri thinks the three are telepathically linked but don't seem to get along terribly well.

Apart from this, he will urge the PCs to make haste to Nethan's lair to help the Oracle.

Development: If the PCs cannot get Henri to cooperate, allow them to regroup, expend any favors that would allow them diplomatic benefit, and try again. If they cannot manage to convince the fellow to help them after two tries, make it clear that this is a lost cause. The PCs may use creative means to try to find out where the Oracle has gone. As soon as they get frustrated or flummoxed, or if they obtain information about the Nethans' lair from Henri, proceed to Encounter 5.

Troubleshooting: If the PCs are having trouble getting Henri to cooperate, a letter of introduction from Helene will convince him to speak with them. Barring this (for example, if Helene is dead), the PCs would be able to use magical divinations, high Track checks, and the like to locate the lair. It is intended that the PCs be able to find this lair, albeit with some difficulty if they cannot make the recommended checks. Do not allow this barrier to

end the adventure unless the PCs make no attempts to think outside the box.

5: A VISIT FROM A FRIEND(?)

This optional encounter occurs after PCs have decided to rescue the Oracle. It can occur regardless of whether the PCs have a way to get to Nethan's lair yet. Thimme de Levine contacts them and offers information.

The location of the encounter can be anywhere as long as it's relatively secluded so the description of the location is left unstated. This encounter can *only* occur if none of the PCs has acquired the *Wrath of Thimme de Levine* from *FUR7-07 Of Noble Spirit*. In addition, at least one of the PCs must have the *Pin de Levine* (a.k.a., Unseen Servant Pin) from that same adventure. If these two conditions are not met then this encounter can not occur. Use Encounter 6 instead.

While visiting, Thimme focuses his attention (and his offer of information) any PCs who have allied themselves to him. These PCs will have the *Ally of Thimme de Levine* on their adventure record from *FUR7-07*. If no PC is Thimme's ally then he addresses the PC who has the Pin de Levine. Read the following to that PC:

A moment before the space before you was devoid of any objects. Now, you can clearly discern a human head not 20 paces away and floating without apparent support. In fact, the head has a face you recognize: that of wizard Thimme de Levine. Odder still, the face turns you and begins to speak.

If the PC is an ally of Thimme de Levine, read the following:

"Well met, my friend. I applaud your recent success at the cottage of Helene the diviner. I have recently gleaned valuable information about a mutual enemy of ours that you are sure to find interesting. Is it safe to speak of it in mixed company?" The head glances pointedly at one of your companions.

If the PC is not an ally of Thimme but merely possesses a Pin de Levine, then read the following instead:

"So we meet again, <PC's Name>. I applaud your recent success at the cottage of Helene

the diviner. You should learn to trust me good [sir / lady]. You and I both have the good of Furyondy at heart. As evidence of my good intent, I'm willing to share some valuable information about an enemy of the state that you are sure to find interesting. Is it safe to speak of it in mixed company?" The head glances pointedly at one of your companions.

In both cases, the person Thimme does not trust is Velnethan if that NPC has joined the party. If not, then select a likely PC (e.g., a centaur, someone who chaotic in alignment, someone who is not a citizen of Furyondy, etc.). This untrustworthy PC should ideally be someone who did not play *FUR7-07 Of Noble Spirit* or *FUR6-06 Invocation and Intrigue*.

PCs who successfully make a DC 25 Spellcraft check recognize this spell as a much more powerful variant of the *message* spell. A DC 32 check is sufficient to identify it as the product of a *limited wish*. The "head" itself is an illusion and anyone speaking to it can recognize it as such with a DC 25 Will save.

Thimme will abide by whatever course of action the PC(s) deem fit. If they want him to speak to the whole party he does so. If they want him (well, his head anyway) to move out of earshot with only some party members he does that too. (The head has a range of about 50 ft.) If they ask him questions he answers them (see below). He pointedly complains if the PCs are taking too long to decide what to do. If they continue to delay for long after his complaint he simply disappears and the encounter ends.

Velnethan (if he is present) recognizes Thimme as one of Satiana's dearest enemies and guesses (correctly) that Thimme is here to share information about his mistress. If the PCs attempt openly discuss excluding Velnethan he attempts to dissuade them.

Why do you trust this wizard? Have you not heard of his loyalty with the traitor Karzalin? Have you heard the rumors of his treachery at the Needfest party? What can possibly come of this information but confusion and misdirection? I say we move on.

Velnethan protests but does not actively rebel if any PCs persist in moving out of earshot with Thimme.

Once the PCs are ready, Thimme relates his information:

Thimme's head assumes a sterner expression. "The oracle's kidnapper is none other than Satiana of the Reach. You will find her two days' ride to the south in an underground lair along the north side of the Att River, not far its source. Search for a wide beach whose stones are stained an unusual shade of deep orange. Beware this man who calls himself 'Nethan.' I believe he is an agent of Satiana. I wish you good luck with your quest.

If any player requests a Sense Motive check vs. Thimme, grant it but roll this check in secret. Then report that the PC detects no subterfuge on Thimme's part (which is the truth).

If pressed on the identity of Nethan, Thimme does not know of a "Velnethan", "Yelnethan" or "Zelnethan". He only has heard the name "Nethan."

If present, Velnethan protests vehemently and accuses the Thimme of being "a lying son of a kobold." Thimme ignores him. If requested, a DC 21 Sense Motive check reveals that Velnethan is nervous at Thimme's accusation and covering it up with his anger.

In addition to Thimme's information, the PCs may ask him other questions. Answers to a few of the likely ones are as follows:

Where is your body? / What is this spell?

"This is a spell that allows me to converse over long distances. The head you see is merely an illusion. My words, however, are as true as ever."

How do we know it's really you?

"Ask me something only you and I would know." (This is the real Thimme and he knows the answer to such questions.)

Why should we trust you?

"My words are truth. The rest is up to you"

Why don't you help us?

"After the incident at my manor during Needfest I have over a dozen... guests on my property searching it for more arcane contraptions and watching my every move. Not all these visitors have honorable intent. Until my name is cleared, I dare not leave the grounds unannounced and certainly not to a location unknown to them."

Development: Thimme ends his spell once it's clear the PCs are done answering questions or if they start asking too many questions. When this happens, proceed to Encounter 6 once the PCs continue on to the 'Nethans' lair.

6: Z IS FOR ZEALOT

If the PCs find directions to Nethan's lair and Velnethan is not with them, then Zelnethan approaches them as they get close (if Velnethan is with them, assume that Zelnethan beat them to the lair and skip this encounter). Read or paraphrase the following to the PCs:

You travel as quickly as possible to the environs of this lair where you hope to find the Oracle. The area is fairly rustic, a river valley leading down to the Att river, which flows by innocently enough.

Allow the PCs spot checks opposed by Zelnethan's Hide check to see if any PCs spot him hiding in wait. In the likelihood of the PCs spotting him, read or paraphrase the following:

You spot a familiar face hiding behind a tree nearby. He is dressed exactly as you met him before, twice—except his expression is different again. This fellow wears a very serious expression on his face as he notices your look and steps forward. "I am Zelnethan. I have come to save the day."

Creatures:

APL 6 (EL 9)

Zelnethan: male human diviner 1/duskblade 5; hp 41; *Appendix 1*.

APL 8 (EL 11)

Zelnethan: male human diviner 1/duskblade 7; hp 53; *Appendix 1*.

APL 10 (EL 13)

Zelnethan: male human diviner 1/duskblade 9; hp 67; *Appendix 1*.

APL 12 (EL 15)

Zelnethan: male human diviner 1/duskblade 11; hp 48; *Appendix 1*.

APL 14 (EL 17)

Zelnethan: male human diviner 1/duskblade 13; hp 41; *Appendix 1*.

Zelnethan is Nethan's conscience and zeal. He often does what he thinks is right but, due to a lack of guile, often makes foolish decisions. He is filled with bravado and self-confidence, though careful observers will note that he lacks the

common sense to make good use of that self-confidence effectively.

Zelnethan will announce to the PCs that he is here to help them rescue the Oracle. He can tell the PCs the following:

- His clone, Velnethan, captured the Oracle in alliance with the wizardess Satiana because the Oracle had found out that Satiana has close ties with Old Wicked.
- He does not know how long Satiana intends to hold the Oracle, and fears that she will kill her.
- He can help the PCs plan an attack on the place they are going, as it was his home.

Zelnethan will share his full story with the PCs (see the Adventure Background for detail). He is extremely eager to help the PCs and will assure them that his only desire is to do right.

If there are any female human or elven PCs who have a Charisma of 12 or higher (or female PCs of other races with Charisma 18 or higher), he will flirt shamelessly with them. He will never become lewd or crude, but he will try his best to secure an evening's dinner with the "lovely lady" to the point of being rather obnoxious.

Roleplay Zelnethan as dashing, loud and full of bravado, especially when flirting. Some examples of statements he would make are:

"A great wrong has been done, and we MUST, I say MUST undo it!"

"You are the vision of beauty, milady, a vision I would beg the honor of beholding for an evening's supper after we save Furyondy from evil."

If the PCs are rude to Zelnethan or present persistent distrust, then he chides them for their complacency and leaves them in a huff (only to show up later in Encounter 8).

Development: After this roleplaying and exposition encounter, proceed to Encounter Six.

7: ANGLES OF ATTACK

This is a free-form encounter that occurs once the reach Nethan's lair. Read the following:

As you have travelled west, the Att River has grown less and less languid as it splashes down the foothills of the Yatil Mountains. As the afternoon approaches a point halfway to the horizon, you find yourself on a high grassy bluff overlooking a particularly wide beach of deep orange sand and stones. Certainly this must be the place you seek.

To reach the lair, the PCs must climb down to the side of the bluff to the beach (a DC 15 Climb). Once there they will spot a couple of shallow caves. The largest of these contains a concealed entrance (Search DC 25) to lair where the Oracle of Istus is being held prisoner.

If Velnethan or Zelnethan is with the PCs, he provides them with this information before they climb down (negating the need for a Search check). They provide additional information, depending upon which companion the PCs have picked.

If the PCs are traveling with Velnethan, he describes the general layout of the lair (see *Appendix 5*). He does not mention the teleport doors or the presence of the other 'Nethans. He does not mention that the second room contains an elaborate trap. He also describes Satiana's room as a bed chamber and does not mention the wizard's presence there. Proactive Sense Motive and other techniques may allow the PCs extract additional information from Velnethan at your discretion but do not give this information away lightly.

If the PCs are traveling with Zelnethan, then use *Appendix 5* as a Player's Handout. Zelnethan provides the PCs with all the details about the lair that he knows including the nature of triangle room and the command words for its doors. He tells them about the trap in the second room and mentions that a "beautiful and terrible wizard" has taken up residence in the circular room. The PCs should immediately (and correctly) assume this is Satiana.

The PCs are welcome to plan as much as they wish with the information they have. This encounter is their cue that they should prepare for a fight.

Development: Once they enter the complex and reach the door to the triangle room, proceed to the next encounter.

8: THREE TIMES THE TROUBLE

The former lair of Nethan d'Velnaire is a set of tunnels carved in triangular shape from soft stone by unknown artisans a long time ago. Nethan made some small changes to the place, setting it up with living quarters and a laboratory for his magical work, but otherwise just enjoyed the natural oddity of the place.

When Satiana took up residence here under the hospitality of Velnethan, she decided more defenses were warranted. She placed a peculiar

enchantment on the door that she had concocted based on study of the legacy of the mad mage Castanamir. Castanamir had created a tower in which each door was actually a teleport leading to another door. Entering a door transported you to another room—but re-entering the door from which you came did not return you to the original locale but to a completely different room. Satiana thought it would be clever to create a variation on this theme, and enchanted each of the lair's three doors as a teleport with three possible destinations—one for each of the other doors and one leading out the other side of the door proper. A door could be "tuned" with the appropriate command word and would remain tuned to an appropriate destination until a command word was spoken to change the destination.

Satiana also realized what a threat that Yelnethan and Zelnethan posed to her, as they naturally knew about these defenses and could warn others about them. She got Velnethan to agree to be put into a deep trance, and studied his mind through use of *telepathy*. She worked out a means of blocking off part of Velnethan's mind from Yelnethan and Zelnethan. Then, using Nethan's old notes, she deduced a way to make Velnethan's personality dominant by means of a localized enchantment which would be difficult for them to resist. After performing the requisite enchantment on the walls of the lair, she then implanted into the "private" area of Velnethan's mind the swift-action spell that would enable Velnethan to take control of his "brothers."

At this point in the story, Satiana has already managed to lure Yelnethan into the lair and caught him with the enchantment. If Velnethan is traveling with the PCs, Zelnethan has also been lured & caught. If Zelnethan is traveling with the PCs, then he is walking into a trap with the PCs.

The Doors

Each door has three "settings" that are dependent on a command word to activate. The door destinations per setting and the command word are found in DM's Aid 2. The initial setting for each door is listed in bold in DM Aid 2. When one enters a door, they will emerge from the opposite side of the destination door. So, for example, if a PC enters door B for the first time from the south side, she will emerge from the north side of door C into the most central room.

A door's setting may be changed by uttering the command word as a free action within 30' of the door. The command word does not need to be spoken loudly—a whisper will suffice in range.

Important Note: The "brothers" will always

whisper the command word, requiring a DC 20 Listen check modified by distance for the PCs to hear it.

The function of the doors may not be detected as a trap. If a PC detects magic, the doors radiate moderate transmutation.

Entering the lair

Consult *Appendix 6* for a map of this lair and the associated passwords.

The PCs' primary physical means of entrance into the chamber is through door A on the south wall. As the door's setting is to transport to itself, the PCs will not notice anything unusual about the door until its proper command word is uttered.

When the PCs enter the chamber for the first time, ask for a marching order and then read or paraphrase the following:

The chamber your party enters is carved from relatively smooth stone, extending to the east and west in a passageway about 15' deep. The chamber is lit by magically-lit torches in sconces set every 10' along the wall on either side. The hallway stretches roughly 50' before turning at a sharp, pointed angle towards the north. There is one visible door on the north wall about 30' down the hall on the northern side of the hallway.

If the PCs enter with Zelnethan, he fails his Will save against Velnethan's enchantment (barring magical protections against enchantment or domination the PCs may have placed on him). read the following:

Zelnethan leads you into the hillside. He stops for a moment, as if taking in the environment. When the last of your party enters, he turns to you and, with an odd look on his face, says, "I am very sorry. Yallomag."

At this point, Zelnethan has set door A to push the PCs out the south end of door C. Ask the PCs to roll initiative.

If the PCs have placed magical protections against domination or enchantment on Zelnethan, instead read:

Zelnethan leads you into the hillside. He stops for a moment, as if taking in the environment. He then starts. "Something is terribly wrong! Prepare to defend yourselves!"

If the PCs enter with Velnethan, read or paraphrase the following:

Velnethan leads you into the hillside. He stops for a moment, as if taking in the environment. When the last of your party

enters, he turns to you and, with a mirthless grin on his face says, "You cannot be allowed to continue. Yallomag."

At this point, Zelnethan has set door A to push the PCs out the south end of door C. Ask the PCs to roll initiative.

Creatures:

APL 6 (EL 9)

Velnethan: male human diviner 1/duskblade 5; hp 41; *Appendix 1*.

Yelnethan: male human diviner 1/duskblade 5; hp 41; *Appendix 1*.

Zelnethan: male human diviner 1/duskblade 5; hp 41; *Appendix 1*.

APL 8 (EL 11)

Velnethan: male human diviner 1/duskblade 7; hp 53; *Appendix 1*.

Yelnethan: male human diviner 1/duskblade 7; hp 53; *Appendix 1*.

Zelnethan: male human diviner 1/duskblade 7; hp 53; *Appendix 1*.

APL 10 (EL 13)

Velnethan: male human diviner 1/duskblade 9; hp 67; *Appendix 1*.

Yelnethan: male human diviner 1/duskblade 9; hp 67; *Appendix 1*.

Zelnethan: male human diviner 1/duskblade 9; hp 67; *Appendix 1*.

APL 12 (EL 15)

Velnethan: male human diviner 1/duskblade 11; hp 81; *Appendix 1*.

Yelnethan: male human diviner 1/duskblade 11; hp 81; *Appendix 1*.

Zelnethan: male human diviner 1/duskblade 11; hp 48; *Appendix 1*.

APL 14 (EL 17)

Velnethan: male human diviner 1/duskblade 13; hp 41; *Appendix 1*.

Yelnethan: male human diviner 1/duskblade 13; hp 41; *Appendix 1*.

Zelnethan: male human diviner 1/duskblade 13; hp 41; *Appendix 1*.

Tactics:

At this point in time, the "brothers" know the PCs' capabilities fairly well. They will know which PCs are most likely to rush into melee, and will try to lure that PC into a situation where they are isolated with all three of them and fell her.

Yelnethan will initially cast *obscuring mist* once or twice to make it harder for the PCs to find the brothers, though trying to leave the doors unobscured. He will then move through door B to Hall 3. Velnethan will move as quickly as possible to door B to enter room C and ready a swift action to change the orientation of the door immediately upon the PCs' entry. (If Zelnethan is present and allied with Velnethan—see below—he will ready this action and Velnethan will ready an attack instead, channeling *shocking grasp* through his rapier.)

In general, Velnethan will attack most aggressively, channeling spells through this rapier, while Yelnethan will attack at range as much as possible. If in an area of obscuring mist, he will resort to melee attacks, and will move to aid Velnethan as much as possible with his own channeled spells.

Zelnethan's actions will depend on whether he is subject to Velnethan's control. If he is, he will join the others and use his spells primarily to buff Velnethan. If he made his Will save, Zelnethan will move with the PCs and aid them with buffs and other helpful spells as able. He is unable to attack his "brothers" but will do all he can to help the PCs do so.

If Velnethan is felled, the other 'Nethans under his control will continue to attack the PCs, as Velnethan's personality is instantly absorbed by the others. If both Velnethan and

If Velnethan or Yelnethan is felled, the other 'Nethans under his control will continue to attack the PCs, as Velnethan's personality is instantly absorbed by the others. If both Velnethan and Yelnethan are slain, Zelnethan will act differently—see Development below. None of the "brothers" will flee—all of them have a certain level of instinctive misery and desire to see their fragmented existence end, one way or the other.

