

PER2-05



GHOSTS AT THE WATERSIDE

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

Version 1

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An encounter with lizardfolk at a river crossing leads to a plea for assistance from the ghost of a notorious bandit. His plea leads to a troubled village, Leuchturmdorf (Village Of The Lighthouse), on the shores of Lake Quag north of Traft City. Will the characters be able to help in time? An adventure for characters levels 1 – 8.

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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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end

of the adventure. You should review all of these statistics before the game starts to refresh you memory of the creatures' abilities.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the DMs are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

| CR | 1 | 2 | 3 | 4 |
|-------------|---|---|---|---|
| 1/4 and 1/6 | 0 | 0 | 0 | 1 |
| 1/3 and 1/2 | 0 | 0 | 1 | 1 |
| 1 | 1 | 1 | 2 | 3 |
| 2 | 2 | 3 | 4 | 5 |
| 3 | 3 | 4 | 5 | 6 |
| 4 | 4 | 5 | 6 | 7 |

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

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

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

either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see DUNGEON MASTER'S Guide Chapter 2: Characters) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Mialec, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure set in Perrenland. All characters playing in region pay one Time Unit to participate in the adventure. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp. Characters playing out of region pay double these amounts.

ADVENTURE SUMMARY AND BACKGROUND

About a week before the start of this adventure, on a day of incoming storms, four people who needed passage across Lake Quag approached a Rhennee bargeman, who took them from Schwartzbruin to Traft City, aboard the rat-infested hulk known as the Myra-Deare. The passengers included a rogue and his young daughter; a merchant-mage; and his bodyguard, a female mercenary. The bargeman's hesitation turned to agreement when he saw desperation in the eyes of the little girl's father, although he recognized the man as being Night Hawk, a notorious bandit of the region. The mage and his bodyguard he would have left, but he felt he had no choice but to accept them *all* as passengers.

Tragedy struck when lightning hit the barge two hours out from land. While the mercenary took care of her client, the mage, and the on-board rats took care of themselves; the Rhennee and the child's father ensured that little Gerhada was safely ensconced in the rowing

ketch that served the bargeman for 'ship-to-shore' transport. They launched the ketch just in time.

It was too late however, to save themselves, when a sudden surge of water dragged the barge off course and eventually pulled it under. Washed up somewhere north of Traft, a band of carnivorous goblins led by a barghest found the three survivors, the mage, the mercenary, and the little girl, when the barge was pushed into reeds by gale force winds. The Rhenee and Night Hawk were already dead and were left on or near the barge.

The mercenary's sword was driven deep into the barge's bow in a mistimed strike just before she died. The little girl's locket was caught on the top of the rudder, and the mage's treasure chest remained where he had found time to jam it under a seat in the barge.

The barge drifted onto an embankment near the village of Leuchtturmdorf, and was found by Shool priestesses Eleste and Jana. The two priestesses also found the sword, the chest and the locket, and took them to the Old Kerk Temple for safekeeping.

That night, however, bands of vargouilles from an old cemetery, stirred up by strange supernatural forces in the atmosphere, raided the town, driving the villagers into the sanctuary of the Old Kerk temple.

The next day Eleste began searching the church library for a way to banish and destroy the vargouilles, whilst Jana cared for the villagers hurt in the raid. By late afternoon they thought they had found a solution!

Eleste found a two-verse spell that had been penned by a bardic cleric whose work, though not of the Shool, seemed to hold the answer. What neither of the priestesses realised was that the vargouilles needed to be *contained* after the first verse freed them from what bound them to their place of focus, which was the old cemetery. They had to contain the vargouilles until the second verse could banish them.

Imagine their horror when, after the first verse was complete, a rush of wind brushed against the villagers' legs, bowling them over as it blew into the village. Things immediately worsened. Two individual whirlwinds also left the boat. The whirlwinds raced through town and blew through the Old Kerk temple, picking up the sword, the chest, and the locket as they went. The whirlwinds, along with the vargouilles, then fled to a ruined tower that had once served as a lighthouse.

Very few noticed the shimmering image of a little girl, weeping for her lost locket that appeared briefly on the bow of the barge then faded into nothing.

The vargouilles once again returned to wreak havoc the next night. This time their depredations were accompanied by the appearance of two spectres: a merchant-mage who called himself Dantir, and Merjam his female bodyguard.

They demanded that the villagers give up the priestesses and swear to allow the ghost's rulership. When the village blacksmith refused, he was killed by the bodyguard's blade. To avoid further bloodshed, Eleste and Jana surrendered their freedom, trusting the gods to keep them safe.

The next day, the villagers found their lives had changed irrevocably. The women were left to repairing the village and fishing if they had time, while the men were required to work at rebuilding the ruined lighthouse.

At the same time, a small group of lizardfolk raiders travelling down from the Sepia Uplands had taken advantage of the battle-weary condition of the goblins that originally found the barge survivors. The lizardfolk planned to take back the small cave network inhabited by the goblins, as it is a holy site to their ancestors' spirits.

Meanwhile, Dantir and Merjam headed out to the goblin's cave themselves, planning to defeat the goblins and barghest, and retrieve some of their own bodily remains. This was so that Dantir may use the twisted version of a *resurrect* spell he has in his possession, in conjunction with the locket of an innocent, and the two priestesses, who he plans to use in an unholy ritual. Dantir has plotted to betray Merjam (his bodyguard) by substituting the remains of a higher-level cleric of Iuz, which he found on an adventure in the ruined Shield Lands, with those of Merjam, during the climax of the ceremony. Dantir's betrayal frees Merjam of her mercenary's oath to protect him, though the ritual destroys the priestesses and keeps the spirit of Night Hawk's daughter from ever achieving final rest in Nirvana.

The characters, heading north, see the wreck of a Rhenee river barge while crossing a river about 20 miles out from Traft City (*Introduction*). When the characters go to investigate the barge they are attacked by a group of goblins who are pursuing some wounded lizardfolk (*Encounter 1, 2, and 3*). After defeating the goblins, the characters are able to approach the barge. Here they meet the ghost of Ariando Lemarque, a kindly bandit, who needs their help (*Encounter 4*).

If the characters attack the ghost he immediately vanishes, they discover none of the information he carries, and he haunts their trail until they reach the village of Leuchtturmdorf (Village Of The Lighthouse), about 5 miles away, where the ghostly bandit is reunited with his daughter. If they talk with the ghost, they discover much of the background of the adventure and are commissioned to bring back his daughter's locket, and thus her spirit to him, so that they might both rest easy. Some priestesses of the Shool who discovered the wrecked barge a few days ago have taken the locket. He also asks that they recover his daughter's remains, as she was taken alive by goblins to their den nearby and killed.

This leads the characters to discover the goblin's lair, and the aftermath of the battle between the goblins, barghest, and the lizardfolk. Here they encounter the remaining lizardfolk raiders and discover a further clue to the spectres at the ruined lighthouse in the village (*Encounters 6 and 7*).

If the characters choose not to investigate the barge, the characters end up in Leuchtturmdorf (*Encounter 5*) and may take up the path of the adventure there. If they decide not to go and investigate the ruined lighthouse,

they find themselves staying the night due to the late hour of the day and are drawn into events in *Encounter 6B*.

At the village, the characters can interact with the townsfolk through whom they discover the arrival of the vargouilles and two spectres, along with the kidnapping of the village priestesses (*Encounter 5*). These discoveries lead them to the lighthouse tower ruins.

In the tower ruins, the characters encounter vargouilles (*Encounter 6A*), and eventually the evil spectres of Dantir and Merjam, who have already begun their wicked resurrection ceremony (*Encounter 7*). The characters should also rescue the kidnapped priestesses and discover the missing locket. This is the optimum ending of three possibilities.

If the characters defeat Dantir and Merjam, then they return to the village victorious (*Conclusion A: Triumphant Return*).

If they decide to wait one night before attempting their assault on the tower, they lose the chance to rescue the priestesses, who are killed in order to power the unholy spell that returns Dantir to life and raises Brassis, a 5th Level Cleric of Iuz. In this case, they need to rescue the villagers from the priests of Iuz, and fight the zombies created to help the priests subdue and enslave the villagers (*Encounter 6B - Conclusion B: Aftermath of Defeat*).

The third option occurs only if the party is defeated in its encounter with the spectres of Dantir and Merjam. In this case the characters have to defeat Dantir and Brassis in order to free themselves (*Encounter 7B*). If they fail, they end up as the zombies instead of the village men, and their corpses begin the long trek to the lands of Iuz in charge of a new caravan of slaves.

All endings bar the last one will use *Finding the Locket* and *Reuniting Ariando and his Daughter* from *Conclusion A*.

INTRODUCTION

They say that northern Traft is the wildest of Perrenland's many regions. This is the area where the best stories are found, where small villages are always glad to see a representative of the Shool, be he cleric or bard, and where small communities most often stand undefended. While this is less true on the shores of Lake Quag, than in the untamed, and unexplored regions of the Sepia Uplands, you have decided to see what the locals know about the hilly region that provides for their nearest neighbors; and to discover all you can from the people who live closest to the Sepia before you attempt its mysterious depths yourselves.

Allow spellcasters to choose their spells and record them appropriately. Then proceed with the following:

Travelling, it is not long before you come across a narrow inlet blocking your path. Like many other streams and rivers on this road, you are faced with getting your feet wet as you begin to lead your mounts across a king tide weir. The water flowing across the weir is about a foot and a half deep, but does not appear fast flowing or particularly dangerous. It flows over the weir and drops about a foot. A gravel bed has been formed on the

barge side of the weir and the water here is about two and one-half feet deep.

Have the characters make Spot checks (DC 10) as they cross. Read or paraphrase the following for those who make the check:

As you move toward the weir, you notice something large and dark resting in the reeds closest to the Lake. A more careful look reveals what appears to be the partially sunken shape of a boat of some kind.