Troubleshooting: The PCs may discover the trap door in room 3 and elect to use that to escape the triangular lair, either to force the "brothers" out of the lair or to avoid them. In this case, the "brothers" do not follow immediately, waiting for the PCs to deal with the encounter trap in Encounter Nine. They will follow the PCs and continue the combat once the normal duration of that trap has expired.

Development: If the PCs defeat the three "brothers," they are free to search the area and find the trap door, which is lightly concealed under a lab table (DC 10 Search check). Once they find this and open it, proceed to Encounter Nine.

If the PCs defeat Velnethan and Yelnethan before they defeat Zelnethan, read or paraphrase the following immediately:

The remaining foe stops in his tracks and drops to his knees. He puts his hands in his face and weeps loudly, paying you no heed.

At this point, Zelnethan has reabsorbed both of his "brothers" personality and is struggling against their urges in his mind. If PCs speak to him, he will ignore them, weeping and moaning incoherently. A DC 10 Heal check indicates that the man has been stunned by some traumatic mental state. If PCs attack him for lethal damage, this is an evil act at this stage—record this act on their Adventure Record. The PCs are free to find the trap door and proceed to Encounter Nine.

Treasure: Once defeated, the 'Nethans' equipment can be looted:

APL 6: Loot 9 gp; Coin 0 gp; Magic 1365 gp; 3 +1 *breastplates* (112 gp each), 3 *scrolls of fireball* (CL 10th) (62 gp each), 3 *scrolls of false life* (CL 10th) (41 gp each), 3 *scrolls of see invisibility* (12 gp each), 3 *Heward's handy haversacks* (166 gp each), *gloves of the starry sky* (91 gp), *arcanist's gloves* (41 gp; Total 1374 gp.

APL 8: Loot 9 gp; Coin 0 gp; Magic 1574 gp; 3 +1 *breastplates* (112 gp each), 3 *scrolls of fireball* (CL 10th) (62 gp each), 3 *scrolls of false life* (CL 10th) (41 gp each), 3 *scrolls of see invisibility* (12 gp each), 3 *Heward's handy haversacks* (166 gp each), *sandals of sprinting* (191 gp), *gloves of the starry sky* (91 gp), *arcanist's gloves* (41 gp; Total 1583 gp.

APL 10: Loot 9 gp; Coin 0 gp; Magic 1904 gp; 3 +1 *breastplates* (112 gp each), 3 *scrolls of fireball* (CL 10th) (62 gp each), 3 *scrolls of false life* (CL 10th) (41 gp each), 3 *scrolls of see invisibility* (12 gp each), 3 *Heward's handy haversacks* (166 gp each), *sandals of sprinting* (191 gp), *repelling gauntlets* (191 gp), *gloves of the starry sky* (91 gp), *arcanist's gloves* (41 gp), *ring of piercing spells* (166 gp; Total 1913 gp.

APL 12: Loot 9 gp; Coin 0 gp; Magic 2649 gp; 3 +1 *breastplates* (112 gp each), 3 *scrolls of fireball* (CL 10th) (62 gp each), 3 *scrolls of false life* (CL 10th) (41 gp each), 3 *scrolls of see invisibility* (12 gp each), 3 *Heward's handy haversacks* (166 gp each), *sandals of sprinting* (191 gp), *repelling gauntlets* (191 gp), *ring of the four winds* (166 gp), *gloves of the starry sky* (91 gp), *ring of silent spells* (166 gp), *boots of striding and springing* (458 gp), *arcanist's gloves* (41 gp), *ring of piercing spells* (166 gp; Total 2658 gp.

Detect Magic Results: +1 breastplates – faint transmutatio, scrolls of fireball (CL 10th) – faint evocation, scrolls of false life (CL 10th) – faint necromancy, scrolls of see invisibility – faint divination, Heward's handy haversacks – moderate conjuration, sandals of sprinting – faint transmutation, repelling gauntlets – moderate conjuration, ring of the four winds – faint abjuration, gloves of the starry sky – faint evocation, ring of silent spells – faint transmutation, boots of striding and springing – faint transmutation, arcanist's gloves – faint transmutation, ring of piercing spells – strong necromancy.

9: THERE'S ALWAYS A TRAP

The party enters the tunnel (area 4) down a ladder dropping 10' from the trap door in room 3. As soon as one of the PCs crosses the dotted line indicated on the Encounter Map, the trap is triggered.

Trap: Satiana has planted a complex enchantment that is designed to neutralize the PCs defenses before making them leave.

APL 6 (EL 8): *Dispel magic/lesser orb of acid* Trap, see Appendix 1

APL 8 (EL 10): *Dispel magic/scorching ray* Trap, see Appendix 1

APL 10 (EL 12): *Greater dispel magic/lightning bolt* Trap, see Appendix 1

APL 12 (EL 14): *Greater dispel magic/orb of force* Trap, see Appendix 1

The trap fires its spells at the PCs every round until it expires. The trap resets 10 rounds after it is set off. If the PCs are having difficulty with the trap, remind them that the trap's mechanisms can be attacked, as though it were a creature.

Troubleshooting: If the entire party is dropped by the traps, what happens to them depends on whether Zelnethan was the sole survivor or not. If Zelnethan was the sole survivor, he eventually finds them and gets the party out to receive help & healing. If Zelnethan did not survive, Satiana eventually finds the PCs and takes the most expensive item that each PC owns as punishment for trying to find her, then deposits the PCs a few miles away where they eventually receive help.

Development: Once the PCs bypass or defeat the trap, proceed to Encounter 9.

10: SATIANA HERSELF

At the rear of Nethan's lair is a short tunnel leading to a stout wooden door. Behind this door is Nethan's former bedchamber. Satiana has appropriated it as a lounge. (She's also done a fair amount of redecorating.)

After the previous encounter, the PCs ought to be pretty cautious. Satiana has cast *phantom trap* upon the door when, in fact, it is not only free of traps but also unlocked. Once they summon the courage to open the door, read the following:

The room beyond the wooden door is not lacking for a woman's touch. Tasteful tapestries with floral and feline themes line the walls and the floor is covered with multiple plush, lavender and green carpets. On your right, a golden harp is playing a pleasant canticle by itself. On your left a fine elf-wrought dresser with a large mirror reflects the light from two braziers. Before you an exceptionally attractive woman rests upon a divan casually stroking a white tiger behind the ears.

She gives a look of mild distaste as you enter before addressing you with serene sarcasm. "Adventurers. What a surprise... Do keep your filthy boots off my carpets."

Any PC who has played *FUR6-06 Invocation and Intrigue* or *FUR7-01 A Tune of Transmutation* immediately recognizes Satiana. Otherwise a DC 12 Knowledge (local [Iuz's Border States]) check is needed.

Satiana makes no move to attack though she certainly is wary of the PCs. (A successful Sense Motive check versus her Bluff reveals this.) During their fight with the 'Nethans she cast several defensive spells upon herself.

Satiana is happy to make small talk until the PCs threaten her or ask her about the Oracle. When that happens she says the following:

"The Oracle of Istus still lives at the moment. I can't guarantee that will be so if you are too obtuse to do anything but solve problems with your uninspiring weapons and spells. Relax. Be seated. Let's talk about our future and the fate of Istus' chosen."

Satiana wants to negotiate. She has two pieces of negotiating collateral:

- Only Satiana knows where the Oracle is imprisoned. The Oracle is safe for the next 90 minutes or so. After that she is likely to “perish due to exposure.” Satiana will not reveal more than this. (DM’s Note: The Oracle’s actual location is about 5 feet under the stone floor in a cavity made via *stone shape* spells.)
- Satiana has strong evidence that Thimme is in league with Prince Thrommel. She reveals this to them at an appropriate time (see below).

The PCs have these pieces of negotiating collateral:

- They have pointy objects and spells that can hurt her.
- They know she has performed an illegal act (kidnapping). PCs who played *FUR7-03 Illusions and Dreams* may also have evidence that she is in league with agents of luz.

She will let the Oracle go free on these conditions:

- They do not harm her or rob her.
- At least one PC must ally with Satiana against Thimme de Levine. She will initially suggest that all the PCs ally with her but will settle for one, especially if he’s a human, elf or half-elf male who is fairly handsome. (Note: Allying with Satiana is a direct violation of any PC’s oath to ally with Thimme that was made in *FUR7-08 Of Noble Spirit*.)
- They do not take her to any authorities or to Thimme de Levine. If the PCs insist on taking her into their personal custody until the Chamber position is filled, she will agree to it *only* if her “jailer” is a human/elf/half-elf male with a Charisma of at least 14 and a Strength of at least 10. In fact, if such a jailer exists she promptly suggests the idea! This “jailer” must agree to keep Satiana imprisoned in his personal abode and appropriately “entertained”. PCs who are successful at this may receive a boon. (See the adventure record for details).
- All the PCs agree to hide her crimes from Telmus and the Mage Council, at least until the Chamber position is filled. (They can tell Thimme who already knows anyway.)

Do not just read off this list of conditions. Role-play the negotiation with Satiana as you see fit. If any PC insinuates that she is in league with luz,

she responds with these words spoken in firm sincerity:

“I don’t know what you think you know; but let me be absolutely clear about my allegiances. I am not in league with the Old One or any of his minions. I made the mistake of thinking that I could trade knowledge with one of the Empire’s wizards. That was a mistake. I know that now. There will be no more communication between us. Furyondy has my true loyalty and it was never my intent to hurt her.”

A successful Sense Motive vs. Satiana’s Bluff reveals that she’s not fully confident in this statement. First, her loyalty to herself is stronger than her loyalty to her country. Second, the wizard she’s been trading secrets with is none other than luz’s Boneheart Null and she fears that Null will retaliate when she ceases their relationship.

If the PCs ask, she’s been sharing information about the goings on in Furyondy’s government (i.e., Satiana was a spy). The secrets she was receiving were arcane in nature and she will not share the details of those with the PCs. Nor will she reveal the identity of the other wizard.

If the PCs show allegiance to Thimme de Levine or are unanimously balking at allying with her then she offers them a dose of proof of Thimme’s wrongdoing. She offers this proof to the most charismatic arcane spellcaster first. If no such PC is in the party, select someone who is close enough.

“It is Thimme de Levine, not me, who is no friend of Furyondy. I find it ... disappointing that you haven’t figured that out by now. Must I take you by the hand and lead you to such an apparent conclusion? See the rosemary-colored bottle on the dresser. Take it in your hand. Tell it that you love me and it will show you something most interesting.”

The rosemary-colored bottle is a *thought bottle* that contains a rather interesting memory. A PC who picks it up and speaks the command word (“love”) receives *Player’s Handout #6*. Only that PC’s player may read the handout. That PC is also entitled to a DC 35 Knowledge(arcana) or bardic knowledge check to identify the bottle for what it is and will also know that it can not hold false memories. Satiana will tell them about the bottle and its properties if they ask.

Once the one PC has experienced the memory in the *thought bottle*, it is gone. No other PC can experience it.

Throughout the negotiation, Satiana does not lie to the PCs but does not volunteer information to them if they don't ask for it.

Creatures: Satiana and her familiar are the only creatures in this room.

All APLs (EL 12)

Satiana: female human enchanter 12; hp 61; Appendix 1.

Tactics: Ultimately, this encounter may devolve into a fight. Satiana does not want that but realizes she may be attacked. She used the time while the PCs were fighting the 'Nethans to cast her long term buff spells. Satiana is no battlemage and, in fact, does not like harming others directly. She relies mostly upon her *contingency* spell which teleports her to safety if she feels she is in danger. If that fails, she casts what spells she can to make "allies" among those with low will saves.

Treasure: While Satiana has magical items and several expensive items of jewelry, this is intended to be a non-combat encounter.

Development: Proceed to the conclusion once the negotiation is complete (one way or another).

CONCLUSION

Once you have completed the conclusion, if this is the premiere, please complete the Critical Event Summary and return it to the Furyondy Plots coordinator, John du Bois, or RPGA HQ. Please make the players aware you are completing this bit of paperwork and that their actions do make a difference. Any PC actions that are not adequately covered by the questions but may become relevant in future modules should be mentioned in your response.

Once the PCs return to Chendl, Telmus listens quietly as their recount the details of their eventful visit to Helene's cottage the adventure involving the 'Nethans. If time is available, feel free to role-play this final encounter with Telmus.

If Helene is still alive, gather feedback from each player about what they recommend to the Mage Council regarding her as a potential member of the Chamber of Four. Telmus *insists* that each PC give a recommendation for or against (no abstentions). This is what they are being paid for after all. PCs that still refuse to give

a non-neutral opinion do **not** receive the *Influence with the Furyondy Mage Council* on their Adventure Record.

To conclude the adventure, read the PCs the texts below that correspond to their actions and outcomes.

If the majority of the PCs voted in favor of Helene:

Telmus regards you with a look of mild relief. "At last!, we appear to have a candidate who is universally well-regarded by the various interviewers. I will be certain that your opinions reach my superiors, though I'm not sure what the final outcome will be given her inexperience."

If the majority of the PCs voted against Helene (or it was a tie):

Telmus looks unsurprised by your review of Helene. "There was a time when I thought we were certain to find someone who was universally liked. It appears our 'best' choices are a former minion of luz and a conjurer whose sanity is in question. I'm not sure what my superiors will make of this dilemma."

If the PCs successfully rescued the Oracle of Istus:

"They will at least be pleased that you've managed to rescue the Oracle from her kidnapper."

If the Oracle was not rescued:

"The loss of the Oracle of Istus will not make their decision any easier"

Always read the following:

"In any case, the good news for all of us is that there will be no more interviews. I must say that the last two years have been...interesting."

If any of the PCs have played the majority of the adventures in the story arc:

I do hope I see you at the Felldrake Inn from time to time. Despite your eccentricities, I can not deny that your skills and insight have been a priceless aid to Furyondy. It's a shame that I won't be summoning you to the aid of my organization again any time soon."

Always read the following:

"Thank you again for your service. If for some reason the Mage Council has need of you again I will be sure to contact you."

GUIDELINES FOR DISTRIBUTING ADVENTURE RECORD ITEMS

Influence with the Furyondy Mage Council: PCs receive this AR item if they did not insist on negotiating their pay up front and interviewed Helene and registered a clear opinion for or against her.

Ally of Satiana: PCs who agreed to ally with Satiana receive this item.

Respect of Satiana or Thrall of Satiana: If a PC agrees to be Satiana's jailer until the Chamber issue has been resolved then he must resist her attempts to seduce him. This requires two DC 22 Will saves and a successful opposed Int check. Success means the PC gains the "Respect of Satiana." Failure means that he becomes a "Thrall of Satiana."

Enemy of Satiana: If the party attacked Satiana and/or betrayed her role in the kidnapping to Telmus (or any other Furyondy authority) then they receive this item.

Influence Point with the <fill in the blank> Metaorganization: PCs may earn an influence point with one of Furyondy's meta-organizations. A PC can only earn one influence point regardless of how many organizations they are members of. Specific criteria for earning this influence points are listed below:

- Members of the Church of Rao, Tritherion St. Cuthbert, Pelor or FAST-C receive this favor from their organization if the majority of the party recommended in favor of Helene's selection for the Chamber of Four.
- Members of the Church of Heironeous or Mayaheine receive this favor from their organization if the majority of the party recommended against Helene's selection for the Chamber of Four.

Ire of Istus: If the PCs take any items belonging to Helene or the Oracle of Istus they receive this curse (even if the previous owner is dead).

Violated an Oath: This goes to any PC who agreed to ally with Satiana even though they allied with Thimme de Levine in *FUR7-07 Of Noble Spirit*. Such PCs also immediately lose the benefits of the *Ally of Thimme de Levine* entry on that previous adventure record. Cross it off.

Gratitude of Nethan: This is awarded to all PCs in the party under the following conditions:

- The PC agreed to ally with one of the 'Nethans and was never openly hostile to him.
- The 'Nethan that the PC allied with survived the adventure.
- The other two 'Nethans were killed.

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.

2: Too Many Visitors

Defeat Zargas and Bremen

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

8: Three Times the Trouble

Either defeat or ally with each of the three parts of Nethan d'Veinaire

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

9: There's Always a Trap

Survive the trap

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

Discretionary roleplaying award

APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP

Total possible experience:

APL 6	900 XP
APL 8	1140 XP
APL 10	1380 XP
APL 12	1620 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of

their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

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

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

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

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

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

1: An Appointment with an Old Friend

APL 6: Loot – 0 gp, Coin – 50 gp, Magic – 0 gp.

APL 8: Loot – 0 gp, Coin – 67 gp, Magic – 0 gp.

APL 10: Loot – 0 gp, Coin – 83 gp, Magic – 0 gp.

APL 12: Loot – 0 gp, Coin – 100 gp, Magic – 0 gp.

2: Too Many Visitors

APL 6: Loot 178 gp; Coin 5 gp; Magic 108 gp; *potion of cure moderate wounds* (25 gp), *pearl of power*(1st) (83 gp); Total 291 gp.

APL 8: Loot 53 gp; Coin 5 gp; Magic 1160 gp; +1 full plate mail (220 gp), *potion of cure moderate wounds* (25 gp), *gloves of fortunate striking* (166 gp), *pearl of power*(1st) (83 gp) , *pearl of power* (2nd) (333 gp) , *headband of intellect* +2 (333 gp); Total 1218 gp.

APL 10: Loot 52 gp; Coin 5 gp; Magic 1294 gp; +1 full plate mail (220 gp), +1 *heavy steel shield* (97 gp), *potion of cure serious wounds* (62 gp), *gloves of fortunate striking* (166 gp), *pearl of power*(1st) (83 gp) , *pearl of power* (2nd) (333 gp) , *headband of intellect* +2 (333 gp); Total 1351 gp.

APL 12: Loot 27 gp; Coin 5 gp; Magic 2540 gp; +1 full plate mail (220 gp), +1 *flail* (192 gp), +1 *heavy steel shield* (97 gp), *potion of cure critical wounds* (116 gp), *gloves of fortunate striking* (166 gp), *pearl of power*(1st) (83 gp) , *pearl of power* (2nd) (333 gp) , *headband of intellect* +4 (1333 gp); Total 2572 gp.

8: Three Times the Trouble

APL 6: Loot 9 gp; Coin 0 gp; Magic 1365 gp; 3 +1 *breastplates* (112 gp each), 3 *scrolls of fireball* (CL 10th) (62 gp each), 3 *scrolls of false life* (CL 10th) (41 gp each), 3 *scrolls of see invisibility* (12 gp each), 3 *Heward’s handy haversacks* (166 gp each), *gloves of the starry sky* (91 gp), *arcanist’s gloves* (41 gp); Total 1374 gp.

APL 8: Loot 9 gp; Coin 0 gp; Magic 1574 gp; 3 +1 *breastplates* (112 gp each), 3 *scrolls of fireball* (CL 10th) (62 gp each), 3 *scrolls of false life* (CL 10th) (41 gp each), 3 *scrolls of see invisibility* (12 gp each), 3 *Heward’s handy haversacks* (166 gp each), *sandals of sprinting* (191 gp), *gloves of the starry sky* (91 gp), *arcanist’s gloves* (41 gp); Total 1583 gp.

APL 10: Loot 9 gp; Coin 0 gp; Magic 1904 gp; 3 +1 *breastplates* (112 gp each), 3 *scrolls of fireball* (CL 10th) (62 gp each), 3 *scrolls of false life* (CL 10th) (41 gp each), 3 *scrolls of see invisibility* (12 gp each), 3 *Heward’s handy haversacks* (166 gp each), *sandals of sprinting* (191 gp), *repelling gauntlets* (191 gp), *gloves of the starry sky* (91 gp), *arcanist’s gloves* (41 gp), *ring of piercing spells* (166 gp); Total 1913 gp.

APL 12: Loot 9 gp; Coin 0 gp; Magic 2649 gp; 3 +1 *breastplates* (112 gp each), 3 *scrolls of fireball* (CL 10th) (62 gp each), 3 *scrolls of false life* (CL 10th) (41 gp each), 3 *scrolls of see invisibility* (12 gp each), 3 *Heward’s handy haversacks* (166

gp each), *sandals of sprinting* (191 gp), *repelling gauntlets* (191 gp), *ring of the four winds* (166 gp), *gloves of the starry sky* (91 gp), *ring of silent spells* (166 gp), *boots of striding and springing* (458 gp), *arcanist's gloves* (41 gp), *ring of piercing spells* (166 gp); Total 2658 gp.

Total Possible Treasure

APL 6: Loot 187 gp; Coin 55 gp; Magic 1473 gp; Total 1715 gp.

APL 8: Loot 61 gp; Coin 72 gp; Magic 2734 gp; Total 2867 gp.

APL 10: Loot 61 gp; Coin 88 gp; Magic 3198 gp; Total 3347 gp.

APL 12: Loot 36 gp; Coin 105 gp; Magic 5189 gp; Total 5330 gp.

ADVENTURE RECORD ITEMS

Influence with the Furyondy Mage Council: If you have the Ring of the Arcane you may expend this influence point and 2000 gp to upgrade the ring with the ability to cast *detect magic* an unlimited number of times per day.

Ally of Satiana: As an ally of Satiana you gain access to the following spells: from *Complete Mage—true casting*, *allied footsteps*, *spellcaster's bane*; from *Spell Compendium—assay spell resistance*, *probe thoughts*.

Respect of Satiana: You gain a +4 bonus on saving throws vs. enchantment for the next five adventures.

Thrall of Satiana: While watching Satiana, you've succumbed to her "robust" affection! To cover the cost of this boon, you must pay luxury upkeep for the next five adventures. You also gain a -4 circumstance penalty to saving throws vs. enchantment and a +2 circumstance bonus to your Constitution for that same period. You'll need it.

Enemy of Satiana: Watch your back.

Ire of Istus: During the first combat you fight following this AR, you are treated as though you are under the effect of an *unluck* spell (SpC 227).

Influence Point: You have earned an influence point with the religious metaorganization listed

below. You may spend this point to have the church to place a blessing on you. This blessing allows you spend an immediate action to gain the effects of any divine spell of 4th level or lower that does not require a costly material component (CL 7th). Once you spend this immediate action the blessing is lost and can not be used again. However, you may expend up to four additional influence points with the same organization to allow you to use the blessing one additional time for each additional influence point spent. All the influence points you spend with this favor must be spent all at once (i.e., you can not retroactively add "charges" to your blessing).

Metaorg: _____
Number _____ of _____ Influence _____ Points
Spent: _____

Violated an Oath: As a result of your betrayal, a kolyarut has placed a *mark of justice* (CL 17th) upon you. This mark activates the next time you knowingly take any further action that opposes Thimme de Levine and/or aids his enemy.

Gratitude of Nethan: You gain access to the duskblade base class as well as all spells on the duskblade spell list in PHB 2, but only for the purpose of casting those spells as a duskblade.

ITEM ACCESS

APL 6:

- *Arcanist's gloves* (Adventure; MIC, 500 gp)
- *Gloves of the starry sky* (Adventure; MIC; 1100 gp)

APL 8 (all of APL 8 plus the following):

- *Gloves of fortunate striking* (Adventure; MIC; 2000 gp)
- *Sandals of sprinting* (Adventure; MIC; 2300 gp)

APL 10 (all of APLs 6-8 plus the following):

- *Repelling Gauntlet* (Adventure; MIC; 2300 gp)
- *Ring of piercing spells* (Adventure; MIC; 2000 gp)

APL 12 (all of APLs 6-10 plus the following):

- *Ring of silent spells* (Adventure; MIC; 2300 gp)
- *Ring of the four winds* (Adventure; MIC; 2000 gp)
- *Boots of striding and springing* (Adventure; MIC; 5500 gp)

APPENDIX 1: ALL APLS

2: TOO MANY VISITORS

THE ORACLE OF ISTUS

CR 4

Female human cleric 4

N Medium humanoid (human)

Init +0; Senses Spot +4, Listen +4

Languages Common, Baklunish

AC 10, touch 10, flat-footed 10

hp 27 (4 HD)

Fort +5, Ref +1, Will +8

Speed 30 ft. (6 squares)

Melee dagger +2 (1d4-1)

Ranged dagger +3 (1d4-1)

Base Atk +3; Grp +2

Special Actions spontaneous casting, turn undead 5/day (+2, 2d6+6, cleric level 4)

Cleric Spells Prepared (CL=4th):

2nd—*augury*^P, *silence*, *spiritual weapon*, *status*

1st—*bleed*, *detect evil*, *obscuring mist*, *omen of peril*^P, *sanctuary* (DC 15)

0—*detect poison*, *guidance*, *light*

D: Domain spell. Deity: Istus. Domains: Destiny, Oracle

Abilities Str 8, Dex 10, Con 12, Int 13, Wis 18, Cha 14

Feats Greater Spell Focus (Divination), Scribe Scroll, Spell Focus (Divination)

Skills Concentration +8, Diplomacy +9, Knowledge (Arcana) +4, Knowledge (History) +5, Knowledge (Religion) +5, Knowledge (The Planes) +4

Possessions dagger, 4 gp, gold holy symbol, *periapt of wisdom* +2

HELENE

CR 9

Female human diviner 9

NG Medium humanoid (human)

Init +1; Senses Spot +1, Listen +1

Languages Common, Celestial, Elven

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 *greater mage armor*)

hp 42 (9 HD)

Fort +5, Ref +4, Will +7

Speed 30 ft. (6 squares)

Base Atk +4; Grp +3

Atk Options Extend Spell

Wizard Spells Prepared (CL=9th):

5th—*contact other plane*, *teleport*

4th—*detect scrying*, *resilient sphere* (DC 17), *scrying* (DC 19)

3rd—*arcane sight*, *clairaudience/clairvoyance*, *greater mage armor*, *nondetection*, *tongues*

2nd—*invisibility*, *locate object*, *protection from arrows*, *see invisibility*, *web* (DC 15), *whispering wind*

1st—*comprehend languages*, *identify*, *magic missile*, *mount*, *protection from evil*, *unseen servant*

0—*dancing lights*, *detect magic*, *light*, *mage hand*, *prestidigitation* (DC 13)

Abilities Str 8, Dex 13, Con 14, Int 17, Wis 12, Cha 10

SQ summon familiar

Feats Extend Spell, Greater Spell Focus (Divination), Greater Spell Penetration, Improved Familiar, Scribe Scroll, Spell Focus (Divination), Spell Penetration

Skills Decipher Script +6, Knowledge (Arcana) +15, Knowledge (Architecture and Engineering) +6, Knowledge (Dungeoneering) +6, Knowledge (Geography) +6, Knowledge (History) +7, Knowledge (Local, Iuz Border States) +7, Knowledge (Nature) +7, Knowledge (Nobility and Royalty) +6, Knowledge (Religion) +11, Knowledge (The Planes) +10 Spellcraft +17

Quentzlas (Pseudodragon Familiar)

CR -

Tiny Dragon

Note: Quentzlas is not present for this adventure. He fled seeking help when Helene was attacked and does not return until after the PCs leave.

10: SATIANA HERSELF

SATIANA

CR 12

Female human enchanter 12

CN* Medium humanoid (human)

Init +0; Senses Spot +1, Listen +1

Languages Common, Elven, Ancient Suel

*Currently detects as Lawful Good due to *misdirection* spell

AC 20, touch 12, flat-footed 20

(+2 deflection, +2 natural, +6 *greater mage armor*)

hp 61 (12 HD); DR 10/adamantine from *stoneskin*

Fort +10, Ref +8, Will +13 (includes *heroism*)

Speed 30 ft. (6 squares)

Melee quarterstaff +1 +8/+3 (1d6+1)

Base Atk +6; Grp +5

Atk Options Heighten Spell, Silent Spell

Combat Gear *potion of glibness* (DC 17, ×2)

Wizard Spells Prepared (CL=12th):

6th—*contingency*, *heightened dominate person* (DC 22), *mass suggestion* (DC 22)

5th—*false vision*, *feeblemind* (DC 21), *hold monster* (DC 21), *teleport*

4th—*charm monster* (DC 20), *silent dispel magic*, *dimension door*, *resilient sphere* (DC 18), *stoneskin*

3rd—*clairaudience/clairvoyance*, *deep slumber* (DC 19), *greater mage armor*, *heroism*, *hold person* (DC 19), *suggestion* (DC 19)

2nd—*daze monster* (DC 18), *glitterdust* (DC 16), *misdirection*(lawful—good), *phantom trap*, *see invisibility*, *web* (DC 16)

1st—*charm person* (DC 17), *disguise self*, *hypnotism* (DC 17), *mage armor*, *shield*, *unseen servant*

0—*arcane mark*, *dancing lights*, *daze* (DC 16), *detect magic*, *light*

Abilities Str 8, Dex 10, Con 14, Int 18, Wis 12, Cha 20

Feats Greater Spell Focus (Enchantment), Heighten Spell, Persuasive, Scribe Scroll, Silent Spell, Skill Focus (Spellcraft), Skill Focus (Bluff), Spell Focus (Enchantment), Improved Familiar(Tiger)

Skills Bluff +20 (+50 if attempting to sound truthful due to *glibness*), Concentration +17, Diplomacy +14, Handle Animal +10, Intimidate +14, Knowledge (Arcana) +19, Knowledge (Local) +5, Knowledge (Nobility and Royalty) +6, Knowledge (The Planes) +5, Sense Motive +4, Spellcraft +24

Possessions *circlet of persuasion*, *cloak of charisma* +2, *amulet of natural armor* +2, *ring of protection* +2, *ring of counterspells(greater dispel magic)*, *quarterstaff* +1, *vest of resistance* +2, *wand of stone shape* (6 charges)

KITTY (SMALL TIGER* FAMILIAR) CR -

Male animal

N Medium animal

Init +4; **Senses** Spot +6, Listen +6, low-light vision, scent

Languages none

*Due to his small size, he has leopard stats

AC 21, touch 14, flat-footed 17
(+4 Dex, +7 natural)

hp 30 (12 HD)

SR 17

Fort +6, **Ref** +8, **Will** +9

Speed 40 ft. (8 squares), climb 20 ft. (4 squares)

Melee bite +10 (1d6+3)

Base Atk +6; **Grp** +5

Special Attacks improved grab, pounce, rake
(1d3+1)

Abilities Str 16, Dex 19, Con 15, Int 11, Wis 12, Cha 6

SQ deliver touch spells, empathic link with Satiana, improved evasion, speak with master, speak with felines, rcane attunement, armored mage

Feats Alertness, Weapon Finesse

Skills Balance +12, Climb +11, Hide +8 (+12 in tall grass and undergrowth), Jump +11, Listen +6, Move Silently +8, Spot +6

Possessions fire opal and diamond studded collar
(2100 gp)

—

2: TOO MANY VISITORS

BREMEN

CR 6

Male dwarf fighter 6

N Medium humanoid (dwarf)

Init +6; **Senses** darkvision 60 ft., Spot -1, Listen -1

Languages Common, Dwarven, Undercommon

AC 21, touch 11, flat-footed 20; **Combat Expertise**, Dodge, +4 vs. giants
(+1 Dex, +8 armor, +2 shield)

hp 64 (6 HD)

Fort +8, **Ref** +4, **Will** +1 (+2 against poison, +2 against spells and spell-like effects)

Speed 20 ft. (4 squares)

Melee masterwork light flail +9/+4 (1d8+2)

Ranged shortbow +8/+3 (1d6)

Base Atk +6; **Grp** +8

Atk Options +1 against orcs and goblinoids, **Combat Expertise**, **Combat Reflexes**, **Improved Trip**,

Combat Gear *potion of cure moderate wounds*

Abilities Str 15, Dex 14, Con 16, Int 13, Wis 8, Cha 6

SQ stonemasonry

Feats **Combat Expertise**, **Combat Reflexes**, **Dodge**, **Improved Combat Expertise**, **Improved Initiative**, **Improved Toughness**, **Improved Trip**

Skills **Handle Animal** +7, **Jump** -3, **Ride** +13

Possessions arrows (x20), full plate mail, masterwork light flail (x2), heavy steel shield, shortbow

ZARGAS

CR 6

Male human cleric 3/wizard 3

N Medium humanoid (human)

Init +5; **Senses** Spot +2, Listen +2

Languages Common, Draconic, Flan, Old Oeridian

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 *mage armor*)

hp 33+8 *from false life* (6 HD)

Fort +5, **Ref** +3, **Will** +8

Speed 50 ft. (10 squares)

Melee morningstar +3 (1d8)

Base Atk +3; **Grp** +3

Atk Options **Empower Spell**

Special Actions spontaneous casting, turn undead
2/day (-1, 2d6+2, cleric level 3)

Combat Gear *pearl of power* (1st-level spell, **already used today**)

Cleric Spells Prepared (CL=3rd):

2nd—*hold person* (DC 14), *locate object*^P, *silence*

1st—~~*bane* (DC 13)~~, ~~*longstrider*^P~~, ~~*sanctuary* (DC 13)~~,
shield of faith

0—*detect magic*, *light*, *mending*, *resistance*

Wizard Spells Prepared (CL=6th):

2nd—~~*false life*~~, *glitterdust* (DC 15)

1st—*grease* (DC 14), ~~*mage armor*~~, *ray of enfeeblement*

0—*arcane mark*, *mage hand*, *open/close*, *read magic*

D: Domain spell. Deity: Farlanghn. Domains: Celerity, Travel

Abilities Str 10, Dex 12, Con 13, Int 16, Wis 14, Cha 8

SQ summon familiar

Feats **Empower Spell**, **Improved Initiative**, **Practiced Spellcaster**(Wizard), **Scribe Scroll**, **Sculpt Spell**,

Skills **Concentration** +10, **Jump** +11, **Knowledge** (Arcana) +11, **Knowledge** (The Planes) +11, **Knowledge** (Religion) +9, **Spellcraft** +14

Possessions 30 gp, *holy symbol*, morningstar

VELNETHAN

CR 6

Male human (mixed) diviner 1/duskblade 5

N Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Elven, Old Oeridian, Abyssal

AC 18, touch 12, flat-footed 16

(+2 Dex, +5 armor, +1 shield)

hp 41 (6 HD)

Fort +6, **Ref** +3, **Will** +5

Speed 20 ft. in *breastplate* +1 (4 squares), base movement 30 ft.

Melee rapier +7 (1d6/18-20)

Base Atk +5; **Grp** +5

Atk Options **Spells**, arcane channeling, quick cast

Special Actions Telepathic link

Combat Gear *breastplate* +1, buckler, rapier, *scroll of fireball* (7th level), *scroll of false life* (7th level), *scroll of see invisibility*

Forbidden School Enchantment

Class Spells Prepared (CL 4th):

1st—*true strike*, *persistent blade*, *ray of flame*

0—*mage hand*, *detect magic*, *prestidigitation*

AND

Class Spells Known (CL 6th):

2nd (3/day)—*dimension hop*

1st (6/day)—*lesser deflect*, *kelgore's fire bolt*, *obscuring mist*, *shocking grasp*, *swift expeditious retreat*

0 (6/day)—*acid splash*, *touch of fatigue*

† Already cast

Spell-Like Abilities (CL 6th):

6/day in total—*dancing lights*, *flare*, *ghost sounds*, *read magic*

† Already cast

Abilities Str 10, Dex 14, Con 14, Int 16, Wis 12, Cha 8

SQ Arcane attunement, armored mage

Feats **Close-Quarters Fighting**, **Combat Casting**, **Combat Expertise**, **Practiced Spellcaster**, **Scribe Scroll**, **Weapon Finesse**

Skills **Concentration** +10 (+14 casting defensively), **Decipher Script** +7, **Diplomacy** +1, **Gather Information** +1, **Knowledge** (arcana) +12, **Knowledge** (local) +12, **Sense Motive** +6, **Spellcraft** +9,

Possessions combat gear plus *handy haversack*

Spellbook spells prepared plus 1—*identify, comprehend languages, feather fall, persistent blade, ray of flame, sonic blast*

Arcane Attunement: (Sp): This duskblade can use the spell-like powers *dancing lights, flare, ghost sound* and *read magic* a combined 6 times per day. These spell-like powers do not count against a duskblade's spells known or spells per day.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's training, however, allows them to avoid arcane spell failure so long as you stick to light armor and light shields at 1st level, and medium armor at 4th level.

Arcane Channeling (Su): Beginning at 3rd level, a duskblade can use a standard action to cast any touch spell she knows and deliver the spell through her weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful he attack deals damage normally; then the effect of the spell is resolved.

Quick Cast: Beginning at 5th level, a duskblade can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

Telepathic Link (Ex): Velnethan is permanently united with his clones by a powerful telepathic link. Velnethan can read the thoughts of either of his clones at all times as a free action, irregardless of location and may communicate with either of them as well as a free action. This effect may only be suppressed by use of a *wish* or *miracle*.