Upon successfully making a successful Profession (sailor) check (DC 10), or a successful bardic knowledge check (DC 15), the characters recognise the boat as one of the barges typically used by Rhennee river traders. Proceed with the following:

The craft must have been driven into the reeds by the savage storm that lashed the shoreline a couple of nights ago. There appears to be no cargo on its waterlogged decks, and part of the cabin structure is missing. Blackened wood suggests fire, or lightning strike, may have caused the damage. You also notice a strange, magical "glow" about the barge, but you would have to move closer to see the effect more clearly. You have to make your way through the reeds, which crowd the banks on the other side of the weir.

The "glow" is the residual manifestation left over from the otherworldly effects, which occurred to this vessel. A successful Knowledge (religion) check (DC 10) reveals this.

ENCOUNTER 1: GOBLINS VS. LIZARDFOLK

If the characters approach the barge read, or paraphrase, the following:

The water gradually deepens until you find yourselves almost waist-deep in water. Your smaller companions have been forced to stop three feet behind you, where the water has reached their chests.

Give characters time to try to organize more strategically then give them a chance to hear (Listen, DC 5) the goblins chasing the lizardfolk through the reeds beyond the barge before too many of the characters enter the water. Then proceed with the following

As you are approaching the barge, your attention is absorbed by it as behind you noise suddenly erupts. The sight of a javelin flashing through the air toward you makes you suddenly aware that you are no longer alone in the inlet. Rising out of the reeds, and preparing to throw more javelins, are some of the meanest looking goblins you have ever seen. They are pursuing three lizardfolk who appear outnumbered and helpless. The goblins

appear to have also seen your party and are now preparing to attack both yourselves and the lizardfolk they were pursuing.

The attack takes place about 60 feet from the initial position of the characters. One-third of the goblins continue to pursue the lizardfolk; whilst the other two-thirds break off and attack the party. This allows two of the lizardfolk to survive, killing the goblinoids that face them. It takes any characters in the water 1 full round of movement to move out of the water and onto dry land. Any character that elects to fight in the water loses any Dex modifier they may have had to their Armor Class.

APL 2 (EL 3)

➤ **Goblins (12):** hp 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4; see *Monster Manual*.

➤ **Quagaloogal Lizardfolk (3):** hp 11, 11, 11; see *Monster Manual*.

APL 4 (EL 5)

➤ **Goblins (9):** Male goblin War1; hp 12, 12, 12, 12, 12, 12, 12, 12, 12; see Appendix 1: NPCs.

➤ **Quagaloogal Lizardfolk (3):** hp 11, 11, 11; see *Monster Manual*.

APL 6 (EL 7)

➤ **Goblins (9):** Male goblin War2; hp 21, 21, 21, 21, 21, 21, 21, 21, 21; see Appendix 1: NPCs.

➤ **Quagaloogal Lizardfolk (3):** hp 11, 11, 11; see *Monster Manual*.

APL 8 (EL 9)

➤ **Goblins (9):** Male goblin War4; hp 39, 39, 39, 39, 39, 39, 39, 39, 39; see Appendix 1: NPCs.

➤ **Quagaloogal Lizardfolk (3):** hp 11, 11, 11; see *Monster Manual*.

The lizardfolk are part of a much larger group of lizardfolk whose trail the characters have yet to cross. They were left to guard the entrance to the goblin cave hidden further back in the reeds, while more experienced fighters and a druid go and clear out the goblins whose cave the lizardfolk want to overtake. Unfortunately, they were discovered by a band of goblins returning early from another raid, and so they were surprised and chased.

Because the goblin cave entrance is partially submerged, and because of the battle with the goblins themselves, the rest of the lizardfolk raiders or goblins do not hear the guards battle, or come to their assistance.

Tactics: The lizardfolk kill their goblins regardless of character outcomes. Do not fight this out.

Treasure:

Gold found per character on the goblins. The goblin's gear is in too poor of condition to loot and sell.

APL 2: 10 gp

APL 4: 20 gp

APL 6: 25 gp

APL 8: 45 gp

After the battle, character's can approach the two surviving lizardfolk, one is barely conscious and the other is tending.

Approaching the Quagaloogal Lizardfolk

If the characters approach read or paraphrase the following:

The lizardfolk are obviously wounded. One is in the water and the other is tending him, trying to stop the flow of blood from a viscous wound in the creature's thigh. As you approach you can clearly see that they are frightened, the least injured looks ready to pounce to defend his friend

The lizardfolk are not evil or even overly hostile by nature, they are simply stressed by recent events. Any character that speaks Draconic, or any druid can calm them down. Otherwise a successful Diplomacy check (DC 10) suffices. If that fails, a character that approaches carefully to conduct healing and casts a spell to do so will instantly change the creatures' opinion to worshipful. Either way the lizardfolk, if healed, quickly communicate the need for the characters to follow them. Move on to *Encounter 2*. If the characters ignore the lizardfolk or kill them, they miss *Encounters 2 and 3* and the rewards altogether. Move to *Encounter 4* instead.

ENCOUNTER 2: INSIDE THE GOBLIN LAIR

Once the characters find the lair read or paraphrase the following:

It is amazing that an entrance such as this even exists, because the reeds here are particularly dense and the shoreline consists of an overhanging bank of earth and rock. There is only a foot of clearance between the water's surface and the ceiling of the cave.

There are no sounds from within the cave. The battle between the goblins and the lizardfolk is over. Only their barhest leader/s have survived.

The entrance leads into a narrow passage three feet wide. A phosphorescent slime lights the way. After walking several feet, the passage begins to broaden and you step into a cavernous area.

Small characters need to be able to swim, or be carried since the passage is five feet deep. The characters' mounts balk at entering the reeds, and balk entering the passage because they can smell goblins, as well as lizardfolk.

The passage gradually widens and you can feel the water growing shallower. The only light here is the soft glow of the

slimes near the waterline but the light from these soon fades to blackness as the water gives way to dry land. In its fading glow you can just make out dark shapes lying on what looks like a shelf of rock on the other side of the cave, and the even darker shadow of what must be a second entrance to the cave.

When the characters are almost at the shelf, proceed with the following, adjusted to suit the particular APL at which this adventure is being played.

The shapes are bodies of at least four lizardfolk, and what looks like around 25 goblins. The lizardfolk are very dead and their bodies show injuries that look like claw marks not weapon marks. The goblins are lying on the bank of the cave or floating in the water. They appear to be very battered and aren't moving. Several javelins have been driven deeply into their chests.

Have the characters examining the body make Heal checks (DC 10) or Spot checks (DC 15) to determine that all creatures are well and truly dead, then read or paraphrase the following depending on the APL.

From behind you there is a sudden clatter. When you turn, you see that there is a huge wolf-like creature with a large head and wicked fangs moving swiftly toward you. It appears to be angered and outraged at the deaths of her loyal subjects, the little green goblins.

APL 2 (EL 4)

➔ **Barghest**: hp 33; see *Monster Manual*.

APL 4 (EL 6)

➔ **Barghests** (2): hp 33, 33; see *Monster Manual*.

APL 6 (EL 8)

➔ **Barghests** (4): hp 33, 33, 33, 33; see *Monster Manual*.

APL 8 (EL 10)

➔ **Barghests** (8): hp 33, 33, 33, 33, 33, 33, 33, 33; see *Monster Manual*.

Once the barghest(s) are defeated, characters may want to explore the second cavern. Proceed to *Encounter 4*.

ENCOUNTER 3: SURVIVORS

The second entrance leads to another, smaller cave. Piles of damp-looking reeds have been heaped in three different areas of the cave and old bones are littered on the floor. Gold coins glitter amidst the debris, along with a rather large, round, ornate medallion. The stench in here reminds you of a bad day at the fish markets. The bodies of many goblins lie on the floor, along with the remains of over a half dozen lizardfolk. One of the goblin bodies is badly burnt. In the flickering light of the lantern one of the lizard folk corpses rises slowly from the floor.

This is Thalatha, one of three survivors from the lizardfolks' battle with the goblins. If the characters react instantly and kill him, they discover that he holds no weapons in his hands. If they wait to see what he does, read or paraphrase, the following:

The rising body appears to be a lizardfolk. As you watch, he takes a deep breath and quickly presses one hand to the lower part of his rib cage.

If any of the characters speak draconic, they hear the following:

"Greetings, I am Thalatha, a wise man of my people who are known amongst us as The Quagaloogal. This lair is one of our many sacred sites that dot the foreshores of Lake Quag. A month ago, we heard that this sacred site had been overrun by some violent goblins of the Guurhok nation, led by their barghest masters. With the moons in our favor we decided to raid this lair and retake our site. Whilst we have won the battle, it might not have been so without your help. On behalf of our ancestors whose site this is, we offer you our lives if you need to take them, in payment, but request that you leave here afterward. Otherwise we offer you the right of blood initiation into our people. Return in three days time and we will welcome you. Please take whatever items you need from the dead, but leave our warriors.

If no character speaks Draconic, then the Lizardfolk speak the above text in very broken (poor) Common, but good enough to get across the essence of what he means.

Any character that returns at the end of the adventure can be offered the Favour cert detailing the Favour of the Quagaloogal Lizardfolk, located at the end of this adventure. They can either spend the 8 TUs immediately or miss this golden opportunity for all time.

Once the shaman has finished speaking read, or paraphrase, the following:

At the end of his short speech, the lizardfolk waits. You can see deep gashes across his chest, and his breathing seems to pain him.

The characters need to decide what they wish to do. Thalatha does not stop them from gathering up the treasure scattered about the floor of the cave, or removing the bodies. If they do remove the lizardfolk bodies, they discover that two live. Thalatha is grateful if these are placed under his care. He does not reveal the location of the home lair. If characters decide to leave him alone, he retires to a corner and sits down upon a pile of reeds, leaving them alone. Have characters make a Spot check (DC 15) at this point to realise that the lizardfolk is badly hurt and in need of help. Any character that attempts to treat Thalatha needs to make a Heal check (DC 20) to succeed.

ALL APLS (EL 2)

➔ **Thalatha**: Male lizardfolk Adp3 (Semuanya).

➔ **Lizardfolk Warriors** (2): Male lizardfolk Ftr3.