Power-Up Suite (false life, see invisibility):

hp 41 (6 HD) + 11 temporary

Physical Description: TBD

YELNETHAN

CR 6

Male human (mixed) diviner 1/duskblade 5

N Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Elven, Old Oeridian, Abyssal

AC 18, touch 12, flat-footed 16

(+2 Dex, +5 armor, +1 shield)

hp 41 (6 HD)

Fort +6, **Ref** +3, **Will** +5

Speed 20 ft. in *breastplate* +1 (4 squares), base movement 30 ft.

Melee rapier +7 (1d6/18-20)

Base Atk +5; **Grp** +5

Atk Options Spells, arcane channeling, quick cast

Special Actions Telepathic link

Combat Gear *breastplate* +1, buckler, rapier, scroll of fireball (7th level), scroll of false life (7th level), scroll of invisibility, ~~2 scrolls of dimension door~~ (used in taking the Oracle away), *gloves of the starry sky*

Forbidden School Enchantment

Class Spells Prepared (CL 4th):

*1st—*true strike, shield, nerveskitter*

0—*mage hand, detect magic, prestidigitation*

*gloves turn any of these to *magic missile*

AND

Class Spells Known (CL 6th):

2nd (3/day)—*dimension hop*

1st (6/day)—*lesser deflect, kelgore's fire bolt, obscuring mist, shocking grasp, swift expeditious retreat*

0 (6/day)—*acid splash, touch of fatigue*

‡ Already cast

Spell-Like Abilities (CL 6th):

6/day in total—*dancing lights, flare, ghost sounds, read magic*

‡ Already cast

Abilities Str 10, Dex 14, Con 14, Int 16, Wis 12, Cha 8

SQ Arcane attunement, armored mage

Feats Close-Quarters Fighting, Combat Casting, Combat Expertise, Practiced Spellcaster, Scribe Scroll, Weapon Finesse

Skills Concentration +10 (+14 casting defensively), Decipher Script +7, Diplomacy +1, Gather Information +1, Knowledge (arcana) +12, Knowledge (local) +12, Sense Motive +6, Spellcraft +9,

Possessions combat gear plus *handy haversack*

Spellbook spells prepared plus 1—*identify, comprehend languages, feather fall, shield, nerveskitter*

Arcane Attunement: (Sp): This duskblade can use the spell-like powers *dancing lights, flare, ghost sound* and *read magic* a combined 6 times per day. These spell-like powers do not count against a duskblade's spells known or spells per day.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's training, however, allows them to avoid arcane spell failure so long as you stick to light armor and light shields at 1st level, and medium armor at 4th level.

Arcane Channeling (Su): Beginning at 3rd level, a duskblade can use a standard action to cast any touch spell she knows and deliver the spell through her weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful he attack deals damage normally; then the effect of the spell is resolved.

Quick Cast: Beginning at 5th level, a duskblade can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

Telepathic Link (Ex): Yelnethan is permanently united with his clones by a powerful telepathic link. Yelnethan can read the thoughts of either of his

clones at all times as a free action, irregardless of location and may communicate with either of them as well as a free action. This effect may only be suppressed by use of a *wish* or *miracle*.

Power-Up Suite (false life, shield, invisibility):

AC 23, touch 16, flat-footed 21

6: Z IS FOR ZEALOT

VELNETHAN & YELNETHAN: SEE ENCOUNTER 2

ZELNETHAN

CR 6

Male human (mixed) diviner 1/duskblade 5

N Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Elven, Old Oeridian, Abyssal

AC 18, touch 12, flat-footed 16

(+2 Dex, +5 armor, +1 shield)

hp 41 (6 HD)

Fort +6, **Ref** +3, **Will** +5

Speed 20 ft. in *breastplate* +1 (4 squares), base movement 30 ft.

Melee rapier +7 (1d6/18-20)

Base Atk +5; **Grp** +5

Atk Options Spells, arcane channeling, quick cast

Special Actions Telepathic link

Combat Gear *breastplate* +1, buckler, rapier, *scroll of fireball* (7th level), *scroll of false life* (7th level), *scroll of see invisibility*, *arcanist's gloves*

Forbidden School Enchantment

Class Spells Prepared (CL 4th):

1st—*true strike*, *benign transposition*, *targeting ray*

0—*mage hand*, *detect magic*, *prestidigitation*

AND

Class Spells Known (CL 6th +2 with *arcanist's gloves*):

2nd (3/day)—*dimension hop*

1st (6/day)—*lesser deflect*, *kelgore's fire bolt*, *obscuring mist*, *shocking grasp*, *swift expeditious retreat*

0 (6/day)—*acid splash*, *touch of fatigue*

† Already cast

Spell-Like Abilities (CL 6th):

6/day in total—*dancing lights*, *flare*, *ghost sounds*, *read magic*

† Already cast

Abilities Str 10, Dex 14, Con 14, Int 16, Wis 12, Cha 8

SQ Arcane attunement, armored mage

Feats Close-Quarters Fighting, Combat Casting, Combat Expertise, Practiced Spellcaster, Scribe Scroll, Weapon Finesse

Skills Concentration +10 (+14 casting defensively), Decipher Script +7, Diplomacy +1, Gather Information +1, Knowledge (arcana) +12, Knowledge (local) +12, Sense Motive +6, Spellcraft +9,

Possessions combat gear plus *handy haversack*

Spellbook spells prepared plus 1—*identify*, *comprehend languages*, *feather fall*, *benign transposition*, *targeting ray*

Arcane Attunement (Sp): This duskblade can use the spell-like powers *dancing lights*, *flare*, *ghost sound* and *read magic* a combined 6 times per day. These spell-like powers do not count against a duskblade's spells known or spells per day.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's training, however, allows them to avoid arcane spell failure so long as you stick to light armor and light shields at 1st level, and medium armor at 4th level.

Arcane Channeling (Su): Beginning at 3rd level, a duskblade can use a standard action to cast any touch spell she knows and deliver the spell through her weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

Quick Cast: Beginning at 5th level, a duskblade can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

Telepathic Link (Ex): Zelnethan is permanently united with his clones by a powerful telepathic link. Zelnethan can read the thoughts of either of his clones at all times as a free action, irregardless of location and may communicate with either of them as well as a free action. This effect may only be suppressed by use of a *wish* or *miracle*.

Power-Up Suite (false life, see invisibility):

hp 41 (6 HD) + 11 temporary

Physical Description: TBD

8: THERE'S ALWAYS A TRAP

DISPEL/ACID ORB TRAP

CR 8

Description: In this spell area, two magical effects repeat over and over in sequence. In the first round, a targeted *dispel magic* (CL 5) is cast on each square affected by the trap (which is a 10'x 20' area). The following round, *lesser orb of acid* is cast in each of the affected squares, attacking any PC or object in that square. This sequence repeats until the duration of the trap is expired.

Search DC 23 **Type** Magical

Trigger Location; **Init** +4

Effect First round of two: targeted *dispel magic* (CL 5); Second round of two: nonlethal *lesser orb of acid* (CL 5) ranged touch +8, damage 3d8 nonlethal.

Duration 10 rounds

Destruction AC 22; hp 36

Disarm Disable Device DC 28 each square
Dispel DC 16 per square

APL 8

2: TOO MANY VISITORS

BREMEN

CR 8

Male dwarf fighter 8

N Medium humanoid (dwarf)

Init +6; **Senses** darkvision 60 ft., Spot -1, Listen -1

Languages Common, Dwarven, Undercommon

AC 22, touch 11, flat-footed 21; **Combat Expertise**, Dodge, +4 vs. giants
(+1 Dex, +9 armor, +2 shield)

hp 87 (8 HD)

Fort +9, **Ref** +4, **Will** +1 (+2 against poison, +2 against spells and spell-like effects)

Speed 20 ft. (4 squares)

Melee masterwork light flail +12/+7 (1d8+3)

Ranged shortbow +10/+5 (1d6)

Base Atk +8; **Grp** +11

Atk Options Combat Expertise, Combat Expertise, Combat Reflexes, Improved Trip, +1 against orcs and goblinoids

Combat Gear *potion of cure moderate wounds*, *gloves of fortunate striking*

Abilities Str 16, Dex 14, Con 16, Int 13, Wis 8, Cha 6

SQ stonecunning

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Combat Expertise, Improved Initiative, Improved Toughness, Improved Trip, Power Attack

Skills Handle Animal +9, Jump +0, Ride +15

Possessions arrows (x20), full plate mail +1, masterwork light flail (x2), heavy steel shield, shortbow

ZARGAS

CR 8

Male human cleric 3/mystic theurge 2/wizard 3

N Medium humanoid (human)

Init +5; **Senses** Spot +2, Listen +2

Languages Common, Draconic, Flan, Old Oeridian

AC 15, touch 11, flat-footed 14
(+1 Dex, +4 *mage armor*)

hp 49+9 from false life (8 HD)

Fort +6, **Ref** +3, **Will** +11

Speed 50 ft. (10 squares)

Melee morningstar +4 (1d8)

Base Atk +4; **Grp** +4

Atk Options Empower Spell

Special Actions spontaneous casting, turn undead 2/day (+1, 2d6+4, cleric level 3)

Combat Gear *pearl of power* (1st-level spell, **already used today**), *pearl of power* (2nd-level spell, **already used today**)

Cleric Spells Prepared (CL=5th):

3rd—*fly*^P, *invisibility purge*

2nd—*hold person* (DC 14), *locate object*^P, *remove paralysis*, *silence*

1st—*bane* (DC 13), *bless*, *longstrider*^P, *sanctuary* (DC 13), *shield of faith*

0—*create water*, *detect magic*, *light*, *mending*, *resistance*

Wizard Spells Prepared (CL=8th):

3rd—*empowered magic missile*, *fireball* (DC 16)

2nd—*false life*, *glitterdust* (DC 15), *sculpted grease* (DC 15)

1st—*grease* (DC 14), *mage armor*, *ray of enfeeblement*, *shield*

0—*arcane mark*, *mage hand*, *open/close*, *read magic*

D: Domain spell. Deity: Farlanghn. Domains: Celerity, Travel

Abilities Str 10, Dex 12, Con 14, Int 16, Wis 14, Cha 8

SQ summon familiar

Feats Empower Spell, Improved Initiative, Practiced Spellcaster(Wizard), Scribe Scroll, Sculpt Spell,

Skills Concentration +13, Jump +8, Knowledge (Arcana) +14, Knowledge (The Planes) +11, Knowledge (Religion) +12, Spellcraft +16

Possessions 30 gp, *holy symbol*, morningstar

VELNETHAN

CR 8

Male human (mixed) diviner 1/duskblade 7

N Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Elven, Old Oeridian, Abyssal

AC 19, touch 12, flat-footed 17
(+2 Dex, +5 armor, +2 shield)

hp 53 (8 HD)

Fort +7, **Ref** +4, **Will** +6

Speed 20* ft. in *breastplate* +1 (4 squares), base movement 30 ft. (*50ft. for 1 rd with sandals)

Melee rapier +9 (1d6/18-20)

Base Atk +7; **Grp** +7

Atk Options Spells, arcane channeling, quick cast

Special Actions Telepathic link, spell power

Combat Gear *breastplate* +1, *buckler* +1, rapier, *scroll of fireball* (9th level), *scroll of false life* (9th level), *scroll of see invisibility*, *sandals of sprinting*

Forbidden School Enchantment

Class Spells Prepared (CL 4th):

1st—*true strike*, *true strike*, *persistent blade*, *spirit worm*

0—*mage hand*, *detect magic*, *prestidigitation*

AND

Class Spells Known (CL 8th):

2nd (6/day)—*dimension hop*, *ghoul touch*, *swift fly*

1st (7/day)—*lesser deflect*, *kelgore's fire bolt* (DC 14), *obscuring mist*, *shocking grasp*, *swift expeditious retreat*

0 (6/day)—*acid splash*, *touch of fatigue*

† Already cast

Spell-Like Abilities (CL 8th):

8/day in total—*dancing lights*, *flare*, *ghost sounds*, *read magic*

† Already cast

Abilities Str 10, Dex 14, Con 14, Int 17, Wis 12, Cha 8

SQ Arcane attunement, armored mage

Feats Close-Quarters Fighting, Combat Casting, Combat Expertise, Practiced Spellcaster, Scribe Scroll, Weapon Finesse

Skills Concentration +12 (+16 casting defensively), Decipher Script +9, Diplomacy +1, Gather Information +1, Knowledge (arcana) +14, Knowledge (local luz Border States) +14, Sense Motive +8, Spellcraft +16,

Possessions combat gear plus *handy haversack*

Spellbook spells prepared plus 1—*identify*, *comprehend languages*, *feather fall*, *persistent blade*, *ray of flame*, *sonic blast*, *spirit worm*

Arcane Attunement: (Sp): A duskblade can use the spell-like powers *dancing lights*, *flare*, *ghost sound* and *read magic* a combined 8 times per day. These spell-like powers do not count against a duskblade's spells known or spells per day.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's taining, however, allows them to avoid arcane spell failure so long as you stick to light armor and light shields at 1st level, medium armor at 4th level and heavy shields at 7th level..

Arcane Channeling (Su): Beginning at 3rd level, a duskblade can use a standard action to cast any touch spell she knows and deliver the spell through her weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful he attack deals damage normally; then the effect of the spell is resolved.

Quick Cast: Beginning at 5th level, a duskblade can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

Spell Power (Ex): If a duskblade has injured an opponent with a melee attack, she gains a +2 bonus on her caster level check to overcome spell resistance for the remainder of the encounter.

Telepathic Link (Ex): Velnethan is permanently united with his clones by a powerful telepathic link. Zelnethan can read the thoughts of either of his clones at all times as a free action, irregardless of location and may communicate with either of them as well as a free action. This effect may only be suppressed by use of a *wish* or *miracle*.

Power-Up Suite (false life, see invisibility):

hp 41 (6 HD) + 13 temporary

Physical Description: TBD

YELNETHAN

CR 8

Male human (mixed) diviner 1/duskblade 7

N Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Elven, Old Oeridian, Abyssal

AC 19, touch 12, flat-footed 17

(+2 Dex, +5 armor, +2 shield)

hp 53 (8 HD)

Fort +7, **Ref** +4, **Will** +6

Speed 20 ft. in *breastplate* +1 (4 squares), base movement 30 ft.

Melee rapier +9 (1d6/18-20)

Base Atk +7; **Grp** +7

Atk Options Spells, arcane channeling, quick cast

Special Actions Telepathic link, spell power

Combat Gear *breastplate* +1, *buckler* +1, rapier, *scroll of fireball* (9th level), *scroll of false life* (9th level), *scroll of see invisibility*, ~~2 scrolls of dimension door~~ (used in Encounter Two), *gloves of the starry sky*

Forbidden School Enchantment

Class Spells Prepared (CL 4th):

*1st—*true strike*, *shield*, *nerveskitter*

0—*mage hand*, *detect magic*, *prestidigitation*

*gloves turn any of these to *magic missile*

AND

Class Spells Known (CL 8th):

2nd (6/day)—*dimension hop*, *ghoul touch*, *swift fly*

1st (7/day)—*lesser deflect*, *kelgore's fire bolt* (DC 14), *obscuring mist*, *shocking grasp*, *swift expeditious retreat*

0 (6/day)—*acid splash*, *touch of fatigue*

‡ Already cast

Spell-Like Abilities (CL 8th):

8/day in total—*dancing lights*, *flare*, *ghost sounds*, *read magic*

‡ Already cast

Abilities Str 10, Dex 14, Con 14, Int 17, Wis 12, Cha 8

SQ Arcane attunement, armored mage

Feats Close-Quarters Fighting, Combat Casting, Combat Expertise, Practiced Spellcaster, Scribe Scroll, Weapon Finesse

Skills Concentration +12 (+16 casting defensively), Decipher Script +9, Diplomacy +1, Gather Information +1, Knowledge (arcana) +14, Knowledge (local luz Border States) +14, Sense Motive +8, Spellcraft +16,

Possessions combat gear plus *handy haversack*

Spellbook spells prepared plus 1—*identify*, *comprehend languages*, *feather fall*, *shield*, *nerveskitter*, *endure elements*, *mage armor*

Arcane Attunement: (Sp): Yelnethan can use the spell-like powers *dancing lights*, *flare*, *ghost sound* and *read magic* a combined 6 times per day. These spell-like powers do not count against Yelnethan's spells known or spells per day.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's taining, however, allows them to avoid arcane spell failure so long as you stick to light armor and light shields at 1st level, and medium armor at 4th level.

Arcane Channeling (Su): Beginning at 3rd level, a duskblade can use a standard action to cast any touch spell she knows and deliver the spell through her weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful he attack deals damage normally; then the effect of the spell is resolved.

Quick Cast: Beginning at 5th level, a duskblade can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

Spell Power (Ex): If a duskblade has injured an opponent with a melee attack, she gains a +2 bonus on her caster level check to overcome spell resistance for the remainder of the encounter.

Telepathic Link (Ex): Yelnethan is permanently united with his clones by a powerful telepathic link. Yelnethan can read the thoughts of either of his clones at all times as a free action, regardless of location and may communicate with either of them as well as a free action. This effect may only be suppressed by use of a *wish* or *miracle*.