Treasure (on Lizardfolk)

None.

A Knowledge (Nobility and Royalty) or Knowledge (Local) check (DC 10) for Perrenlanders, or (DC 15) for Uitlanders, enable the characters to recognise the medallion as belonging to a member of Perrenland's famous Pax Mercuri. This medallion was torn from the mercenary bodyguard's throat as she was eaten.

Treasure (in the Second Cavern)

All APLs breastplate armor (20 gp), Pax Mercuri medallion (50 gp upon return to the Pax), Total Coin: 200 gp

From here the characters may either go to investigate the barge (go to *Encounter 4: Meeting Ariando Lemarque*) or to the village (go to *Encounter 5: Leuchtturmdorf*).

ENCOUNTER 4: MEETING ARIANDO LEMARQUE

As the character's come closer to the wrecked barge, read or paraphrase the following:

The eerie silence has returned after the battle. Maybe it wasn't the lizardfolk that caused it after all. Even as this thought crosses your mind, you notice some movement on the barge.

A figure has risen from the splintered housing that was once the cabin, and is watching you. There is something unusual about it.

"Hail, travellers," the stranger calls. "I beg your mercy as I am somewhat in need of your assistance."

Once the character's have reached the side of the barge and are about to climb aboard proceed with the following:

The strangeness about the figure has been nagging at your mind and, now that you have reached the side of the barge, you can understand why he might have asked for your mercy.

The remains of the cabin are still visible through the black boots and trousers that he wears. He notices your startled stare and smiles sadly.

"As you can see, I am dead," he explains, "yet I cannot rest; my daughter's spirit is lost and I need your help to find it."

Lemarque is neutral in alignment. Therefore he does not detect as evil. He knows the following information.

- How did you come to be shipwrecked?
- "We were crossing the Lake and a storm caught us. I managed to get her safely aboard the rowboat with the other two but drowned when the barge was swamped. I fear we lost the river man that way as well."
- Who were the other two on board?

- "A merchant and his bodyguard. She was a mercenary, I think, bought and paid for. Her concern was for him alone."
- How do you know your daughter is dead?
- "I found her remains along with those of the others in the goblin's lair." (Note: Ariando can direct characters to the goblin's lair; in this case the Search is DC 10. He also notes that he saw a large group of lizardfolk enter earlier).
- Is your daughter at peace?
- "I know that she doesn't rest because her locket was taken from this boat when two priestesses from the local village came to examine the wreck. The locket had fallen from her neck in the struggle with the goblins. Heart-shaped it was, with a picture of her mother and myself on the inside. I had it painted in Greyhawk City. That locket was her greatest comfort while I was away. Her spirit will cling to it and will not rest until we are reunited!"
- Why did you risk crossing in the bad weather?
- "I risked the storm because there were those in my band who would have threatened her in order to control me. I lost her mother that way. I could not lose my daughter to them as well."
- Who was the riverman?
- "The riverman died with me. His name was Arie Luree. He was trying to get me to the boat. Do not let him be forgotten; tell his people. His mother Ysilde will need to know. She lives in Schwartzbruin, I think."
- Have the other two become ghosts?
- "Do the others rest easy? That I could not say, but two nights ago, there was a strange energy in the air, and two whirlwinds lifted up from this barge and flew towards the village! As for their belongings ... the priestesses took them as well – a chest (belonging to the merchant) and a sword (belonging to the mercenary bodyguard).
- How can we help you?
- "Find my daughter's remains in the goblin lair and bring them back to this barge. Then, find the stolen locket, and you will find my daughter's spirit nearby. She will not leave it since it was her greatest comfort after her mother had died and I had to leave her in the care of farmers. It is heart-shaped and contains a picture of her mother and myself."
- How will we get her to rest?
- "Tell her you will bring her to me. Take the ring from my body to show her. You will find my remains in the reeds. I lie where the current left me. Once we are together, we will both rest easily."
- What is our reward for doing this for you?
- "The gods' blessing not enough I suppose? I have little enough to give but you will find three fine pieces of jade on

my body if the leather strap holding their bag to my belt has held."

- Who are you and what is your name?
- *"My name is Ariando Lemarque but you will know me as the Night Hawk. I am wanted in Traft, Schwartzenbruin, and six of your cantons for banditry, not to mention other lands. I was not a good man, but my daughter was innocent."*
- What is your daughter's name?
- *"My daughter's name is Gerharda, and she was loved by the farmers that cared for her."*

After imparting as much of the above information as the party's conversation allows, Ariando Lemarque's ghost disappears. The path the party has been following leads to the small fishing village of Lauchtturmdorf. If they chose to go to the Village, then go to *Encounter 5*.

Treasure

The following items can be found on Ariando's body, which is where he said it would be (in the reeds):

- 3 pieces of jade (100 gp each)
- Ariando's ring (25 gp)
- 1 potion of *reduce* (Not APL 2)
- 1 potion of *charisma* (Not APL 2)

What Happens If ... The characters attack Ariando?

Should the characters decide that Ariando should be killed instead of reasoned with, he becomes incorporeal and vanishes. From this point on, he will follow the party. His presence will be something they can sense until they reach the village. You should build an atmosphere of tension as characters catch glimpses of the ghost on their trail, or ahead of them, arms folded and waiting. The trip to the village should be tense and unnerving.

Once the characters reach the village, Ariando uses *malevolence* on a character and uses the character's body to run to the waterside and the single boat drawn up on the shore. If all the party saves against this attack, he manifests and reaches the shore on his own where the characters observe the following reunion:

The ghost is gone. You feel the strangeness of his presence leave as you catch sight of the village and the single rowboat drawn up on the village shore. You can see him once more. He is running toward the boat and seems to be crying out a name.

"Gerhada! Gerhada!" floats faintly back to you on the breeze. "Papa's coming."

As he nears the boat, the shape of a little girl materializes on its bow. Something gold gleams from between the fingers she rests above her heart; something she is clinging to as though her life depends on it.

At the ghost's shout, she raises her head, leaps off the prow of the boat and rushes to meet him.

As the ghost envelopes her in his arms you hear her cry of joy as she flings her arms around him, "Papa!"

You see the ghost drop to one knee and hug the little girl to him, he lifts her to his shoulder and strides onto the water of the lake. You are still staring when they disappear.

In this case, the characters miss much of the background history, and some experience. From here, the characters proceed directly on to *Encounter 5*.

ALL APLS (EL 10)

☞ **Ariando Lemarque (Ghost):** Male human Ftr4/Rog4; hp 61; see Appendix 1: NPCs.

ENCOUNTER 5: LEUCHTTURMDORF

Characters gain many valuable roleplaying opportunities in the village. Time spent here has to be monitored. If you are running behind on time, then just run the *Old Kerk Temple* encounter of the three encounters below.

Read or paraphrase the following as the characters enter the village:

The village is unusually busy as you enter it. Women carry planks that they use to cover holes in cottage walls. Girls carry baskets and bundles from a small temple of the Shool to their homes and young children cling fearfully close to their parents, glancing at you in near panic as you pass. The adults ignore you, going about their tasks as if you weren't there. Fishing boats rock idly in the harbor while the occasional shout from the hill overlooking the village draws your attention to the men carrying stone to the ruins of an old tower.

Characters are free to wander the village asking questions. If they stop a person in the street read the section below, otherwise the information to be found at each location can be found under the location description.

GENERAL VILLAGE INFORMATION

If the characters ask the whereabouts of a specific location, and it exists within the village, an appropriate response would be as follows:

"Over there," snaps the woman, bustling past you. Following the direction of her glance, you see the ... (whatever they're looking for).

If the characters ask about the damage to the village, the short answer is ...

"Storms."

If the characters ask where they might find help of any sort, an appropriate response might be ...

This draws a short, bitter laugh from the woman. "Help?" she snorts. "Why don't you go ask at the temple, or the smithy? You might even try the graveyard," and she hurries away, wiping quickly at her eyes when she thinks she is far enough away that you won't notice her tears.

SPECIFIC LOCATIONS

The Blacksmith (Eduf Wolfhalen)

The building beside the inn is clearly a blacksmith's workshop however, instead of a constant ringing of the sound of iron being forged, it sits silent. The fire, which should be ablaze with life, lies dead beside the anvil. There is no glow from the coals. In the stables behind the smith, you can hear a horse snort and stamp restlessly. The house beside the smithy is also silent. Its curtains are drawn and no smoke rises from the chimney at one side.

The following information is only available to characters that search the shop.

There is no activity here, and this is unusual in it itself. Perhaps finding the blacksmith's wife would be a good start to finding out what happened here.

Anyone in the village points to the temple when asked the whereabouts of the blacksmith's wife.

The Inn (Die Schlaffruhe)

A wooden sign displaying a fish with its tail sticking out of a tankard shows you where the tavern is. Once inside you see that whatever harm befell the village, didn't spare any effort here either. There are holes in the timber walls and floors, and ashes from the fireplace adorn overturned tables and chairs. In the midst of the mess, a well-built woman is setting things to rights.

"Can I help you?" she asks, and it is the first friendly greeting you have received since arriving.

- What happened here?
- "You're best asking that at the shrine. Needless to say we'll probably need your help before it's over."
- "How much are rooms?"
- Rooms are a silver a night, a copper if you help me with the wood and repairs. Free if you help the village with its problems!

Ragnarda Grimes (Owner): Female human Com1.

Temple Of The Old Kerk

This small, circular temple is dimly lit by the sunlight that streams through its windows. Small shrines to each of the gods line the front half of the walls, equally spaced on either side of the larger altar to Beory, which holds pride of place. In the temple's center, partially hidden by the main support, kneels a woman. She is kneeling beside the body of a man lying on the floor. Two young children crowd against her at your approach.

There is something not right about the body but it only becomes apparent as you draw nearer. There is a head lying three feet away from the corpse's shoulders and blood pools on the floor between them. The woman raises her tear-stained face toward you.

"What do you want?" she asks.

☞ Ella Wolfhalen: Female human Com1.