Power-Up Suite (false life, shield, invisibility):

AC 23, touch 16, flat-footed 21
(+2 Dex, +5 armor, +2 shield, +4 deflection)
hp 41 (6 HD) + 13 temporary
Physical Description: TBD

6: Z IS FOR ZEALOT

VELNETHAN & YELNETHAN: SEE ENCOUNTER 2

ZELNETHAN **CR 8**
Male human (mixed) diviner 1/duskblade 7
N Medium humanoid (human)
Init +2; **Senses** Listen +1, Spot +1
Languages Common, Elven, Old Oeridian, Abyssal

AC 19, touch 12, flat-footed 17
(+2 Dex, +5 armor, +2 shield)
hp 53 (8 HD)
Fort +7, **Ref** +4, **Will** +6

Speed 20 ft. in *breastplate* +1 (4 squares), base movement 30 ft.
Melee rapier +9 (1d6/18-20)
Base Atk +7; **Grp** +7
Atk Options Spells, arcane channeling, quick cast
Special Actions Telepathic link, spell power
Combat Gear *breastplate* +1, *buckler* +1, rapier, *scroll of fireball* (9th level), *scroll of false life* (9th level), *scroll of see invisibility*, *arcanist's gloves*
Forbidden School Enchantment
Class Spells Prepared (CL 4th):
1st—*true strike*, *benign transposition*, *targeting ray*
0—*mage hand*, *detect magic*, *prestidigitation*
AND
Class Spells Known (CL 8th +2 with *arcanist's gloves*):

2nd (6/day)—*dimension hop*, *ghoul touch*, *swift fly*
1st (7/day)—*lesser deflect*, *kelgore's fire bolt* (DC 14), *obscuring mist*, *shocking grasp*, *swift expeditious retreat*

0 (6/day)—*acid splash*, *touch of fatigue*

‡ Already cast

Spell-Like Abilities (CL 8th):

8/day in total—*dancing lights*, *flare*, *ghost sounds*, *read magic*

‡ Already cast

Abilities Str 10, Dex 14, Con 14, Int 17, Wis 12, Cha 8

SQ Arcane attunement, armored mage

Feats Close-Quarters Fighting, Combat Casting, Combat Expertise, Practiced Spellcaster, Scribe Scroll, Weapon Finesse

Skills Concentration +12 (+16 casting defensively), Decipher Script +9, Diplomacy +1, Gather Information +1, Knowledge (arcana) +14, Knowledge (local luz Border States) +14, Sense Motive +8, Spellcraft +16,

Possessions combat gear plus *handy haversack*

Spellbook spells prepared plus 1—*identify*, *comprehend languages*, *feather fall*, *benign transposition*, *targeting ray*, *endure elements*

Arcane Attunement: (Sp): Zelnethan can use the spell-like powers *dancing lights*, *flare*, *ghost sound* and *read magic* a combined 6 times per day. These spell-like powers do not count against Velnethan's spells known or spells per day.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's taining, however, allows them to avoid arcane spell failure so long as you stick to light armor and light shields at 1st level, and medium armor at 4th level.

Arcane Channeling (Su): Beginning at 3rd level, a duskblade can use a standard action to cast any touch spell she knows and deliver the spell through her weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

Quick Cast: Beginning at 5th level, a duskblade can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

Spell Power (Ex): If a duskblade has injured an opponent with a melee attack, she gains a +2 bonus on her caster level check to overcome spell resistance for the remainder of the encounter.

Telepathic Link (Ex): Zelnethan is permanently united with his clones by a powerful telepathic link. Zelnethan can read the thoughts of either of his clones at all times as a free action, regardless of location and may communicate with either of them as well as a free action. This effect may only be

suppressed by use of a *wish* or *miracle*.

Power-Up Suite (false life, see invisibility):

hp 41 (6 HD) + 13 temporary

Physical Description: TBD

8: THERE'S ALWAYS A TRAP

DISPEL/SCORCHING RAY TRAP **CR 10**

Description: In this spell area, two magical effects repeat over and over in sequence. In the first round, a targeted *dispel magic* (CL 7) is cast on each square affected by the trap (which is a 10'x 25' area). The following round, two *scorching rays* is cast in each of the affected squares, attacking any PC or object in that square. This sequence repeats until the duration of the trap is expired.

Search DC 25 **Type** Magical

Trigger Location; **Init** +5

Effect First round of two: targeted *dispel magic* (CL 7); Second round of two: nonlethal *scorching ray* (CL 7—2 rays) ranged touch +10/+10, damage 4d6 nonlethal each.

Duration 12 rounds

Destruction AC 25, hp 45

Disarm Disable Device DC 28 each square

Dispel DC 18 per square

—

2: TOO MANY VISITORS

BREMEN

CR 10

Male dwarf fighter 10

N Medium humanoid (dwarf)

Init +6; **Senses** darkvision 60 ft., Spot -1, Listen -1

Languages Common, Dwarven, Undercommon

AC 23, touch 11, flat-footed 22; **Combat Expertise**, Dodge, +4 vs. giants
(+1 Dex, +9 armor, +3 shield)

hp 107 (10 HD)

Fort +10, **Ref** +5, **Will** +2 (+2 against poison, +2 against spells and spell-like effects)

Speed 20 ft. (4 squares)

Melee masterwork light flail +15/+10 (1d8+5)

Ranged shortbow +12/+7 (1d6)

Base Atk +10; **Grp** +13

Atk Options Combat Expertise, Combat Expertise, Combat Reflexes, Improved Trip, Power Attack, +1 against orcs and goblinoids

Combat Gear *potion of cure serious wounds*, *gloves of fortunate striking*

Abilities Str 16, Dex 14, Con 16, Int 13, Wis 8, Cha 6

SQ stonemasonry

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Combat Expertise, Improved Initiative, Improved Toughness, Improved Trip, Power Attack, Weapon Focus (Flail, light), Weapon Specialization (Flail, light)

Skills Handle Animal +11, Jump +4, Ride +17

Possessions arrows (x20), *full plate mail* +1, masterwork light flail (x2), *heavy steel* +1 shield, shortbow

ZARGAS

CR 10

Male human cleric 3/mystic theurge 4/wizard 3

N Medium humanoid (human)

Init +5; **Senses** Spot +2, Listen +2

Languages Common, Draconic, Flan, Old Oeridian

AC 17, touch 11, flat-footed 16
(+1 Dex, +6 *greater mage armor*)

hp 59+10 from *false life* (10 HD)

Fort +7, **Ref** +4, **Will** +12

Speed 50 ft. (10 squares)

Melee morningstar +6/+1 (1d8)

Base Atk +6; **Grp** +6

Atk Options Empower Spell

Special Actions spontaneous casting, turn undead 2/day (+1, 2d6+4, cleric level 3)

Combat Gear *pearl of power* (1st-level spell, **already used today**), *pearl of power* (2nd-level spell, **already used today**)

Cleric Spells Prepared (CL=7th):

4th—*dimension door*^P, *freedom of movement*

3rd—*fly*^P, *invisibility purge*, *wind wall*

2nd—*bull's strength*, ~~*hold person*~~ (DC 14), *locate object*^P, *remove paralysis*, *silence*

1st—~~*bane*~~ (DC 13), *bless*, ~~*longstrider*~~, *protection from law*, ~~*sanctuary*~~ (DC 13), *shield of faith*
0—*create water*, *detect magic*, *guidance*, *light*, *mending*, *resistance*

Wizard Spells Prepared (CL=10th):

4th—*Otiluke's resilient sphere* (DC 18), *sculpted fireball*

3rd—*empowered magic missile*, *fireball* (DC 17), ~~*greater mage armor*~~

2nd—~~*false life*~~, *glitterdust* (DC 16), *mirror image*, *sculpted grease* (DC 16)

1st—*grease* (DC 15), *jump*, *mage armor*, *ray of enfeeblement*, *shield*

0—*arcane mark*, *mage hand*, *open/close*, *read magic*

D: Domain spell. Deity: Farlanghn. Domains: Celerity, Travel

Abilities Str 10, Dex 12, Con 14, Int 18, Wis 14, Cha 8

SQ summon familiar

Feats Empower Spell, Improved Initiative, Mobile Spellcasting, Practiced Spellcaster(Wizard), Scribe Scroll, Sculpt Spell

Skills Concentration +15, Jump +10, Knowledge (Arcana) +17, Knowledge (The Planes) +13, Knowledge (Religion) +14, Spellcraft +19

Possessions 30 gp, *headband of intellect* +2, *holy symbol*, morningstar

VELNETHAN

CR 10

Male human (mixed) diviner 1/duskblade 9

N Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Elven, Old Oeridian, Abyssal

AC 20*, touch 13, flat-footed 18
(+2 Dex, +5 armor, +2 shield +1 deflection)
*+2 deflection bonus for 1 round with ring

hp 67 (10 HD)

Fort +8, **Ref** +5, **Will** +7

Speed 20* ft. in *breastplate* +1 (4 squares), base movement 30 ft. (*50ft. for 1 rd with sandals)

Melee rapier +11 (1d6/18-20)

Base Atk +9; **Grp** +9

Atk Options Spells, arcane channeling, quick cast

Special Actions Telepathic link, spell power

Combat Gear *breastplate* +1, *buckler* +1, *ring of protection* +1, rapier, 2 *scrolls of fireball* (10th level), *scroll of false life* (10th level), *scroll of see invisibility*, *sandals of sprinting*, *repelling gauntlets*, *ring of the four winds*

Forbidden School Enchantment

Class Spells Prepared (CL 4th):

1st—*true strike*, *true strike*, *persistent blade*, *spirit worm*

0—*mage hand*, *detect magic*, *prestidigitation*

AND

Class Spells Known (CL 10th):

3rd (3/day)—*vampiric touch*

2nd (7/day)—*dimension hop, ghoul touch, swift fly, scorching ray*

1st (8/day)—*lesser deflect, kelgore's fire bolt (DC 14), obscuring mist, shocking grasp, swift expeditious retreat*

0 (6/day)—*acid splash, touch of fatigue*

‡ Already cast

Spell-Like Abilities (CL 10th):

10/day in total—*dancing lights, flare, ghost sounds, read magic*

‡ Already cast

Abilities Str 10, Dex 14, Con 14, Int 17, Wis 12, Cha 8

SQ Arcane attunement, armored mage

Feats Close-Quarters Fighting, Combat Casting, Combat Expertise, Improved Disarm, Practiced Spellcaster, Scribe Scroll, Weapon Finesse,

Skills Concentration +14 (+18 casting defensively), Decipher Script +11, Diplomacy +1, Gather Information +1, Knowledge (arcana) +16, Knowledge (local luz Border States) +16, Sense Motive +10, Spellcraft +18,

Possessions combat gear plus *handy haversack*

Spellbook spells prepared plus 1—*identify, comprehend languages, feather fall, persistent blade, ray of flame, sonic blast, spirit worm, critical strike, hail of stone*

Arcane Attunement: (Sp): This duskblade can use the spell-like powers *dancing lights, flare, ghost sound* and *read magic* a combined 10 times per day. These spell-like powers do not count against a duskblade's spells known or spells per day.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's training, however, allows them to avoid arcane spell failure so long as you stick to light armor and light shields at 1st level, medium armor at 4th level and heavy shields at 7th level..

Arcane Channeling (Su): Beginning at 3rd level, a duskblade can use a standard action to cast any touch spell she knows and deliver the spell through her weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

Quick Cast: Beginning at 5th level, a duskblade can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

Spell Power (Ex): If a duskblade has injured an opponent with a melee attack, she gains a +2 bonus on her caster level check to overcome spell resistance for the remainder of the encounter.

Telepathic Link (Ex): Velnethan is permanently united with his clones by a powerful telepathic link. Zelnethan can read the thoughts of either of his clones at all times as a free action, regardless of

location and may communicate with either of them as well as a free action. This effect may only be suppressed by use of a *wish* or *miracle*.

Power-Up Suite (false life, see invisibility):

hp 67 (6 HD) + 15 temporary

Physical Description: TBD

YELNETHAN

CR 10

Male human (mixed) diviner 1/duskblade 9

N Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Elven, Old Oeridian, Abyssal

AC 20, touch 13, flat-footed 18

(+2 Dex, +5 armor, +2 shield +1 deflection)

hp 67 (10 HD)

Fort +8, **Ref** +5, **Will** +7

Speed 30 ft. in *breastplate* +1 (4 squares) with boots, base movement 30 ft.

Melee rapier +11 (1d6/18-20)

Base Atk +9; **Grp** +9

Atk Options Spells, arcane channeling, quick cast

Special Actions Telepathic link, spell power

Combat Gear *breastplate* +1, *buckler* +1, *ring of protection* +1, rapier, 2 *scrolls of fireball* (10th level), *scroll of false life* (10th level), *scroll of see invisibility*, ~~2 scrolls of dimension door~~ (used in Encounter Two), *gloves of the starry sky*, *ring of silent spells*, *boots of striding and springing*

Forbidden School Enchantment

Class Spells Prepared (CL 4th):

*1st—*true strike, shield, nerveskitter*

0—*mage hand, detect magic, prestidigitation*

*gloves turn any of these to *magic missile*

AND

Class Spells Known (CL 10th):

3rd (3/day)—*vampiric touch*

2nd (7/day)—*dimension hop, ghoul touch, swift fly, scorching ray*

1st (8/day)—*lesser deflect, kelgore's fire bolt (DC 14), obscuring mist, shocking grasp, swift expeditious retreat*

0 (6/day)—*acid splash, touch of fatigue*

‡ Already cast

Spell-Like Abilities (CL 10th):

10/day in total—*dancing lights, flare, ghost sounds, read magic*

‡ Already cast

Abilities Str 10, Dex 14, Con 14, Int 17, Wis 12, Cha 8

SQ Arcane attunement, armored mage

Feats Close-Quarters Fighting, Combat Casting, Combat Expertise, Improved Disarm, Practiced Spellcaster, Scribe Scroll, Weapon Finesse,

Skills Concentration +14 (+18 casting defensively), Decipher Script +11, Diplomacy +1, Gather Information +1, Jump +4, Knowledge (arcana) +16, Knowledge (local luz Border States) +16, Sense Motive +10, Spellcraft +18,

Possessions combat gear plus *handy haversack*

Spellbook spells prepared plus 1—*identify*, *comprehend languages*, *feather fall*, *shield*, *nerveskitter*, *endure elements*, *mage armor*, *feather fall*, *disguise self*, *wall of smoke*, *benign transposition mage armor*, *feather fall*, *disguise self*

Arcane Attunement: (Sp): This duskblade can use the spell-like powers *dancing lights*, *flare*, *ghost sound* and *read magic* a combined 10 times per day. These spell-like powers do not count against a duskblade's spells known or spells per day.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's training, however, allows them to avoid arcane spell failure so long as you stick to light armor and light shields at 1st level, medium armor at 4th level and heavy shields at 7th level..

Arcane Channeling (Su): Beginning at 3rd level, a duskblade can use a standard action to cast any touch spell she knows and deliver the spell through her weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

Quick Cast: Beginning at 5th level, a duskblade can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

Spell Power (Ex): If a duskblade has injured an opponent with a melee attack, she gains a +2 bonus on her caster level check to overcome spell resistance for the remainder of the encounter.

Telepathic Link (Ex): Yelnethan is permanently united with his clones by a powerful telepathic link. Yelnethan can read the thoughts of either of his clones at all times as a free action, irregardless of location and may communicate with either of them as well as a free action. This effect may only be suppressed by use of a *wish* or *miracle*.

Power-Up Suite (false life, shield, invisibility):

AC 23, touch 16, flat-footed 21

(+2 Dex, +5 armor, +2 shield, +4 deflection)

hp 67 (10 HD) + 15 temporary

Physical Description: TBD

6: Z IS FOR ZEALOT

VELNETHAN & YELNETHAN: SEE ENCOUNTER 2

ZELNETHAN

CR 10

Male human (mixed) diviner 1/duskblade 9

N Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Elven, Old Oeridian, Abyssal

AC 20, touch 13, flat-footed 18

(+2 Dex, +5 armor, +2 shield +1 deflection)

hp 67 (10 HD)

Fort +8, **Ref** +5, **Will** +7

Speed 20 ft. in *breastplate* +1 (4 squares), base movement 30 ft.

Melee rapier +11 (1d6/18-20)

Base Atk +9; **Grp** +9

Atk Options Spells, arcane channeling, quick cast

Special Actions Telepathic link, spell power

Combat Gear *breastplate* +1, *buckler* +1, *ring of protection* +1, rapier, 2 *scrolls of fireball* (10th level), *scroll of false life* (10th level), *scroll of see invisibility*, *arcanist's gloves*, *ring of piercing spells*

Forbidden School Enchantment

Class Spells Prepared (CL 4th):

1st—*true strike*, *benign transposition*, *targeting ray*

0—*mage hand*, *detect magic*, *prestidigitation*

AND

Class Spells Known (CL 10th):

3rd (3/day)—*vampiric touch*

2nd (7/day)—*dimension hop*, *ghoul touch*, *swift fly*, *scorching ray*

1st (8/day)—*lesser deflect*, *kelgore's fire bolt* (DC 14), *obscuring mist*, *shocking grasp*, *swift expeditious retreat*

0 (6/day)—*acid splash*, *touch of fatigue*

‡ Already cast

Spell-Like Abilities (CL 10th +2 with *arcanist's gloves*):

10/day in total—*dancing lights*, *flare*, *ghost sounds*, *read magic*

‡ Already cast

Abilities Str 10, Dex 14, Con 14, Int 17, Wis 12, Cha 8

SQ Arcane attunement, armored mage

Feats Close-Quarters Fighting, Combat Casting, Combat Expertise, Improved Disarm, Practiced Spellcaster, Scribe Scroll, Weapon Finesse,

Skills Concentration +14 (+18 casting defensively), Decipher Script +11, Diplomacy +1, Gather Information +1, Knowledge (arcana) +16, Knowledge (local Iuz Border States) +16, Sense Motive +10, Spellcraft +18,

Possessions combat gear plus *handy haversack*

Spellbook spells prepared plus 1—*identify*, *comprehend languages*, *feather fall*, *benign transposition*, *targeting ray*, *endure elements*, *comprehend languages*, *detect secret doors*

Arcane Attunement: (Sp): This duskblade can use the spell-like powers *dancing lights*, *flare*, *ghost sound* and *read magic* a combined 10 times per day. These spell-like powers do not count against a duskblade's spells known or spells per day.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's training, however, allows them to avoid arcane spell failure so long as you stick to light armor and light shields at 1st level, medium armor at 4th level and heavy shields at 7th level..

Arcane Channeling (Su): Beginning at 3rd level, a duskblade can use a standard action to cast any touch spell she knows and deliver the spell through her weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

Quick Cast: Beginning at 5th level, a duskblade can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

Spell Power (Ex): If a duskblade has injured an opponent with a melee attack, she gains a +2 bonus on her caster level check to overcome spell resistance for the remainder of the encounter.

Telepathic Link (Ex): Velnethan is permanently united with his clones by a powerful telepathic link. Zelnethan can read the thoughts of either of his clones at all times as a free action, irregardless of location and may communicate with either of them as well as a free action. This effect may only be suppressed by use of a *wish* or *miracle*.

Power-Up Suite (false life, see invisibility):

hp 67 (10 HD) + 15 temporary

Physical Description: TBD

8: THERE'S ALWAYS A TRAP

DISPEL/LIGHTNING BOLT TRAP **CR 12**

Description: In this spell area, two magical effects repeat over and over in sequence. In the first round, a targeted *dispel magic* (CL 9) is cast on each square affected by the trap (which is a 10'x 30' area). The following round, a *lightning bolt* is cast in each of the affected squares, attacking any PC or object in that square. This sequence repeats until the duration of the trap is expired.

Search DC 27 **Type** Magical

Trigger Location; **Init** +6

Effect First round of two: targeted *dispel magic* (CL 9); Second round of two: nonlethal *lightning bolt* (CL 9) DC 25 Reflex save, damage 9d6 nonlethal.

Duration 14 rounds

Destruction AC 28, hp 54

Disarm Disable Device DC 28 each square

Dispel DC 20 per square

—

2: TOO MANY VISITORS

BREMEN

CR 12

Male dwarf fighter 12

N Medium humanoid (dwarf)

Init +6; **Senses** darkvision 60 ft., Spot -1, Listen -1

Languages Common, Dwarven, Undercommon

AC 23, touch 11, flat-footed 22; Combat Expertise, Dodge, Mobility, +4 vs. giants (+1 Dex, +9 armor, +3 shield)

hp 120 (12 HD)

Fort +11, **Ref** +6, **Will** +3 (+2 against poison, +2 against spells and spell-like effects)

Speed 20 ft. (4 squares)

Melee +1 *light flail* +19/+14/+9 (1d8+6) with *heroism*

Ranged shortbow +16/+11/+6 (1d6) with *heroism*

Base Atk +12; **Grp** +15

Atk Options Combat Expertise, Combat Expertise, Combat Reflexes, Improved Trip, Power Attack, +1 against orcs and goblinoids

Combat Gear *potion of cure critical wounds*, *gloves of fortunate striking*

Abilities Str 16, Dex 15, Con 16, Int 13, Wis 8, Cha 6

SQ stonemasonry

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Combat Expertise, Improved Initiative, Improved Toughness, Improved Trip, Mobility, Power Attack, Spring Attack, Weapon Focus (Flail, light), Weapon Specialization (Flail, light)

Skills Handle Animal +13, Jump +6, Ride +19

Possessions arrows (x20), *full plate mail* +1, *heavy steel* +1 *shield*, *light* +1 *flail*, masterwork flail, shortbow

ZARGAS

CR 12

Male human cleric 3/mystic theurge 6/wizard 3

N Medium humanoid (human)

Init +5; **Senses** Spot +2, Listen +2

Languages Common, Draconic, Flan, Old Oeridian

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 *greater mage armor*)

hp 69+11 with *false life* (12 HD); **DR** 10/adamantine from *stoneskin*

Fort +8, **Ref** +5, **Will** +13

Speed 50 ft. (10 squares)

Melee morningstar +7/+2 (1d8)

Base Atk +7; **Grp** +7

Atk Options Empower Spell

Special Actions spontaneous casting, turn undead 2/day (+1, 2d6+4, cleric level 3)

Combat Gear *pearl of power* (1st-level spell, **already used today**), *pearl of power* (2nd-level spell, **already used today**)

Cleric Spells Prepared (CL=9th):

5th—*greater command* (DC 17), *teleport*^P

4th—*dimension door*^P, *freedom of movement* (x2)

3rd—*fly*^P, *invisibility purge*, *wind wall*

2nd—*bull's strength*, ~~*hold person* (DC 14)~~, *locate object*^P, *remove paralysis*, *silence* (x2)

1st—~~*bane* (DC 13)~~, *bless*, *longstrider*^P, *protection from law*, ~~*sanctuary* (DC 13)~~, *shield of faith*

0—*create water*, *detect magic*, *guidance*, *light*, *mending*, *resistance*

Wizard Spells Prepared (CL=12th):

5th—*empowered fireball* (DC 20), *wall of force*

4th—*Otiluke's resilient sphere* (DC 19), *sculpted fireball*, ~~*stoneskin*~~

3rd—*empowered magic missile*, *fireball* (DC 18), ~~*heroism*~~, *greater mage armor*

2nd—~~*false life*~~, ~~*glitterdust* (DC 17)~~, *mirror image*, *sculpted grease* (x2) (DC 17)

1st—*expeditious retreat*, *grease* (DC 16), *jump*, *mage armor*, *ray of enfeeblement*, *shield*

0—*arcane mark*, *mage hand*, *open/close*, *read magic*

D: Domain spell. Deity: Farlanghn. Domains: Celerity, Travel

Abilities Str 10, Dex 12, Con 14, Int 20, Wis 15, Cha 8

SQ summon familiar

Feats Empower Spell, Improved Initiative, Mobile Spellcasting, Practiced Spellcaster(Wizard), Scribe Scroll, Sculpt Spell, Skill Focus (Concentration)

Skills Concentration +20, Jump +11, Knowledge (Arcana) +20, Knowledge (The Planes) +16, Knowledge (Religion) +17, Spellcraft +22

Possessions 30 gp, *headband of intellect* +4, *holy symbol*, morningstar

VELNETHAN

CR 12

Male human (mixed) diviner 1/duskblade 11

N Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Elven, Old Oeridian, Abyssal

AC 20, touch 13, flat-footed 18 (+2 Dex, +5 armor, +2 shield +1 deflection)

hp 81 (12 HD)

Fort +9, **Ref** +5, **Will** +8

Speed 20* ft. in *breastplate* +1 (4 squares), base movement 30 ft. (*50ft. for 1 rd with sandals)

Melee rapier +13 (1d6/18-20)

Base Atk +11; **Grp** +9

Atk Options Spells, arcane channeling, quick cast

Special Actions Telepathic link, spell power

Combat Gear *breastplate* +1, *buckler* +1, *ring of protection* +1, rapier, 2 *scrolls of fireball* (10th level), *scroll of false life* (10th level), *scroll of dispel magic* (CL 10), *scroll of see invisibility*, sandals of *sprinting*, *repelling gauntlets*

Forbidden School Enchantment

Class Spells Prepared (CL 4th):

1st—*true strike*, *true strike*, *persistent blade*, *ray of flame*

0—*mage hand*, *detect magic*, *prestidigitation*

AND

Class Spells Known (CL 12th):

3rd (3/day)—*vampiric touch*, *dispelling touch*, *energy surge*

2nd (7/day)—*dimension hop*, *ghoul touch*, *swift fly*, *scorching ray*

1st (8/day)—*lesser deflect*, *kelgore's fire bolt* (DC 15), *obscuring mist*, *shocking grasp*, *swift expeditious retreat*

0 (6/day)—*acid splash*, *touch of fatigue*

† Already cast

Spell-Like Abilities (CL 12th):

12/day in total—*dancing lights*, *flare*, *ghost sounds*, *read magic*

† Already cast

Abilities Str 10, Dex 14, Con 14, Int 18, Wis 12, Cha 8

SQ Arcane attunement, armored mage

Feats Close-Quarters Fighting, Combat Casting, Combat Expertise, Improved Disarm, Lunging Strike, Practiced Spellcaster, Scribe Scroll, Weapon Finesse,

Skills Concentration +16 (+20 casting defensively), Decipher Script +13, Diplomacy +1, Gather Information +1, Knowledge (arcana) +19, Knowledge (local luz Border States) +19, Sense Motive +12, Spellcraft +21,

Possessions combat gear plus *handy haversack*

Spellbook spells prepared plus 1—*identify*, *comprehend languages*, *feather fall*, *persistent blade*, *ray of flame*, *sonic blast*, *spirit worm*, *critical strike*, *hail of stone*, *magic missile*, *burning hands*

Arcane Attunement: (Sp): This duskblade can use the spell-like powers *dancing lights*, *flare*, *ghost sound* and *read magic* a combined 12 times per day. These spell-like powers do not count against a duskblade's spells known or spells per day.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's training, however, allows them to avoid arcane spell failure so long as you stick to light armor and light shields at 1st level, medium armor at 4th level and heavy shields at 7th level..

Arcane Channeling (Su): Beginning at 3rd level, a duskblade can use a standard action to cast any touch spell she knows and deliver the spell through her weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

Quick Cast: Twice per day beginning at 10th level, a duskblade can cast a spell as a swift action, so long as the casting time of the spell is 1 standard action or less.

Spell Power (Ex): If this duskblade has injured an opponent with a melee attack, she gains a +3 bonus on her caster level check to overcome spell resistance for the remainder of the encounter.

Telepathic Link (Ex): Velnethan is permanently united with his clones by a powerful telepathic link. Velnethan can read the thoughts of either of his clones at all times as a free action, irregardless of location and may communicate with either of them as well as a free action. This effect may only be suppressed by use of a *wish* or *miracle*.

Power-Up Suite (false life, see invisibility):

hp 81 (12 HD) + 15 temporary

Physical Description: TBD

YELNETHAN**CR 12**

Male human (mixed) diviner 1/duskblade 11

N Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Elven, Old Oeridian, Abyssal

AC 20, touch 13, flat-footed 18

(+2 Dex, +5 armor, +2 shield +1 deflection)

hp 81 (12 HD)

Fort +9, **Ref** +5, **Will** +8

Speed 20 ft. in *breastplate* +1 (4 squares), base movement 30 ft.

Melee rapier +13 (1d6/18-20)

Base Atk +11; **Grp** +9

Atk Options Spells, arcane channeling, quick cast

Special Actions Telepathic link, spell power

Combat Gear *breastplate* +1, *buckler* +1, *ring of protection* +1, rapier, 2 *scrolls of fireball* (10th level), *scroll of false life* (10th level), *scroll of dispel magic* (CL 10), *scroll of see invisibility*, ~~2 scrolls of dimension door~~ (used in Encounter Two), *gloves of the starry sky*

Forbidden School Enchantment

Class Spells Prepared (CL 4th):

*1st—*true strike*, *shield*, *nervekitter*

0—*mage hand*, *detect magic*, *prestidigitation*

*gloves turn any of these to *magic missile*

AND

Class Spells Known (CL 12th):

3rd (3/day)—*vampiric touch*, *dispelling touch*, *energy surge*

2nd (7/day)—*dimension hop*, *ghoul touch*, *swift fly*, *scorching ray*

1st (8/day)—*lesser deflect*, *kelgore's fire bolt* (DC 15), *obscuring mist*, *shocking grasp*, *swift expeditious retreat*

0 (6/day)—*acid splash*, *touch of fatigue*

† Already cast

Spell-Like Abilities (CL 12th):

12/day in total—*dancing lights*, *flare*, *ghost sounds*, *read magic*

† Already cast

Abilities Str 10, Dex 14, Con 14, Int 18, Wis 12, Cha 8

SQ Arcane attunement, armored mage

Feats Close-Quarters Fighting, Combat Casting, Combat Expertise, Improved Disarm, Lunging

Strike, Practiced Spellcaster, Scribe Scroll, Weapon Finesse,

Skills Concentration +16 (+20 casting defensively), Decipher Script +13, Diplomacy +1, Gather Information +1, Knowledge (arcana) +19, Knowledge (local luz Border States) +19, Sense Motive +12, Spellcraft +21

Possessions combat gear plus *handy haversack*

Spellbook spells prepared plus 1—*identify, comprehend languages, feather fall, shield, nerveskitter, endure elements, mage armor, feather fall, disguise self, wall of smoke, benign transposition*

Arcane Attunement: (Sp): This duskblade can use the spell-like powers *dancing lights, flare, ghost sound* and *read magic* a combined 12 times per day. These spell-like powers do not count against a duskblade's spells known or spells per day.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's training, however, allows them to avoid arcane spell failure so long as you stick to light armor and light shields at 1st level, medium armor at 4th level and heavy shields at 7th level..

Arcane Channeling (Su): Beginning at 3rd level, a duskblade can use a standard action to cast any touch spell she knows and deliver the spell through her weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

Quick Cast: Twice per day beginning at 10th level, a duskblade can cast a spell as a swift action, so long as the casting time of the spell is 1 standard action or less.

Spell Power (Ex): If this duskblade has injured an opponent with a melee attack, she gains a +3 bonus on her caster level check to overcome spell resistance for the remainder of the encounter.

Telepathic Link (Ex): Yelnethan is permanently united with his clones by a powerful telepathic link. Yelnethan can read the thoughts of either of his clones at all times as a free action, irregardless of location and may communicate with either of them as well as a free action. This effect may only be suppressed by use of a *wish* or *miracle*.

Power-Up Suite (*false life, shield, invisibility*):

AC 23, touch 16, flat-footed 21

(+2 Dex, +5 armor, +2 shield, +4 deflection)

hp 81 (12 HD) + 15 temporary

Physical Description: TBD

6: Z IS FOR ZEALOT

VELNETHAN & YELNETHAN: SEE ENCOUNTER 2

ZELNETHAN

CR 12

Male human (mixed) diviner 1/duskblade 11

N Medium humanoid (human)

Init +2; **Senses** Listen +1, Spot +1

Languages Common, Elven, Old Oeridian, Abyssal

AC 20, touch 13, flat-footed 18

(+2 Dex, +5 armor, +2 shield +1 deflection)

hp 81 (12 HD)

Fort +9, **Ref** +5, **Will** +8

Speed 20 ft. in *breastplate* +1 (4 squares), base movement 30 ft.

Melee rapier +13 (1d6/18-20)

Base Atk +11; **Grp** +9

Atk Options Spells, arcane channeling, quick cast

Special Actions Telepathic link, spell power

Combat Gear *breastplate +1, buckler +1, ring of protection +1, rapier, 2 scrolls of fireball (10th level), scroll of false life (10th level), scroll of dispel magic (CL 10), scroll of see invisibility, arcanist's gloves, ring of piercing spells*

Forbidden School Enchantment

Class Spells Prepared (CL 4th):

1st—*true strike, benign transposition, targeting ray*

0—*mage hand, detect magic, prestidigitation*

AND

Class Spells Known (CL 14th +2 with *arcanist's gloves*):

3rd (6/day)—*vampiric touch, dispelling touch, energy surge*

2nd (8/day)—*dimension hop, ghoul touch, swift fly, scorching ray*

1st (9/day)—*lesser deflect, kelgore's fire bolt (DC 15), obscuring mist, shocking grasp, swift expeditious retreat*

0 (6/day)—*acid splash, touch of fatigue*

† Already cast

Spell-Like Abilities (CL 14th):

12/day in total—*dancing lights, flare, ghost sounds, read magic*

† Already cast

Abilities Str 10, Dex 14, Con 14, Int 18, Wis 12, Cha 8

SQ Arcane attunement, armored mage

Feats Close-Quarters Fighting, Combat Casting, Combat Expertise, Improved Disarm, Lunging Strike, Practiced Spellcaster, Scribe Scroll, Weapon Finesse,

Skills Concentration +16 (+20 casting defensively), Decipher Script +13, Diplomacy +1, Gather Information +1, Knowledge (arcana) +19, Knowledge (local luz Border States) +19, Sense Motive +12, Spellcraft +21

Possessions combat gear plus *handy haversack*

Spellbook spells prepared plus 1—*identify, comprehend languages, feather fall, benign transposition, targeting ray, endure elements, comprehend languages, detect secret doors, ventriloquism, enlarge person*

Arcane Attunement: (Sp): This duskblade can use the spell-like powers *dancing lights*, *flare*, *ghost sound* and *read magic* a combined 12 times per day. These spell-like powers do not count against a duskblade's spells known or spells per day.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause spells to fail if those spells have a somatic component. A duskblade's training, however, allows them to avoid arcane spell failure so long as you stick to light armor and light shields at 1st level, medium armor at 4th level and heavy shields at 7th level..

Arcane Channeling (Su): Beginning at 3rd level, a duskblade can use a standard action to cast any touch spell she knows and deliver the spell through her weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attack deals damage normally; then the effect of the spell is resolved.

Quick Cast: Twice per day beginning at 10th level, a duskblade can cast a spell as a swift action, so long as the casting time of the spell is 1 standard action or less.

Spell Power (Ex): If this duskblade has injured an opponent with a melee attack, she gains a +3 bonus on her caster level check to overcome spell resistance for the remainder of the encounter.

Telepathic Link (Ex): Zelnethan is permanently united with his clones by a powerful telepathic link. Zelnethan can read the thoughts of either of his clones at all times as a free action, irregardless of location and may communicate with either of them as well as a free action. This effect may only be suppressed by use of a *wish* or *miracle*.

Power-Up Suite (false life, see invisibility):

hp 81 (12 HD) + 15 temporary

Physical Description: TBD

8: THERE'S ALWAYS A TRAP

DISPEL/ORB OF FORCE TRAP

CR 14

Description: In this spell area, two magical effects repeat over and over in sequence. In the first round, a targeted *dispel magic* (CL 10) is cast on each square affected by the trap (which is a 10'x 35' area). The following round, an *orb of force* is cast in each of the affected squares, attacking any PC or object in that square. This sequence repeats until the duration of the trap is expired.

Search DC 29 **Type** Magical

Trigger Location; **Init** +7

Effect First round of two: targeted *dispel magic* (CL 10); Second round of two: nonlethal *orb of force* (CL 10), ranged touch +14, damage 10d6 nonlethal.

Duration 16 rounds

Destruction AC 31, hp 61

Disarm Disable Device DC 29 each square
Dispel DC 21 per square

APPENDIX 2: NEW RULES ITEMS

FEATS

Close-Quarters Fighting [General]

You are skill at fighting at close range, and resisting grapple attempts.

Prerequisites: Base Attack +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled.

This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

Reference: Complete Warrior, page 97.

Lunging Strike [General]

You make a single attack against a foe who stands just beyond your reach.

Prerequisite: Base attack bonus +6

Benefit: As a full-round action, you can make a single strike with a 5-foot bonus to your attack's reach. This benefit applies to both armed and unarmed attacks, including touch attacks made to deliver spells.

Special: A fighter can select Lunging Strike as one of her fighter bonus feats.

Practiced Spellcaster [General]

You can cast a spell to maximum effect without special preparation.

Prerequisites: Spellcraft 4 ranks

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't gain from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Sculpt Spell [Metamagic]

You can alter the area of your spells.

Prerequisite: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

MAGIC ITEMS

Arcanist's Gloves

Price (Item Level): 500 gp (3rd)

Body Slot: Hands

Caster Level: 3rd

Aura: Faint (DC 16) transmutation

Activation: Swift (command)

Weight: —

These sleek blue gloves bear tiny golden stars across the knuckles

When you activate *arcanist's gloves*, you add 2 to the caster level of the next 1st-level arcane spell you cast before the end of your turn.

Arcanist's gloves function two times per day.

Prerequisites: Craft Wondrous Items, *fox's cunning*.