- What happened here?
- "On the second night after the storm, we were sheltering here from the *vargouilles* who rose from the cemetery. It was after Eleste, and Jana had tried to banish them after they had been awoken from the strange supernatural storm, which battered our shore three nights ago! We saw whirlwinds leave the wrecked boat as well! Two spectral figures came to our temple door - a man dressed in the robes of a merchant, and a woman that was his bodyguard. They demanded we give him the priestesses in return for our lives. My husband dared to refuse and the woman cut him down with the sword from the boat," she stops as her tears fill her eyes once more and she turns her face away.

- "Where are the priestesses?"
- They went with the strangers to the old lighthouse on the hill. We would have fought to protect them, but they would not allow it. They did not want us to be harmed. Once they went with him, the merchant controlled the *vargouilles* and made us swear to serve him. Now our men work at moving rocks around the old beacon, and we try to repair the village while the fishing goes to waste."

- "The *vargouilles*?"
- They came the night after the storms. We had found the little boat, with its strange items, washed up on the beach and thought it a blessing. The *vargouilles* came from the cemetery that night destroying everything in their path.

- "What happened with the banishing?"
- Eleste searched the library all the next day and thought she had found the answer toward evening. We all watched as the priestesses chanted the first verse of the spell and all seemed well. Then, before they could begin the second, there was this great rush of wind that blew against our legs and knocked us to the ground. It roared away into the village. As if that wasn't bad enough, two whirlwinds left the boat. One of the whirlwinds carried the sword, the other the chest. I do not know what happened to the locket. The whirlwinds went to the old navigation tower on the hill.

- "The sword?"
- A lovely blade it was. My husband would have been glad to claim it as his own. I remember little else.

- "The chest?"
- It was locked. Eleste and Jana were going to find out who owned it so that it could be returned. It was just a little thing, made of timber and bound in iron, but it was heavy.

- "The locket?"
- Small and gold and in the shape of a heart; the sort of thing one gives to a little girl, or the woman he loves.

- "Strange items?"
- A locket tangled in the rudder, a chest wedged under the seat, and a sword driven deeply into the bow.

- "How can we help?"
- **Oh please! Yes! Help us! My husband was a great mercenary before he retired in this village. Even HE could not protect us! But you must hurry! As each hour passes, more of us die of overwork, or are slain by dread vargouilles now controlled by the strange spectres!**
- "Name?"
- **My husband's name was Edulf Wolfhalen. Remember him."**

She can tell them little more, and repeated badgering only upsets her, asking if they would please leave her to say goodbye to her husband in peace. Once she has answered all she can answer, she returns to staring at the body of her husband. If the characters tell her that they will avenge her husband's death, then she loans the party a +1 longsword, which once belonged to her husband.

The Carter's Cottage

Outside one of the houses, three women crowd around a platform balanced on two sawhorses. One of them is hammering a smaller piece of wood across the platform, while another attaches a strut. At first it looks like they are building the framework for a small boat, then you realise that the shape is wrong. They aren't building a boat at all; they're building a coffin. The house behind them stands in as much disrepair as the other houses in the village, but the women pay it no heed. They do not look toward you as you approach.

The carter's wife is building a coffin instead of repairing her house. The wives of a farmer and two fishermen help her. The coffin is rough but sturdy. If the characters offer to help, they had better display better carpentry skills than these women (Craft – carpentry; DC 20), as well as a willingness to do odd job repairs about the women's houses, and to babysit the children that cling to their mothers' skirts. If one of the characters cooks for them, they have an opportunity to see the damage wreaked by the vargouilles inside the cottage.

- "What did this?"
- **Why the vargouilles of course! Appeared after that strange storm a few nights ago! Came right up out of the cemetery they did! The vargouille heads were large as wolves and their eyes glowed like blood! They attacked everything until they were banished by the strange spectres who arrived when the priestesses spell went wrong."**

If characters have already been to the Old Kerk Temple then they have this information. The carter's wife only tells them that they 'already know then and needn't ask further' if they say they have already spoken to the blacksmith's wife.

- If the characters ask about the boat.
- **"There was nothing strange about the boat unless you count the objects that we found. A heart-shaped locket, an iron-bound chest, and a black-hilted sword."**

At mention of the sword, the carter's wife turns away and begins hammering determinedly at the coffin she's been working on.

The carter's wife can be drawn no further into conversation. She cannot face the memories of the previous night's disasters and is worried sick about her husband. If characters are persistent, she sends them to the temple, or to investigate the tower themselves but she gives them no more information. The women with her do not speak to the characters but they keep glancing in the direction of the ruined beacon tower. If approached, they turn their heads and appear to be concentrating on their work, or they speak to their children and agree that finding this toy, or that is important, as they retreat into the cottage.

The Cemetery

In a small cemetery beside the temple two women are digging a grave. Their long skirts are dirtied with mud and they seem to be having trouble handling the shovels, but they continue. As you watch, one of the girls wipes a strand of brown hair out of her face. The action is filled with tiredness but she only pauses long enough to tuck the strand behind her ear before she goes back to shoveling.

One of the girls is the carter's daughter, the other is the blacksmith's daughter; they are both about sixteen. If approached, they tell the characters to "leave this place". If the characters are persistent and gentle, and if they follow their offer of help with actions (such as helping dig the grave), the two girls tell them some of the events that have occurred.

- "What happened last night?"
- **"Mama took us to the temple so that we would be safe from the rats," the brown-haired girl explains. "We were safe for a while but then the spectral merchant and warrior came." At this, the other girl picks up her shovel and begins digging determinedly. Her companion continues with the story but her voice grows softer with emotion. "They said they'd control the vargouilles, but they wanted us to give them the priestesses in return. Lina's papa tried to stop them but the mercenary female was quicker. She," and here the girl pauses, biting her lip as her eyes fill with tears. When she has swallowed a couple of times, she continues. "She cut off his head."**
- If the characters ask about the vargouilles.
- **"The vargouilles came from this cemetery and I think the merchant and his bodyguard came from that wrecked boat because her sword was the same as the one that was stuck into the front of the boat." "It was!" she insists when her companion snorts in disbelief. "It had the same black hilt. There were other things as well, a locket, and a chest. The chest was quite small, and the locket was heart-shaped. There was nothing else. The vargouilles came the first night after the boat was washed up during the strange storm. Big and mean with glowing nearly as bright as lanterns. We hid from them in the temple. Eleste and Jana tried to**

banish them the next day but it didn't work. It looked like two whirlwinds came from the boat. One carried the sword from the boat, and the other took the chest. I don't know where the locket went. It wasn't in the temple, which was where we had put all the objects when we found them on the boat. The sword and chest went back to the boat but I don't know about the locket.

This is all the girls know about the events. They are trying to dig a grave for Lina's father, the blacksmith. They can tell the characters that Lina's mother is in the temple with the body, and that the mother of the brown-haired girl, Hanne, is building his coffin at the house.

If characters choose to rest overnight here (not suggested), go directly to *Encounter 6B: Overnighting*; skip *Encounters 6A* through 8 and use *Conclusion B*, altering it appropriately.

ENCOUNTER 6A: THE OLD LIGHTHOUSE TOWER RUINS

The characters' activities with the villagers should take them until late afternoon. When the characters reach the lighthouse ruins around dusk, read or paraphrase, the following:

The ruin at the top of the hill look as though they might have once been the lower floor of an old lighthouse, except that you cannot really see a need for one in such an area. The land slopes gently down to the water, and no snags or sandbars seem to threaten the barges that must visit here occasionally. All that remains of the lighthouse is the lower floor, which stands open to the sky. The townsmen are piling old blocks of stone in the concentric rings about the tower and ignore you. As you approach the tower door, a few look apprehensively toward you then return to their work.

The men do not speak with the characters. They are too afraid for their families to risk being punished for talking to what might be troublesome strangers. They have also been asked to stack the scattered blocks of stone from the tower around its base and to have it done before sunset. Sunset is very close and a good number of blocks still remain outside the circles. They fear what the spectral merchant might do if the stones aren't placed before nightfall. At this time, dusk is swiftly approaching.

If they reach the ruins at night the men are camped to one side. They do not speak with the characters but get up and go to bed, leaving the characters on their own.

Regardless of when the characters reach the tower on the day of their arrival to Leuchtturmdorf, events occur as described below. If they do not reach the tower on that night, they are not able to save Eleste and Jana. If they do not go into the tower now, go to *Encounter 6B: The Morning After*.

5A Ground Floor Room

This room is old and dusty. There are the remains of a set of stone stairs directly to your right. They rise around 10 feet before crumbling into nothing. A fireplace might have stood opposite them and the floor was made of solid stone blocks. This room is 30 feet in diameter and appears to have been a common room of some sort. The remainder of the walls rises to twelve feet in their tallest section and is two feet high at their lowest section. A broken wooden door is set into the side of the staircase. Its wood is soft and rotten.

The door leads to 5B and is rusted on its hinges. It is a simple matter of applying brute strength to force it open, requiring a Strength check (DC 15).

5B Stairwell

It's dark in here but there is enough room to stand. The stone of the floor seems to descend away from the characters in a set of stone steps. There are no lights.

Unless the characters bring their own light source, or have darkvision, they are not able to see. It is pitch black in here and any light from the doorway quickly fades.

5C Stairs

The stairs are built from the same gray stone as the characters saw outside. They spiral downwards so that the characters cannot see more than five feet in front of them.

5D Cellar

The steps stop and the characters find themselves looking out into a large, dark room. A cold draught blows past them from the open doorway to their right. It carries with it the sound of water washing against rocks. Everything else is silent. The light from any character's lantern reveals that they stand in a large room, fully lined with stone. Crumbling bookshelves stand along the wall behind the stairwell but these are mostly empty. A long table stands at one end of the room. Behind the table is an ordinary wooden door, but it appears to be locked. If the characters go through the open doorway then proceed to *Encounter 7A*. If the characters unlock or break down the door behind the table, then go to *Encounter 7B*.

🔑 **Good Wooden Door:** 1 1/2 in. thick; hardness 5; hp 15; Break (DC 18); **Very Simple Lock:** hardness 15; hp 30; Open Locks (DC 20).

Dantir and Merjam do not expect the villagers to come this far, but they have prepared themselves for the event of intrusion. A number of vargouilles pour through the open doorway and attack as the characters reach the center of the room.

APL 2 (EL 4)

👉 **Vargouilles (3):** hp 5, 5, 5; see *Monster Manual*.

APL 4 (EL 6)

➤ **Vargouilles (5):** hp 9, 9, 9, 9, 9; see *Monster Manual*.

APL 6 (EL 8)

➤ **Vargouilles (7):** hp 9, 9, 9, 9, 9, 9, 9; see *Monster Manual*.

APL 8 (EL 10)

➤ **Vargouilles, Advanced (10):** hp 20; see Appendix 1: NPCs.

ENCOUNTER 6B: IF THE CHARACTERS SLEEP OVERNIGHT

If the characters follow the encounters through the old lighthouse tower, then skip this encounter entirely.

If the characters do not enter the lighthouse tower ruin, or if they are retreat before encountering the spectres of Merjam and Dantir and do not return to the ruin before morning, it is assumed that they spend the night at the village.

Should the characters try to stay overnight outside the tower, the men of the village do their best to move them back down the hill to the village for the night. Ragnarda, the innkeeper, puts them up in the common room, although they may prefer to sleep in the temple with the majority of the villagers.

If they sleep at the inn read or paraphrase, the following:

You are wakened at midnight by screams coming from the Old Kerk Temple! As you approach the shrine, you see what appear to be men, pulling the village women from the temple and dragging them toward the edge of the village.

If they sleep at the temple read or paraphrase the following:

You are wakened at midnight by screams! All around you, people are trying to escape the confines of the shrine as the dark shapes of men drag some of them into the night.

There are several 'men' although, as characters draw nearer, they can see that these men are in fact the animated corpses of village men recently murdered by Dantir and Brassis, and whom Dantir recently animated as a show of power designed to cow the rest into submission.

APL 2 (EL 3)

➤ **Medium-size Zombies (6):** hp 16, 16, 16, 16, 16, 16; see *Monster Manual*.

APL 4 (EL 5)

➤ **Medium-size Zombies (10):** hp 16, 16, 16, 16, 16, 16, 16, 16, 16, 16; see *Monster Manual*.

APL 6 (EL 7)

➤ **Medium-size Zombies (12):** hp 16, 16, 16, 16, 16, 16, 16, 16, 16, 16, 16, 16; see *Monster Manual*.

APL 8 (EL 9)

➤ **Medium-size Zombies (12):** hp 16, 16, 16, 16, 16, 16, 16, 16, 16, 16, 16, 16; see *Monster Manual*.

➤ **Ghouls (7):** hp 20, 20, 20, 20, 20, 20, 20; see *Monster Manual*.

Tactics: The zombies (and ghouls at APL 8) continue dragging their captives through the village until the characters manage to drag the captive free. Once the undead no longer has its captive, it endeavors to capture the nearest living person, probably a character. If the zombies (ghouls) are allowed to reach the edge of the village, the characters find themselves facing the two clerics as well as their undead, and could be overwhelmed or forced to flee. It takes the zombies 6 rounds to reach Dantir and Brassis unhindered. Dantir and Brassis are no longer spectres, the result of the resurrection spell that Dantir cast.

After the zombies have been defeated, give the characters a 1 round opportunity to heal up. Then have an angry Dantir and Brassis attack them as they storm the village seeking retribution.

APL 2 (EL 4)

➤ **Dantir Milan:** Male human Rog1; hp 7; see Appendix 1: NPCs.

➤ **Brassis Yggelv:** Male human Clr3 (Iuz); hp 24; see Appendix 1: NPCs.

APL 4 (EL 6)

➤ **Dantir Milan:** Male human Rog1/Clr2 (Iuz); hp 19; see Appendix 1: NPCs.

➤ **Brassis Yggelv:** Male human Clr5 (Iuz); hp 38; see Appendix 1: NPCs.

APL 6 (EL 8)

➤ **Dantir Milan:** Male human Rog3/Clr2 (Iuz); hp 29; see Appendix 1: NPCs.

➤ **Brassis Yggelv:** Male human Clr7 (Iuz); hp 52; see Appendix 1: NPCs.

APL 8 (EL 10)

➤ **Dantir Milan:** Male human Rog3/Clr4 (Iuz); hp 41; see Appendix 1: NPCs.

➤ **Brassis Yggelv:** Male human Clr9 (Iuz); hp 66; see Appendix 1: NPCs.

ENCOUNTER 7A: THE SECRET DOCK

5E Secret Dock

The air in here is damp and the sound of water is loud. The stone floor extends 20 feet past the door before ending at the water's edge. A boat seems to be moored to a pole and the cavern that makes up this room leads into a tunnel 10 ft. tall and 15 ft. wide.

This area was once used as a base for smuggling operations. The boat moored to the stone dock is barely seaworthy; there is only a 45% chance that it won't sink as soon as any extra weight is placed in it, and the chance of it sinking increases by 10% for every 5 feet it travels. Any character with Profession (sailor) or something similar that makes an easy check (DC 10) can see that the craft is unsafe for travel. If characters follow the tunnel they emerge from a reed-covered entrance into a secluded cove 1 mile south of the village. They are able to return to the village in time to go to *Encounter 6B*.

ENCOUNTER 7B: THE STOREROOM

Read or paraphrase the following to the characters as they open the door.

The room beyond the table is lit by the outlines of two spectral figures and a glowing crystal ball. The spectral figures are standing in front of a circle engraved in the stone floor. Two other female figures kneel in the center of the circle. They are dressed in the common robes of priestesses, and appear to be bound to what looks like a piece of flesh taken from a corpse. The priestesses are awake and are crying out for their gods to help them.

A crystal ball sits in a black chest at the feet of one spectral figure dressed in the fine clothes of a successful merchant; the merchant is chanting something from the scroll he holds open. The other spectral figure is dressed in a chainmail tunic and is already moving towards the door. You notice that she wears leather greaves to protect her legs and bracers to protect her arms and wrists. You also notice the way she carries her sword before her. She appears ready to harm anybody who gets in the way of this terrible, demonic ceremony!

The most pressing task for the characters here is to :

- Rescue and save the priestesses. After they are freed of their rope-tied bonds, they aid the party any way they can (healing, restoring, fighting – in that order). If they need to fight they ask if any of the characters can loan them a simple weapon preferably a mace or club.

- Defeat Dantir so that he does not complete the ceremony. The ceremony could still be completed while the two priestesses are in the room.

Dantir holds a scroll purchased in some dark corner of the Greyhawk metropolis. It was in an area near this dark corner that he discovered the religion of Iuz and became a willing servant to that dark god. Earlier that day, Dantir and Merjam used their powers to subdue a young man and woman in order retrieve pieces of their bodies from the goblin's lair. They did this after the characters had left the lair, and returned while characters were still in the village.

The scroll contains a twisted version of a *resurrection* spell that can raise multiple lives, provided that a matching number of lives is provided from which the spell can draw energy.

In accordance with the evil practices of his god (Iuz), Dantir has played a cruel trick on his bodyguard; he has replaced the piece of her corpse from the caves with a piece from another corpse. This second piece will raise a higher level of cleric of Iuz who fell victim to the barghest(s) a few years ago. Through such treachery, and his offering of the priestesses, Dantir hopes to win favor in the sight of his master (Iuz).

Tactics

Dantir has five rounds of chanting remaining when the characters enter the room. Merjam must hold them off until then (except at APL 2 – see below). Dantir does not join in the attack unless his spell is disrupted (except at APL 2 – see below). At the end of his spell, the priestesses' die and Dantir and Brassis begin to become corporeal and mortal. This last process takes another five rounds, during which neither Dantir nor Brassis can defend themselves, and during which only weapons that could harm a ghost, not yet *manifested*, can harm either of these servants of Iuz. Merjam realises Dantir's treachery as soon as he begins to return to life and immediately breaks off her attack, retreating to the bottom of the stairs.

☛ **Eleste and Jana:** Female human Clr6 (Beory).

APL 2 (EL 5)

At APL 2, Dantir never stops trying to complete the ceremony (even if disrupted). If Merjam is defeated, then Dantir screams in frustration and vanishes in a fury of smoke and flame and thunder, never to return.

☛ **Merjam (Wraith):** hp 32; see *Monster Manual*.

☛ **Dantir (Wraith):** hp 32; see *Monster Manual*.

APL 4 (EL 7)

At APL 4, Dantir stops chanting if Merjam is killed. He fights the characters until he gets to half his total hit points, then he screams in fear of defeat and flees, vanishing never to return.

➤ **Merjam (Wraith):** hp 32; see *Monster Manual*.

➤ **Dantir (Wraith):** hp 32; see *Monster Manual*.

APL 6 (EL 9)

At APL 6, Dantir allows his chanting to be disrupted. He goes and fights the characters until either they (or he) are defeated. If he is defeated, he vanishes, never to return.

➤ **Merjam (Spectre):** hp 45; see *Monster Manual*.

➤ **Dantir (Spectre):** hp 45; see *Monster Manual*.

APL 8 (EL 11)

At APL 8, two whole rounds after first engaging Merjam, Dantir finishes chanting his scroll spell if allowed to continue uninterrupted. If Merjam is still fighting, then she is destroyed. If the priestesses are still in the room then they are sacrificed. This causes some smoke to rise from bones scattered on the floor. The bones rise up and form into a fully fleshed figure of a man. The characters also notice that Dantir is no longer a spectre, but is now a fully fleshed mortal man, and Brassis as well.

➤ **Merjam (Spectre):** hp 45; see *Monster Manual*.

➤ **Dantir Milan:** Male human Rog3/Clr4 (Iuz); hp 41; see Appendix 1: NPCs.

➤ **Brassis Yggelv:** Male human Clr9 (Iuz); hp 66; see Appendix 1: NPCs.