Cost to Create: 250 gp, 20 XP, 1 day1.

Source: *Magic Item Compendium*, p. 72

Gloves of the Starry Sky

Price (Item Level): 1100 gp (4th)

Body Slot: Hands

Caster Level: 3rd

Aura: Faint (DC 15) evocation

Activation: — and standard (mental)

Weight: —

These supple gloves are velvet black. In their darkness, stars seem to swim.

While wearing *gloves of the starry sky*, you emit a bright, silvery radiance equivalent to a *light* spell. You can douse or renew this light with a standard (mental) action.

In addition, three times per day you can activate these gloves and sacrifice a prepared spell or spell slot of 1st level or higher to use *magic missile* (as the spell) using your own caster level rather than that of the gloves. The missiles created by the gloves appear as a series of tiny falling stars.

Prerequisites: Craft Wondrous Item, *magic missile*, possession of a piece of the *raiment of the four* set (MIC pp. 204-205)

Cost to Create: 550 gp, 44 XP, 2 days.

Source: *Magic Item Compendium*, p. 204

Gloves of Fortunate Striking

Price (Item Level): 2000 gp (6th)

Body Slot: Hands

Caster Level: 3rd

Aura: Faint (DC 16) divination

Activation: Immediate (mental)

Weight: —

These supple white leather gloves are embroidered with blue symbols of luck

You can activate *gloves of fortunate striking* to reroll an attack roll that you've made before you know whether the attack succeeded. YOU must use the second result, even if it's lower. You can't use this ability if you have already rerolled the attack for any reason.

This ability functions once per day.

Prerequisites: Craft Wondrous Items, *Bigby's interposing hand*.

Cost to Create: 1150 gp, 92 XP, 3 days

Source: *Magic Item Compendium*, p. 121

Repelling Gauntlets

Price (Item Level): 2300 gp (6th)

Body Slot: Hands

Caster Level: 9th

Aura: Moderate (DC 19) conjuration

Activation: Immediate (command)

Weight: —

Dark birds of prey, four small chains, and a black-and-yellow checkered field adorn these leather gloves.

Inspired by the spells of the legendary wizard Bigby, these gloves help keep enemies at a safe distance. You can activate *repelling gauntlets* only when a visible enemy moves into a square adjacent to you. That enemy must attempt a DC 17 Reflex save; if this fails, it is immediately pushed 5 feet away from you and it loses any remaining movement allowed in that action (though it can use additional actions to move farther).

For example, if a wolf (speed 50 feet) moved 30 feet into a square adjacent to you, and it failed its save against the effect you would push it 5 feet away from you in any direction and it would lose the remaining 20 feet of that move action. It could then use another move action, if it still had one, to close the remaining distance. If the wolf were charging, its entire full-round action would be wasted.

Prerequisites: Craft Wondrous Items, *fox's cunning*.

Cost to Create: 250 gp, 20 XP, 1 day1.

Source: *Magic Item Compendium*, p. 72

Ring of Four Winds

Price (Item Level): 2000 gp (6th)

Body Slot: Ring

Caster Level: 3rd

Aura: Faint (DC 16) evocation
Activation: Immediate (command)
Weight: —

Four clouds, each a different shade of green or blue, adorn this simple wooden ring. The faces of four old men puffing up their cheeks are also carved into the sides.

When you activate a *ring of the four winds*, it creates gusts of wind that grant you a +2 deflection bonus to AC against a single attack.

Alternatively, you can activate it to use a *feather fall* effect on yourself.

This ring functions a total of four times per day.

Prerequisites: Forge Ring, *feather fall*, *gust of wind*, *shield of faith*

Cost to Create: 1000 gp, 80 XP, 2 days.

Source: *Magic Item Compendium*, p. 124

Ring of Piercing Spells

Price (Item Level): 2000 gp (6th)

Body Slot: Ring

Caster Level: 9th

Aura: Moderate (DC 19) evocation

Activation: — and swift (command)

Weight: —

This blood-red, metallic signet ring bears the emblem of a black skull with wands crossed beneath it.

A *ring of piercing spells* allows you to deal additional damage with your spell against a nearby, distracted target. When you activate this ring, the next melee touch spell you cast against an enemy you are flanking deals an extra 2d6 points of damage. Touch spells that don't normally deal hit point damage don't gain any benefit from this ability. If you don't cast a touch spell that deals hit point damage before the end of your turn, you gain no benefit from the ring.

This ability functions three times per day.

Prerequisites: Forge Ring, *inflict moderate wounds*, *sneak attack*

Cost to Create: 1000 gp, 80 XP, 2 days.

Source: *Magic Item Compendium*, p. 126

Ring of Silent Spells

Price (Item Level): 2000 gp (6th)

Body Slot: Ring

Caster Level: 5th

Aura: Faint (DC 17) illusion

Activation: Swift (command)

Weight: —

Sculpted teeth surround the soft silk padding of this copper band, like a mouth biting down on a gag.

When you activate a *ring of silent spells*, it creates a *silence* effect, as the spell, centered on you. While this effect lasts, you can cast up to three spells of 3rd level or lower without verbal components (as though using the Silent Spell feat, except that the spells do not require a higher level spell slot or increased casting time).

This ability functions once per day.

Prerequisites: Forge Ring, Silent Spell, *silence*

Cost to Create: 1000 gp, 80 XP, 2 days.

Source: *Magic Item Compendium*, p. 127

Sandals of Sprinting

Price (Item Level): 2,300 gp (6th)

Body Slot: Feet

Caster Level: 5th

Aura: Faint (DC 17) transmutation

Activation: Swift (command)

Weight: —

These lightweight sandals are soled with tanned cheetah hide, and the straps are made of dried, braided sinew.

When you activate *sandals of sprinting*, you gain a 30-foot enhancement bonus to your land speed (to a maximum of your normal speed) until the start of your next turn.

This ability functions three times per day.

Prerequisites: Craft Wondrous Items, *expeditious retreat*.

Cost to Create: 1,150 gp, 92 XP, 3 days

Source: *Magic Item Compendium*, p. 131-132

Thought Bottle

Price: 20,000 gp

Body Slot: — (held)

Caster Level: 13th

Aura: Strong (DC 24) enchantment

Activation: Full-round (command); see text

Weight: 1 lb.

This flask is made of a thick green glass, and appears to be empty.

A *thought bottle* can be used to store thoughts, memories, experience, or spells. A single bottle can hold up to five thoughts or memories at a time, or a single creature's current experience, or a single spellcaster's collection of prepared spells. Any person that touches the bottle and speaks the command

word instantly gains a general knowledge of the bottle's contents, but doesn't actually access the thoughts, memories or spells within until she consciously decides to do so. Storing or retrieving anything from a *thought bottle* requires a full-round action that provokes attacks of opportunity.

Thoughts: The bottle can store specific ideas, communications or conclusions. Once a memory is stored, it disappears from the user's mind, but she remembers the general nature of the stored thought. For example, if the user stored the name of a murderer, that name would disappear from her memory and be unrecoverable from her own mind by any means, though she would know that the thought bottle now contains the murderer's name. Similarly, secret messages and intelligence can be hidden in a *thought bottle* to pass them to someone else.

Memories: The user's recollection of a single day's events can be stored in the bottle. Once stored, the user remembers the general nature of the memory ("the day we performed the Ritual of Binding") but loses all details of the event itself.

Experience: A *thought bottle* can be used to offset a level loss just as a *restoration* spell can, but is effective even against level loss that *restoration* can't undo (including levels lost to death, but not the negative levels bestowed by magic items like a *holy* weapon). When a user's experience has been stored in the bottle, he can subsequently access the bottle to restore his XP total to exactly what it was when it was last stored, negating any levels lost in the interim. Storing experience in the bottle is difficult, and the user must store 500 XP (deducted before storing) to do so. Only the creature that stored experience can retrieve it, but if the bottle is destroyed or lost, the user suffers no ill effect.

Spells: An owner who prepares spells can store some or all of her memorized spells in a *thought bottle*. Any spell she puts into the *thought bottle* is expended as if she had cast it, but the spells in the bottle can then be retrieved at any later date to be prepared as normal. Wizards often use this function to create a kind of backup spellbook, concealing *thought bottles* in well-hidden boltholes against the eventuality of their grimoires being stolen or destroyed. Only the character who stored the spells can retrieve them, and if the bottle is destroyed, the stored spells are lost with no effect.

Cost to Create: 10,000 gp, 800 XP, 10 days.

Source: *Complete Arcane*, p. 150

SPELLS

Benign Transposition

Conjuration (Teleportation)

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. +10 ft./level)

Targets: Two willing creatures of up to Large size

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Calling out the arcane words, you suddenly stand where your companion was, and he has taken your place, outside the reach of his foes.

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

Spell Compendium, p. 27

Critical Strike

Divination

Level: Assassin 1, bard 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Upon uttering the ancient phrase that completes the spell, you feel the weapon in your hand drawn toward a creature standing nearby.

Whenever you make a melee attack against a flanked foe or against a foe denied its Dexterity bonus, you deal an extra 1d6 points of damage, your weapons threat range is doubled (as if under the effect of *keen edge*) and you gain a +4 insight bonus on rolls to confirm critical threats. The increased threat range granted by this spell doesn't stack with any other effect that increases your weapon's threat range. Creatures immune to extra damage from sneak attacks are immune to the extra damage dealt by your attacks.

Spell Compendium, p. 56

Deflect, Lesser

Abjuration [Force]

Level: Duskblade 1, sorcerer/wizard 1
Components: V
Casting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round or until discharged

With a word, you evoke a barrier of invisible force.

You project a field of invisible force, creating a short-lived protective barrier. You gain a deflection bonus to your AC against a single attack; this bonus is equal to +1 per three caster levels (maximum +5).

You can cast this spell even when it's not your turn; however, you must cast it before your opponent makes his attack roll to gain the benefit.

Player's Handbook II, p. 109

Dimension Hop

Conjuration (Teleportation)
Level: Duskblade 2, sorcerer/wizard 2
Components: V
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

Pale motes of light dance and swirl about your fingertips. When you touch the creature, it disappears, leaving a cloud of motes in its wake, and reappears somewhere nearby.

You immediately teleport the subject creature a distance of 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.

Player's Handbook II, p. 110

Energy Surge

Transmutation [see text]
Level: Duskblade 3, sorcerer/wizard 3
Components: V
Casting Time: 1 swift action
Range: Close (25 ft. +5 ft./2 levels)
Target: One weapon
Duration: 1 round
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

With a single utterance, you sheathe a weapon in elemental energy--dripping acid,

vaporous ice, crackling electricity, smoking flame, or thunderous air.

You temporarily imbue a weapon with elemental energy. When you cast this spell, specify an energy type (acid, cold, electricity, fire or sonic). This spell is a spell of that type, and the target weapon is sheathed in that kind of energy. If the attack is successful, it deals an extra 1d6 points of damage of the specified energy type.

Player's Handbook II, p. 112

Expeditious Retreat, Swift

Transmutation
Level: Bard 1, duskblade 1, sorcerer/wizard 1
Components: V
Casting Time: 1 swift action
Duration: 1 round

In a breathless voice, you call out, as if you were already running a race.

This spell functions like *expeditious retreat* (PH 228), except as noted above.

Spell Compendium, p. 85

Hail of Stone

Conjuration (Creation) [Earth]
Level: Sorcerer/wizard 1
Components: V, S, M
Casting Time: 1 round
Range: Medium (100 ft. +10 ft./ level)
Area: Cylinder (5-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You hold the jade chip before you and blow on it as you end the spell. The chip flares with a green flame and vanishes as rocks begin to fall on your pursuers.

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth at least 5 gp.

Spell Compendium, p. 109

Kelgore's Fire Bolt

Conjuration/Evocation [Fire]
Level: Duskblade 1, sorcerer/wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature

Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: See text

You conjure a shard of red-hot rock and hurl it toward an opponent. As it streaks through the air, a nimbus of arcane energy crackles around it.

This spell conjures a small or hot rock and sheathes it in arcane energy. This spell deals 1d6 points of fire damage per caster level (maximum 5d6). If you fail to overcome the target's spell resistance, the spell still deals 1d6 points of fire damage from the heat and force of the conjured orb's impact.

Material Component: A handful of ashes.
Player's Handbook II, p. 116

Nerveskitter

Transmutation
Level: Sorcerer/wizard 1
Components: V, S
Casting Time: 1 immediate action
Range: Close (25 ft. +5 ft./2 levels)
Target: One creature
Duration: 1 round
Saving Throw: None (harmless)
Spell Resistance: Yes

You suffuse you're ally with a brief, blue glow. He jerks away from you as, if he can anticipate your next action.

You cast this spell when you and your party roll for initiative. You enhance the subject's reactions in combat, granting it a +5 bonus on its initiative check for the current encounter. If the subject does not make an initiative check within 1 round, this spell has no effect.

Spell Compendium, pp. 146-7

Persistent Blade

Evocation [Force]
Level: Sorcerer/wizard 1
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Effect: One dagger made of force
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

You hold a dagger in you're hand and concentrate on it, evoking the power of the spell. A duplicate of the dagger, made of translucent force, appears besides it and flies off at your command.

You bring into being a tiny blade of force. The blade flies at a speed of 40 feet (perfect) and attacks any target within its range, as you desire, starting in the round when you cast the spell. The blade attacks on your turn once each round, striking with an attack bonus equal to your base attack bonus + ½ your Cha modifier or Int modifier (for sorcerers and wizards, respectively) and deals 1d4 points of damage, with a critical threat range of 19-20. If an ally also attacks the creature, the blade moves on your turn to flank the target. As a force effect, it can strike ethereal and incorporeal creatures. The blade cannot be attacked.

Each round after the first, you can use a standard action to switch the blade to a new target; otherwise, it continues to attack the same target. If an attacked creature has spell resistance, the resistance is checked the first time the *persistent blade* strikes. If the blade is successfully resisted, the spell is dispelled. If not, the blade has its normal full effect on that creature for the duration of the spell.

Focus: A silvered dagger.
Spell Compendium, p. 154

Ray of Flame

Evocation [Fire]
Level: Sorcerer/wizard 1
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: Yes

A burning ray shoots out at the target from your upturned palm. The sound of a crackling fire follows the ray's path.

You must succeed on a ranged touch attack with the ray to strike a target. If your attack is successful, the ray deals 1d6 points of fire damage per two caster levels (maximum 5d6). The target must also make a Reflex save or catch fire, taking 1d6 points of fire damage each round until the flames are put out (requiring a DC 15 Reflex save; see *Catching on Fire*, *DMG* 303).

Focus: A small, polished glass lens.
Spell Compendium, p. 167

Sonic Blast

Evocation [Sonic]
Level: Sorcerer/wizard 1

Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: Yes

The words of your spell twist upon each other and grow stronger. Then, like a cluster of bees, they streak toward your target and detonate in a screaming bellow around him.

You blast the target with loud and high-pitched sounds. The subject takes 1d4 points of sonic damage per two caster levels (maximum 5d4) and must make a will save or be deafened for 1d4 rounds. This spell has no effect if cast into the area of a *silence* spell.

Spell Compendium, p. 195

Spirit Worm

Necromancy
Level: Sorcerer/wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 round/level, up to 5 rounds; see text
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes

You press the bit of blackened bone against your foe and intone the spell. The bone vanishes, leaving a mottled bruise where it touched.

You create a lingering decay in the spirit and body of the target. If the target fails its saving throw, it takes 1 point of constitution damage each round while the spell lasts (maximum 5 points). The victim can attempt a Fortitude saving throw each round, and success negates the Constitution damage that round and ends the spell.

Material Component: A piece of fire-blackened ivory or bone carved in the shape of a segmented worm.

Spell Compendium, p. 202

Targeting Ray

Divination
Level: Bard 1, sorcerer/wizard 1
Components: V, S, F
Casting Time: 1 standard action

Range: Medium (100 ft. +10 ft./ level)
Effect: Ray
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

From your clenched fist you produce a luminous ray. The ray pulsates between the living creature and you.

The ray acts as a rangefinder for you and any allies. You must succeed on a ranged touch attack with the ray to strike a target. It provides a +1 insight bonus per three caster levels on ranged attacks directed at the subject for the duration of the spell. Your allies need not see you, but they must be able to see the ray. You can otherwise act normally for the duration of the spell. Allies who can see the target of the ray receive the bonus even if you lose line of sight to the target.

Focus: A small metal or stone tube.

Spell Compendium, p. 219

Wall of Smoke

Conjuration (Creation)
Level: Druid 1, sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. +5 ft./2 levels)
Effect: A straight wall whose area is up to one 10-ft. square/level (S)
Duration: 1 round/level
Saving Throw: Fortitude partial; see text
Spell Resistance: No

You wave your hand in a circular motion, and black smoke swirls into existence as a dark wall.

This spell creates a thin wall of black smoke. The wall is stationary once created. The wall blocks sight to a limited degree. Creatures on opposite sides of the wall that cannot see over it gain concealment from each other. A creature can pass through a *wall of smoke*, but it must make a Fortitude save to avoid being nauseated for 1 round.

A moderate wind (11+ mph) such as from a *gust of wind* spell, destroys the wall in 1 round.