If any of the characters suffer level loss, and the priestesses have been rescued, then the priestesses suggest that those characters affected go immediately to the Temple Of The Kerk back in the village. Under the care of the clerics in the temple, the characters are allowed to make their saves at +6 due to various spells cast by the clergy of the temple.

If the evildoers are defeated and the priestesses are rescued, then Elise and Jana tell the characters what they overheard Dantir plotting to do, including the whole story of what happened to them and their opportunity to resurrect Brassis now that they were specters, and supposedly invincible.

If the priestesses are killed beyond the capacity of a *raise dead* spell, then the characters have to piece the story together themselves.

If the characters search the room (Search; DC 15) they find Gerhada's Locket, used as part of the sacrificial ceremony. Upon touching the locket, go on to *The Conclusion*.

CONCLUSION

Sometime at the end of the adventure the characters should remember Ariando's request regarding his daughter. If the characters cannot remember the child's name a successful Intelligence check (DC 15) should have their characters remember 'Gerhada'.

If characters are still stumped at this point, a successful Intelligence check (DC 15) has them remembering the locket. As soon as any of the characters find the locket and go to touch it, read or *paraphrase* the following:

There is a sudden shimmer of air and childish shriek of protest: "Leave it alone! It's mine!"

Turning in the direction of the shout, you see a small child standing in the center of the room (or road). Her blue eyes glitter with anger as she holds a small doll tightly to her chest.

Gerhada listens eagerly to news of her father but is extremely reluctant to go with the characters until they show her the ring, which they hopefully took from Ariando's body at the ghost's request. If the characters do not have the ring, the little girl argues with all the tenacity of a five-year-old, but eventually agrees to at least follow them. If they take the locket and run she follows, trying to snatch it from their hands. Whichever character is holding the locket must make a successful Reflex save (DC 10) each round in order to retain possession of it.

☞ **Gerhada Lemarque:** Female human child ghost.

Once characters have reached the ruined barge go to *Reuniting Ariando and His Daughter*.

REUNITING ARIANDO AND HIS DAUGHTER

Once characters have reached the ruined barge with the locket and/or Gerhada read or *paraphrase* the following.

The riverman's barge is silent as you approach. Once again, you notice the total absence of insects, and that a small breeze causes the only movement in the tall river grass.

Ariando Lemarque materialises as you approach. His dark face is anxious as he stands in the ruins of the cabin.

His question, "Did you bring her?" is drowned out by joyous cries of, "Papa, papa, papa!" as the little girl suddenly materialises and rushes across the water to her father.

Stooping to scoop his daughter in his arms Ariando Lemarque, notorious bandit and loving father, turns to you.

"My thanks for bringing my child back to me. "Your reward can be found in the front of the barge beneath the third floorboard."

Lifting the little girl into his arms, he looks at her and says, "Say goodbye to the nice adventurers, Hada."

"Bye 'venturers," she shouts, waving at you from over her father's shoulder.

"Bye!" you hear as Ariando steps off the edge of the barge and begins walking out over the Lake. She is still waving as their image ripples and they fade from sight.

Ariando only tells the characters of the hiding place if they did not insist on a reward. When the characters find their hiding place, they discover a small bag containing gems, valued according to the APL at which this adventure was played. See the *Treasure Summary*.

RETURNING TO THE QUAGALOOGAL LIZARDFOLK

If the characters return to the Quagaloogal lizardfolk they find the sacred site cleaned up and about two-dozen lizardfolk who treat them with courtesy. The characters can now make the following decision.

If any character at the end of this adventure takes up their offer of being initiated into their clan, and immediately expends 8 TUs for this event, then they can receive the favour of the Quagaloogal Lizardfolk. Characters are not to be told what the benefits are until they have made the decision. Simply state that the benefits are significant.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1: Goblins vs. Lizardfolk

Defeat the goblins.

| | |
|-------|--------|
| APL 2 | 60 XP |
| APL 4 | 120 XP |
| APL 6 | 180 XP |
| APL 8 | 240 XP |

Encounter 2: Inside the Goblin Lair

Defeat the barghest(s).

| | |
|-------|--------|
| APL 2 | 60 XP |
| APL 4 | 120 XP |
| APL 6 | 180 XP |
| APL 8 | 240 XP |

Encounter 6A: The Old Lighthouse Tower Ruins

Defeat the vargouilles.

| | |
|-------|--------|
| APL 2 | 60 XP |
| APL 4 | 120 XP |
| APL 6 | 180 XP |
| APL 8 | 240 XP |

Encounter 6B: If the Characters Sleep Overnight

Defeat the zombies.

| | |
|-------|--------|
| APL 2 | 60 XP |
| APL 4 | 120 XP |
| APL 6 | 180 XP |
| APL 8 | 240 XP |

Defeat Dantir and Brassis.

| | |
|-------|--------|
| APL 2 | 60 XP |
| APL 4 | 120 XP |
| APL 6 | 180 XP |
| APL 8 | 240 XP |

OR

Encounter 7B: The Storeroom

Defeat Dantir and Merjam.

| | |
|-------|--------|
| APL 2 | 90 XP |
| APL 4 | 180 XP |
| APL 6 | 270 XP |
| APL 8 | 360 XP |

Rescue the priestess'.

| | |
|-------|--------|
| APL 2 | 30 XP |
| APL 4 | 60 XP |
| APL 6 | 90 XP |
| APL 8 | 120 XP |

Total Possible Experience

| | |
|-------|---------|
| APL 2 | 300 XP |
| APL 4 | 600 XP |
| APL 6 | 900 XP |
| APL 8 | 1200 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 treasurer.

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 minute 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 (that is, 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 piece 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 treasures from each encounter add it up and that is

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.

TREASURE KEY:

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

Encounter 1: Goblins vs. Lizardfolk

Defeat the goblins and take their money.

APL 2: L: 0 gp; C: 10 gp; M: 0

APL 4: L: 0 gp; C: 20 gp; M: 0

APL 6: L: 0 gp; C: 25 gp; M: 0

APL 8: L: 0 gp; C: 45 gp; M: 0

Encounter 3: Survivors

Find and take the coins, loot the breastplate armor and sell it, and return the Pax Mercuri medallion to the Pax Mercuri.

APL 2: L: 20 gp; C: 90gp; M: 0

APL 4: L: 20 gp; C: 90gp; M: 0

APL 6: L: 20 gp; C: 90gp; M: 0

APL 8: L: 20 gp; C: 90gp; M: 0

Encounter 4: Meeting Ariando Lemarque

Find and loot Ariando's body.

APL 2: L: 0 gp; C: 25 gp; M: 0; APL 4: L: 0 gp; C: 25 gp; M: *potion of reduce* (Value 38 gp per character); *potion of Charisma* (Value 45 gp per character).

APL 6: L: 0 gp; C: 25 gp; M: *potion of reduce* (Value 38 gp per character); *potion of Charisma* (Value 45 gp per character).

APL 8: L: 0 gp; C: 25 gp; M: *potion of reduce* (Value 38 gp per character); *potion of charisma* (Value 45 gp per character).

Encounter 6B: If the Characters Sleep Overnight

OR

Encounter 7B: The Storeroom

Defeat Dantir and Brassis or Dantir and Merjam and in 6B (strip them of their gear); in 7B find the treasure in the storeroom.

APL 2: L: 19 gp; C: 105 gp; M: 0

APL 4: L: 19 gp; C: 105 gp; M: *scroll of animate dead* (Value 56 gp per character).

APL 6: L: 19 gp; C: 105 gp; M: *scroll of animate dead* (Value 56 gp per character).

APL 8: L: 19 gp; C: 105 gp; M: *scroll of animate dead* (Value 56 gp per character).

Total Possible Treasure

APL 2: 269 gp

APL 4: 418 gp

APL 6: 423 gp

APL 8: 443 gp

APPENDIX I: NPCS

ENCOUNTER 1: GOBLINS VS. LIZARDFOLK

APL 4 (EL 5)

➤ **Goblins (9):** Male goblin War1; CR 1/2; Small humanoid (goblinoid); HD 1d8+4; hp 12; Init +4; Spd 30 ft.; AC 18 (touch 15, flat-footed 14); Atk +6 melee (1d8+3, morningstar) or +6 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +4, Will +1; Str 16, Dex 18, Con 18, Int 15, Wis 12, Cha 10.

Skills and Feats: Climb +6, Intimidate +4, Jump +6, Swim +3; Weapon Focus (morningstar).

Possessions: studded leather armor, morningstar, 2 javelins.

APL 6 (EL 7)

➤ **Goblins (9):** Male goblin War2; CR 1; Small humanoid (goblinoid); HD 2d8+8; hp 21; Init +4; Spd 30 ft.; AC 18 (touch 15, flat-footed 14); Atk +7 melee (1d8+3, morningstar) or +7 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +7, Ref +4, Will +1; Str 16, Dex 18, Con 18, Int 15, Wis 12, Cha 10.

Skills and Feats: Climb +7, Intimidate +5, Jump +7, Swim +4; Weapon Focus (morningstar).

Possessions: studded leather armor, morningstar, 2 javelins.

APL 8 (EL 9)

➤ **Goblins (9):** Male goblin War4; CR 3; Small humanoid (goblinoid); HD 4d8+16; hp 39; Init +4; Spd 30 ft.; AC 18 (touch 15, flat-footed 14); Atk +9 melee (1d8+3, morningstar) or +9 ranged (1d6+3, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +8, Ref +5, Will +2; Str 16, Dex 18, Con 18, Int 15, Wis 12, Cha 10.

Skills and Feats: Climb +9, Intimidate +7, Jump +9, Swim +6; Weapon Focus (morningstar).

Possessions: studded leather armor, morningstar, 2 javelins.