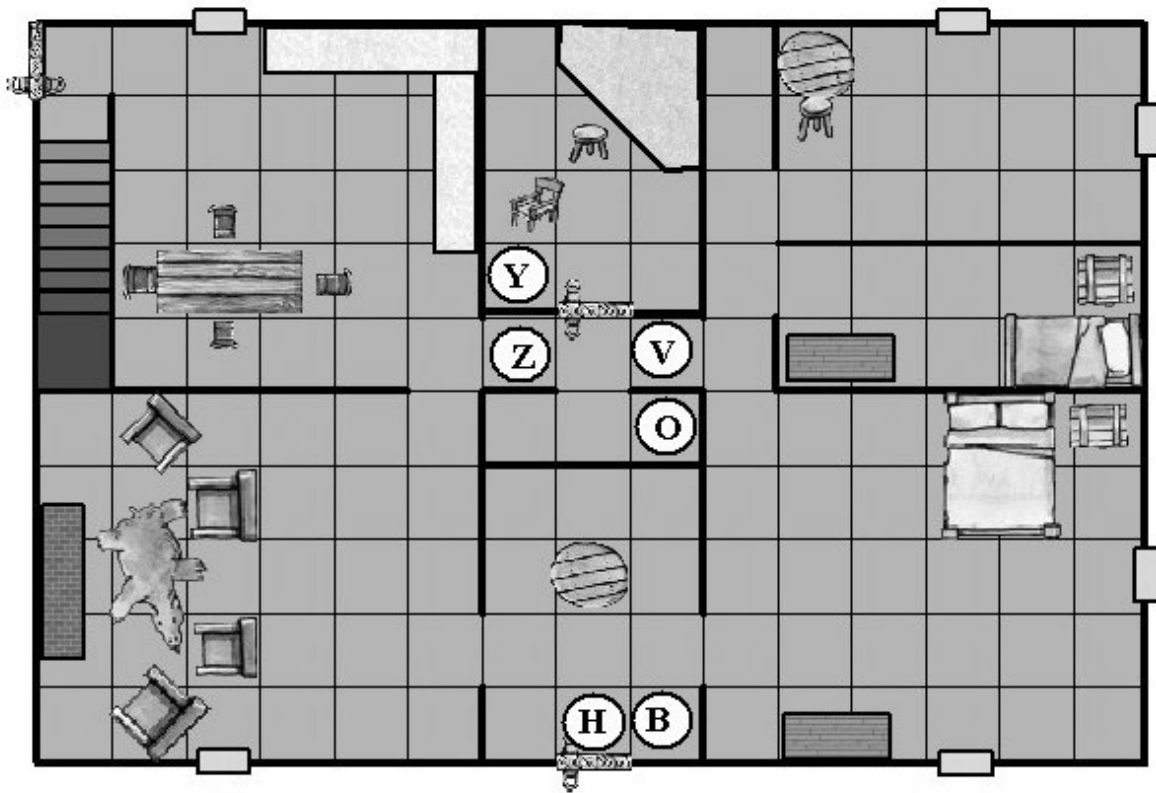
Spell Compendium, p. 235

APPENDIX 3: PROCESS FOR SELECTING A REPLACEMENT MEMBER FOR THE CHAMBER OF FOUR

1. Furyondy is a monarchy. King Belvor is making the ultimate decision. However it is likely that the opinions of the Chamber of Four and other selected delegations will weigh heavily on his decision.
2. When the first Chamber members were selected, King Belvor heard input from two delegations: a delegation of churches (made up of a representative of each major church in the land plus FASTC) and a delegation of nobles (with one representative selected by the leader of each province). This time around, Belvor has defined a third delegation: a delegation of adventurers selected and managed by the newly coined Furyondy Mage Council. His intent is that the adventurers in question be primarily wizards but he's graciously left the delegation member selection up to the Council.
3. The size of the adventurers' delegation is determined by the Mage Council but can not exceed seven members.
4. Each of these delegations interviews each candidate. Each delegate registers an opinion on each candidate and these opinions are passed to the sponsoring organization (noble, church or mage council) which may alter the opinions, add to them, censor them or simply pass them on as they see fit.
5. The sponsoring organization weighs the advice of the delegation and provides a written opinion to King Belvor and the Chamber of Four. This opinion outlines the delegation's opinions of the candidate and makes a preliminary recommendation.
6. Once all the candidates have been interviewed, each sponsoring organization collects a final recommendation from their delegation. They, in turn, form their own final recommendation to the King (also forwarded to the Chamber of Four). The sponsoring organization has the option to completely ignore the input from the delegation. However, this is ultimately a poor political move since word of such actions tends to get out and discredit the sponsor.

APPENDIX 4: HELENE'S COTTAGE

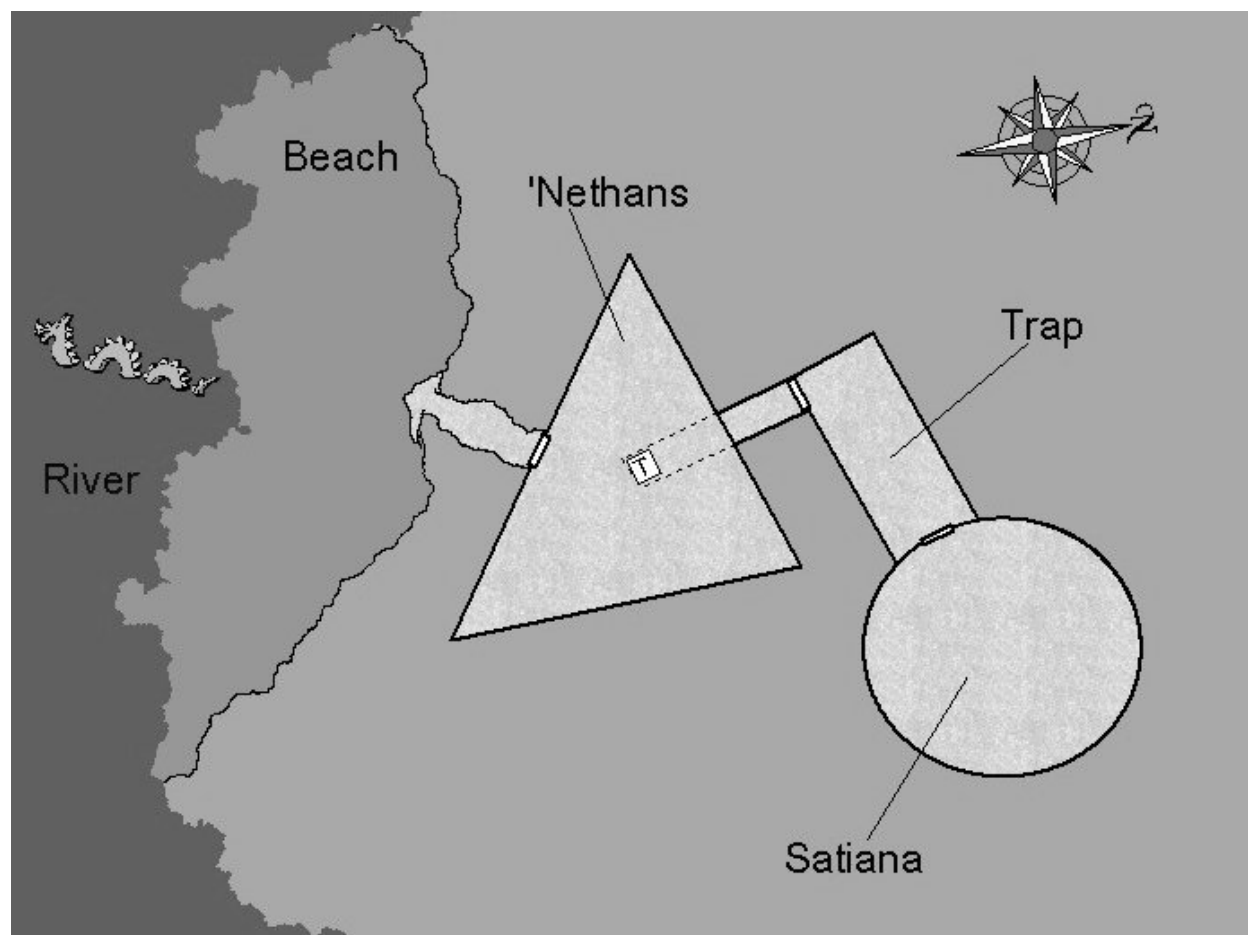
This map depicts the state of Helene's cottage as the PCs first approach it (Encounter 2).



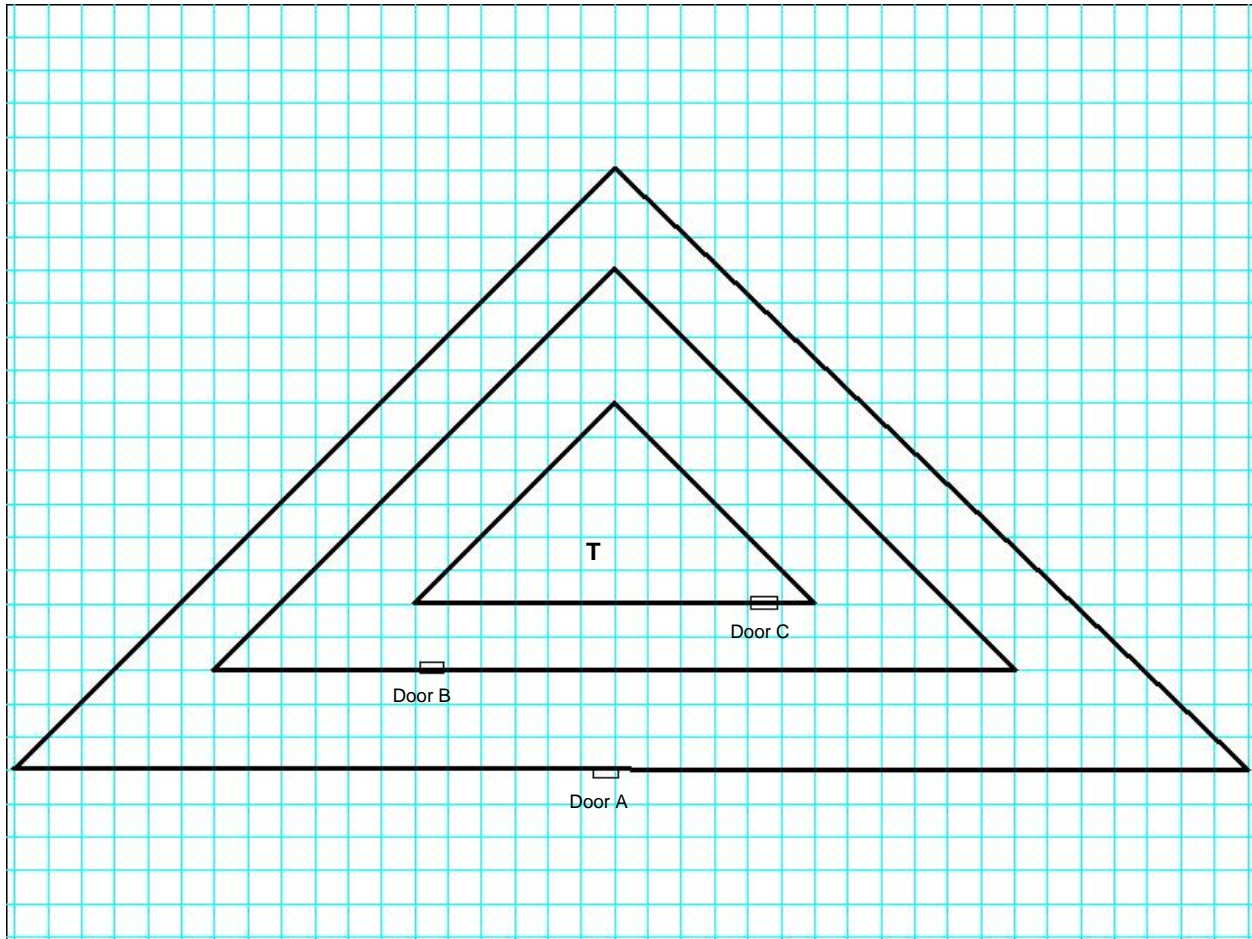
(H) = Helene	(Z) = Zargas
(B) = Bremen	(Y) = Yelnethan
(V) = Velnethan	(O) = Oracle



APPENDIX 5: NETHAN'S LAIR



APPENDIX 6: TRIANGLE ROOM



T= Warded Trap Door

PASSWORDS FOR THE DOORS

Door:	<u>A</u>		<u>B</u>		<u>C</u>	
Setting 1 Destination & Password	A	Molag	B	Preak	C	Duck
Setting 2 Destination & Password	B	Gothmag	C	Schzyzer	A	Oiseau
Setting 3 Destination & Password	C	Yallomag	A	Groofle	B	Canard

PLAYERS' HANDOUT 1: A LETTER FROM TELMUS

Friend:

I have no need to remind you of the dire implications of your last two missions for the Mage Council. Events are moving much more quickly now both within the council and without. I believe that you may play a much more key role than anyone could have known even as late as Patchwall.

I beg of you, make your way to Chendl as promptly as you can manage. I must meet with you within the tenday to commission you for a task you should find familiar. If I have not seen you by then, I must send someone else and I fear that may be a mistake.

I'll make the usual arrangements at the Feldrake for you and any trusted companions you select. I eagerly await your arrival.

Kind Regards,

TELMUS

Undersecretary

Office of Royal Decrees

Furyondy Mage Council

Note to Player: Your PC is entitled to free standard upkeep for this scenario.

PLAYERS' HANDOUT 2: ORDERS FROM THE CHURCH (RAO/ST. CUTHBERT/PELOR/TRITHERION/FAST-C)

We have very recently become aware that the Mage Council has selected you for another mission to interview a candidate for the Chamber of Four. We know little of this individual save that she is not embroiled in the current politics of the country and perhaps not as powerful (or as ambitious?) as other candidates.

Your superiors urge you to give her an honest review. A fresh face on the Chamber is likely to look favorably upon positive changes to the status quo among the nobility.

Do stop by our cloisters in Chendl after you have finished your mission so we can discuss what transpired.

*Yours in the exalted presence,
Brother Michel de la Coure
Chief Scribe of the Church*

Note to Player: Your PC is entitled to free standard upkeep for this scenario.

PLAYERS' HANDOUT 3: ORDERS FROM THE CHURCH (HEIRONEOUS/ MAYAHEINE)

We have very recently become aware that the Mage Council has selected you for another mission to interview a candidate for the Chamber of Four. We know little of this individual save that she is virtually an unknown quantity. Certainly she has no political influence or agenda.

Your superiors believe that Furyondy's best course is to have the courage to select a politically powerful candidate, not a lame duck. We urge you to keep this in mind when reviewing this candidate.

Do stop by our cloisters in Chendl after you have finished your mission so we can discuss what transpired.

*Yours in the exalted presence,
Brother Michel de la Coure
Chief Scribe of the Church*

Note to Player: Your PC is entitled to free standard upkeep for this scenario.

PLAYERS' HANDOUT 4: A FORMAL SUMMONS

Know you that this is a summons to Chendl, capital of the nation of Furyondy and Diadem of the Flanaess, for service to Furyondy's most honorable Mage Council on a matter most urgent and most dire. For your safety and the well-being of the free peoples of this country it is imperative that you arrive within the tenday to speak directly with me regarding this mission.

It is recommended that you find fare and bed for yourself and any trusted companions at Feldrake Inn. I eagerly await your arrival.

Kind Regards,

TELMUS

Undersecretary

Office of Royal Decrees

Furyondy Mage Council

PLAYER HANDOUT 5: HELEN'S JOURNAL

You have found the journal of Helene Alou, the diviner whom you were sent to interview. This is the most recent entry in her journal.

The poor dear Oracle. She tried to be brave and hide her problem from me, but she is terrible at keeping secrets. And now I know, heaven help me. Satiana the wizard, a thrall of luz? How horrible? Who would have thought? And what a burden for the poor Oracle to bear—receiving her vision in front of a crowd.

Satiana has always been the jealous and vain sort, but I can't imagine what happened to make her turn to evil. She will likely find out about the Oracle's vision, no question. We have to get her out of Furyondy. I will go speak to Henri de Bourru in town—he can help.

PLAYERS' HANDOUT 6: A MEMORY

Upon uttering your love for Satiana, you become aware that this bottle contains someone's memory of a period of time in their past. If you wish to experience the memory keep reading (otherwise return this handout to your DM). Are you sure you wish to proceed?

[Memory Begins Here]

You find yourself standing in a dark chamber lit by torchlight. For some reason you know that you are in a cave complex deep beneath the Swarming Grounds in northern Furyondy. You also know other things: That your name is Deneel Thriffitante. That you can handle a blade better than almost any other humanoid you've ever met. Except that you're not human anymore. A year ago (or was it two?) your dark Prince kissed you and now you are something else...something neither alive nor dead. Your body and your mind surge with powers that you never thought to have in life. Your move with more quickness and grace that you dreamed you'd ever have. But such blessings have come with a price. You also hunger for mortal blood with a longing so powerful to think of it brings you physical pain.

Standing in the room's center are two figures you recognize: Your beloved Prince (who kissed you!) and his servant Karzalin the fire wizard. You and two of your Prince's other most loyal servants are here to witness a binding ceremony. There is a third human in the room (and his blood smells so sweet!). This one calls himself Thimme de Levine. He looks at you with the same distaste that Karzalin does and no wonder for Karzalin seems to dote so upon this newcomer.

As you watch, Thimme brings himself to a kneeling position before your Prince (who kissed you!) and drags a dagger's blade across his palm. As the blood drips upon the ground (so sweet!) Thimme speaks his oath:

"I, Thimme de Levine of the Barony of Kalinstren, acting of sound mind and without coercion, recognize you Thrommel the III of Fairwain as the true successor to the throne of Furyondy. Your vision for my country is my vision. My lands are your lands. I swear my undying fealty to you. I place the life of my body, mind and heart at the defense of your realm in times of war and ill fortune, with courage and prowess. I am your humble servant. Merely speak and I shall act as you command."

Your Prince smiles and completes the ceremony with three taps of his unholy sword. ***"Rise, General Thimme de Levine of Kalinstren. The true Army of Furyondy is yours to command."***

[Memory Ends Here]

Return this handout to your DM immediately. DO NOT show it to the other players.

CRITICAL EVENT SUMMARY FUR8-03 – DUPLICITY DIVINED

(Return to Event HQ or to John du Bois)

Please be sure to answer all questions. Thanks.

1. Circle the meta organizations that one or more PCs were members of:
Furyondy Mage Council Church of St. Cuthbert Church of Mayaheine
Twilight Hunters Church of Rao FASTC
Church of Heironeous Church of Trithereon Church of Pelor
2. What is the fate of Zargas and Bremen?
Zargas: Escaped Captured Killed
Bremen: Escaped Captured Killed
3. What is the current status of Helene and the Oracle of Istus?
Helene: Alive Dead
Oracle: Rescued/Alive Dead Still Kidnapped
4. Circle the names of the 'Nethans that survived this adventure (if any):
Velnethan Yelnethan Zelnethan
5. How many PCs are now an Enemy of Satiana?
6. How many PCs are now an Ally of Satiana?
7. What is the current status of Satiana:
Escaped Dead Prisoner of a PC Prisoner of an NPC
8. Did the PCs tell Telmus (or any other authority) of Satiana's role the Oracle's kidnapping?:
Yes No
9. Circle the party's consensus recommendation for Helene:
For Against Tie/No Opinion Given
10. Comments (Optional). Please explain any unusual circumstances or recommendations.