ENCOUNTER 4: MEETING ARIANDO LEMARQUE

All APLs (EL 10)

➤ **Ariando Lemarque (Ghost):** Male human Ftr4/Rog4; CR 10; Medium-size undead (incorporeal); HD 8d12; hp 61; Init +6; Spd 30 ft., fly 30 ft. (perfect); AC 14 (touch 14, flat-footed 12); SA Sneak attack (+2d6), *manifestation*, *malevolence*, *telekinesis*; SQ Evasion, uncanny dodge (Dex bonus to AC), *rejuvenation*, +4 *turn resistance*; AL N; SV Fort +5, Ref +7, Will +2; Str 15, Dex 14, Con -, Int 12, Wis 10, Cha 14.

Against Ethereal Opponents: AC 15 (touch 12, flat-footed 13); Atk +11/+6 melee (1d8+4/19-20, longsword) or +10/+5 ranged (1d8+2/x3, mighty composite longbow).

Skills and Feats: Climb +9, Hide +20, Intimidate +10, Jump +9, Listen +8, Move Silently +12, Ride +9, Search +8, Spot +8, Swim +9, Tumble +12; Dodge, Improved

Initiative, Mobility, Point Blank Shot, Precise Shot, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork studded leather armor, masterwork longsword, masterwork mighty composite longbow (+2), 20 arrows.

Special Attacks: The ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. The ghost also gains a manifestation ability plus 1d3 other special attacks described below. Saves have a DC of 10 + 1/2 ghost's HD + ghost's Charisma modifier unless noted otherwise.

Manifestation (Su): All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghosts become visible but remain incorporeal (see page 6). However, a manifested ghost can strike with its touch attack or a ghost touch weapon. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting ghost is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

Telekinesis (Su): The ghost can use telekinesis once per round as a free action, as cast by a sorcerer whose level equals the ghost's HD or 12, whichever is higher.

Special Qualities: A ghost has all the special qualities of the base creature and those listed below, and gains the undead type and incorporeal subtype (see page 6).

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat. The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's level or HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

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

ENCOUNTER 6A: THE OLD LIGHTHOUSE TOWER RUINS (5D CELLAR)

APL 8 (EL 10)

➤ **Vargouilles, Advanced (10):** CR 3; Small outsider (evil); HD 3d8+3; hp 20; Init +1; Spd Fly 30 ft. (good); AC 12 (touch 12, flat-footed 10); Atk +5 melee (1d4 and poison,

bite); SA Shriek, poison, kiss; AL NE; SV Fort +4, Ref +4, Will +4; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.

Skills and Feats: Listen +9, Spot +8; Weapon Finesse (bite).

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles) who both hear the shriek and can clearly see the creature must succeed at a Fortitude save (DC 12) or be paralyzed with fear until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss. If the save is successful, that opponent cannot be affected again by that vargouille's shriek for one day.

Poison (Ex): Bite, Fortitude save (DC 12) or be unable to heal the bite damage naturally or magically. A neutralize poison or heal spell removes the effect, while delay poison allows magical healing.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack, beginning a terrible trans-for-ma-tion. The affected opponent must succeed at a Fortitude save (DC 19) or begin to transform, losing all his or her hair 1d6 hours later. After another 1d6 hours, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim suffers 1d6 points of permanent Intelligence and Charisma drain. The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires remove disease.

ENCOUNTER 6B: IF THE CHARACTERS SLEEP OVERNIGHT

APL 2 (EL 4)

➤ **Dantir Milan:** Male human Rog1; CR 1; Medium-size humanoid (human); HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +0 melee (1d6/x3, halfspear) or +0 melee (1d6, light mace) or +0 melee (1d4/19-20, dagger) or +2 ranged (1d4/19-20, thrown dagger); SA Sneak attack (+1d6); AL CE; SV Fort +1, Ref +6, Will +2; Str 10, Dex 14, Con 12, Int 10, Wis 15, Cha 17.

Skills or Feats: Bluff +7, Decipher Script +4, Disable Device +4, Disguise +4, Hide +5, Listen +2, Profession (tea trader) +5, Move Silently +5, Open Lock +6, Pick Pockets +4, Search +4, Spot +2, Use Magic Device +7; Dodge, Lightning Reflexes.

Possessions: halfspear, light mace, leather armor, 4 daggers, small chest, religious book (Iuz) (Value 10 gp).

➤ **Brassis Yggelv:** Male human Clr3 (Iuz); CR 3; Medium-size humanoid (human); HD 3d8+6; hp 24; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atk +4 melee (1d8+2, light flail) or +3 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL CE; SV Fort +5, Ref +2, Will +5; Str 14, Dex 12, Con 14, Int 13, Wis 15, Cha 10.

Skills and Feats: Bluff +2, Concentration +8, Disguise +2, Hide -2, Knowledge (arcana) +2, Knowledge

(religion) +2, Scry +4, Spellcraft +2, Spot +5; Dodge, Expertise, Mobility.

Possessions: chainmail, light flail, 25 gp, 10 onyx (50 gp each)

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level); 0 – cure minor wounds (2), guidance (2); 1st – bane, command, entropic shield, protection from good*; 2nd – bull's strength, desecrate*, hold person.

*Domain spell. *Domains:* Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 4 (EL 6)

➤ **Dantir Milan:** Male human Rog1/Clr2 (Iuz); CR 3; Medium-size humanoid (human); HD 1d6+2d8+3; hp 19; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +1 melee (1d6/x3, halfspear) or +1 melee (1d6, light mace) or +1 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, thrown dagger); SA Sneak attack (+1d6), spells, rebuke undead; AL CE; SV Fort +4, Ref +6, Will +5; Str 10, Dex 14, Con 12, Int 10, Wis 15, Cha 17.

Skills or Feats: Concentration +3, Bluff +7, Decipher Script +4, Disable Device +4, Disguise +5, Hide +7, Listen +2, Profession (tea trader) +5, Move Silently +5, Open Lock +6, Pick Pockets +4, Scry +1, Search +4, Spot +2, Use Magic Device +7; Combat Casting, Dodge, Lightning Reflexes.

Possessions: halfspear, light mace, leather armor, 4 daggers, small chest, religious book (Iuz) (Value 10 gp).

Spells Prepared (4/3+1; base DC = 12 + spell level); 0 – cure minor wounds, guidance (3); 1st – bane, protection from good*, shield of faith, summon monster I.

*Domain spell. *Domains:* Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

➤ **Brassis Yggelv:** Male human Clr5 (Iuz); CR 5; Medium-size humanoid (human); HD 5d8+10; hp 38; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atk +5 melee (1d8+2, light flail) or +4 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL CE; SV Fort +6, Ref +2, Will +7; Str 14, Dex 12, Con 14, Int 13, Wis 16, Cha 10.

Skills and Feats: Bluff +4, Concentration +10, Disguise +4, Hide +0, Knowledge (arcana) +2, Knowledge (religion) +2, Scry +4, Spellcraft +2, Spot +6; Dodge, Expertise, Mobility.

Possessions: chainmail, light flail, scroll of animate dead, 25 gp, 10 onyx (50 gp each)

Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level); 0 – cure minor wounds (3), guidance (2); 1st – bane (2), command, entropic shield, protection from good*; 2nd – bull's strength, death knell, desecrate*, hold person; 3rd – bestow curse, dispel magic, magic circle against good*.

*Domain spell. *Domains:* Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 6 (EL 8)

➤ **Dantir Milan:** Male human Rog3/Clr2 (Iuz); CR 5; Medium-size humanoid (human); HD 3d6+2d8+5; hp 29; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +3 melee (1d6/x3, halfspear) or +3 melee (1d6, light mace) or +3 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, thrown dagger); SA Sneak attack (+2d6), spells, rebuke undead; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +4, Ref +6, Will +5; Str 10, Dex 14, Con 12, Int 10, Wis 16, Cha 17.

Skills or Feats: Concentration +4, Bluff +7, Decipher Script +5, Disable Device +7, Disguise +5, Hide +7, Knowledge (religion) +2, Listen +2, Profession (tea trader) +6, Move Silently +7, Open Lock +7, Pick Pockets +6, Scry +1, Search +5, Spot +2, Use Magic Device +9; Combat Casting, Dodge, Improved Initiative, Lightning Reflexes.

Possessions: halfspear, light mace, leather armor, 4 daggers, small chest, religious book (Iuz) (Value 10 gp).

Spells Prepared (4/3+1; base DC = 13 + spell level); 0 – cure minor wounds, guidance (3); 1st – bane, protection from good*, shield of faith, summon monster I.

*Domain spell. *Domains:* Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

➤ **Brassis Yggelv:** Male human Clr7 (Iuz); CR 7; Medium-size humanoid (human); HD 7d8+14; hp 52; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atk +7 melee (1d8+2, light flail) or +6 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL CE; SV Fort +7, Ref +3, Will +8; Str 14, Dex 12, Con 14, Int 13, Wis 16, Cha 10.

Skills and Feats: Bluff +6, Concentration +12, Disguise +6, Hide +2, Knowledge (arcana) +2, Knowledge (religion) +2, Scry +4, Spellcraft +2, Spot +6; Combat Casting, Dodge, Expertise, Mobility.

Possessions: chainmail, light flail, scroll of animate dead, 25 gp, 10 onyx (50 gp each)

Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level); 0 – cure minor wounds (3), guidance (2), resistance; 1st – bane (2), command, entropic shield, protection from good*, shield of faith; 2nd – bull's strength, death knell, desecrate*, hold person (2); 3rd – bestow curse, dispel magic, magic circle against good*, protection from elements; 4th – confusion*, divine power.

*Domain spell. *Domains:* Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

APL 8 (EL 10)

➤ **Dantir Milan:** Male human Rog3/Clr4 (Iuz); CR 7; Medium-size humanoid (human); HD 3d6+4d8+7; hp 41; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +5 melee (1d6/x3, halfspear) or +5 melee (1d6, light mace) or +5 melee (1d4/19-20, dagger) or +7 ranged (1d4/19-20, thrown dagger); SA Sneak attack (+2d6), spells, rebuke undead; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +5, Ref +7, Will +6; Str 10, Dex 14, Con 12, Int 10, Wis 16, Cha 17.

Skills or Feats: Concentration +8, Bluff +7, Decipher Script +5, Disable Device +7, Disguise +5, Hide +7, Knowledge (religion) +6, Listen +2, Profession (tea trader) +6, Move Silently +7, Open Lock +7, Pick Pockets +6, Scry +1, Search +5, Spot +2, Use Magic Device +9; Combat Casting, Dodge, Improved Initiative, Lightning Reflexes.

Possessions: halfspear, light mace, leather armor, 4 daggers, small chest, religious book (Iuz) (Value 10 gp).

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level); 0 – cure minor wounds (2), guidance (3); 1st – bane, cause fear, protection from good*, shield of faith, summon monster I; 2nd – bull's strength, hold person (2), invisibility*.

*Domain spell. *Domains:* Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

➤ **Brassis Yggelv:** Male human Clr9 (Iuz); CR 9; Medium-size humanoid (human); HD 9d8+18; hp 66; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atk +8/+3 melee (1d8+2, light flail) or +7 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL CE; SV Fort +8, Ref +4, Will +9; Str 14, Dex 12, Con 14, Int 13, Wis 17, Cha 10.

Skills and Feats: Bluff +8, Concentration +14, Disguise +8, Hide +4, Knowledge (arcana) +2, Knowledge (religion) +2, Scry +4, Spellcraft +2, Spot +6; Combat Casting, Dodge, Expertise, Mobility.

Possessions: chainmail, light flail, scroll of animate dead, 25 gp, 10 onyx (50 gp each)

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level); 0 – cure minor wounds (3), guidance (2), resistance; 1st – bane (2), command, entropic shield, protection from good*, shield of faith; 2nd – bull's strength, death knell, desecrate*, hold person (2), sound burst; 3rd – bestow curse, blindness/deafness, dispel magic, magic circle against good*, protection from elements; 4th – confusion*, divine power, freedom of movement; 5th – dispel good*, flame strike.

*Domain spell. *Domains:* Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

ENCOUNTER 7B: THE STOREROOM

APL 8 (EL 11)

➤ **Dantir Milan:** Male human Rog3/Clr4 (Iuz); CR 7; Medium-size humanoid (human); HD 3d6+4d8+7; hp 41; Init +6; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Atk +5 melee (1d6/x3, halfspear) or +5 melee (1d6, light mace) or +5 melee (1d4/19-20, dagger) or +7 ranged (1d4/19-20, thrown dagger); SA Sneak attack (+2d6), spells, rebuke undead; SQ Evasion, uncanny dodge (Dex bonus to AC); AL CE; SV Fort +5, Ref +7, Will +6; Str 10, Dex 14, Con 12, Int 10, Wis 16, Cha 17.

Skills or Feats: Concentration +8, Bluff +7, Decipher Script +5, Disable Device +7, Disguise +5, Hide +7, Knowledge (religion) +6, Listen +2, Profession (tea trader) +6, Move Silently +7, Open Lock +7, Pick Pockets +6, Scry +1, Search +5, Spot +2, Use Magic Device +9; Combat Casting, Dodge, Improved Initiative, Lightning Reflexes.

Possessions: halfspear, light mace, leather armor, 4 daggers, small chest, religious book (Iuz) (Value 10 gp).

Spells Prepared (5/4+1/3+1; base DC = 13 + spell level); 0 – *cure minor wounds* (2), *guidance* (3); 1st – *bane*, *cause fear*, *protection from good**, *shield of faith*, *summon monster I*; 2nd – *bull's strength*, *hold person* (2), *invisibility**.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

➤ **Brassis Yggelv**: Male human Clr9 (Iuz); CR 9; Medium-size humanoid (human); HD 9d8+18; hp 66; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); Atk +8/+3 melee (1d8+2, light flail) or +7 ranged (1d8/19-20, light crossbow); SA Spells, rebuke undead; AL CE; SV Fort +8, Ref +4, Will +9; Str 14, Dex 12, Con 14, Int 13, Wis 17, Cha 10.

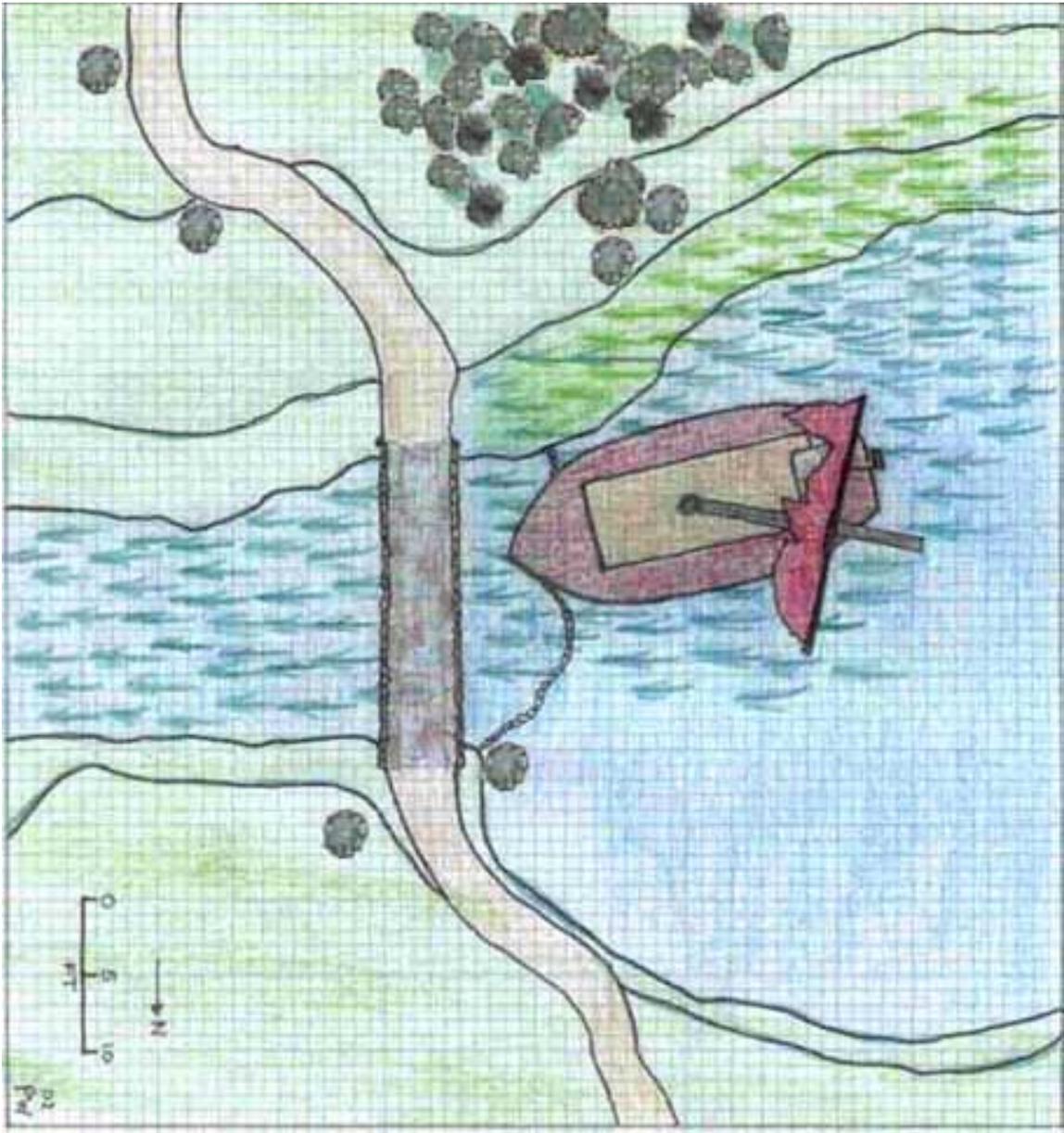
Skills and Feats: Bluff +8, Concentration +14, Disguise +8, Hide +4, Knowledge (arcana) +2, Knowledge (religion) +2, Scry +4, Spellcraft +2, Spot +6; Combat Casting, Dodge, Expertise, Mobility.

Possessions: chainmail, light flail, *scroll of animate dead*, 25 gp, 10 onyx (50 gp each)

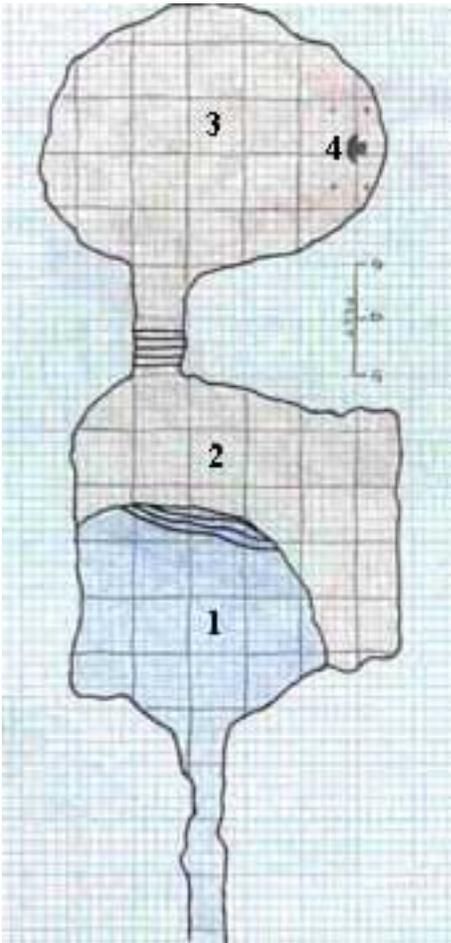
Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level); 0 – *cure minor wounds* (3), *guidance* (2), *resistance*; 1st – *bane* (2), *command*, *entropic shield*, *protection from good**, *shield of faith*; 2nd – *bull's strength*, *death knell*, *desecrate**, *hold person* (2), *sound burst*; 3rd – *bestow curse*, *blindness/deafness*, *dispel magic*, *magic circle against good**, *protection from elements*; 4th – *confusion**, *divine power*, *freedom of movement*; 5th – *dispel good**, *flame strike*.

*Domain spell. Domains: Evil (You cast evil spells at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

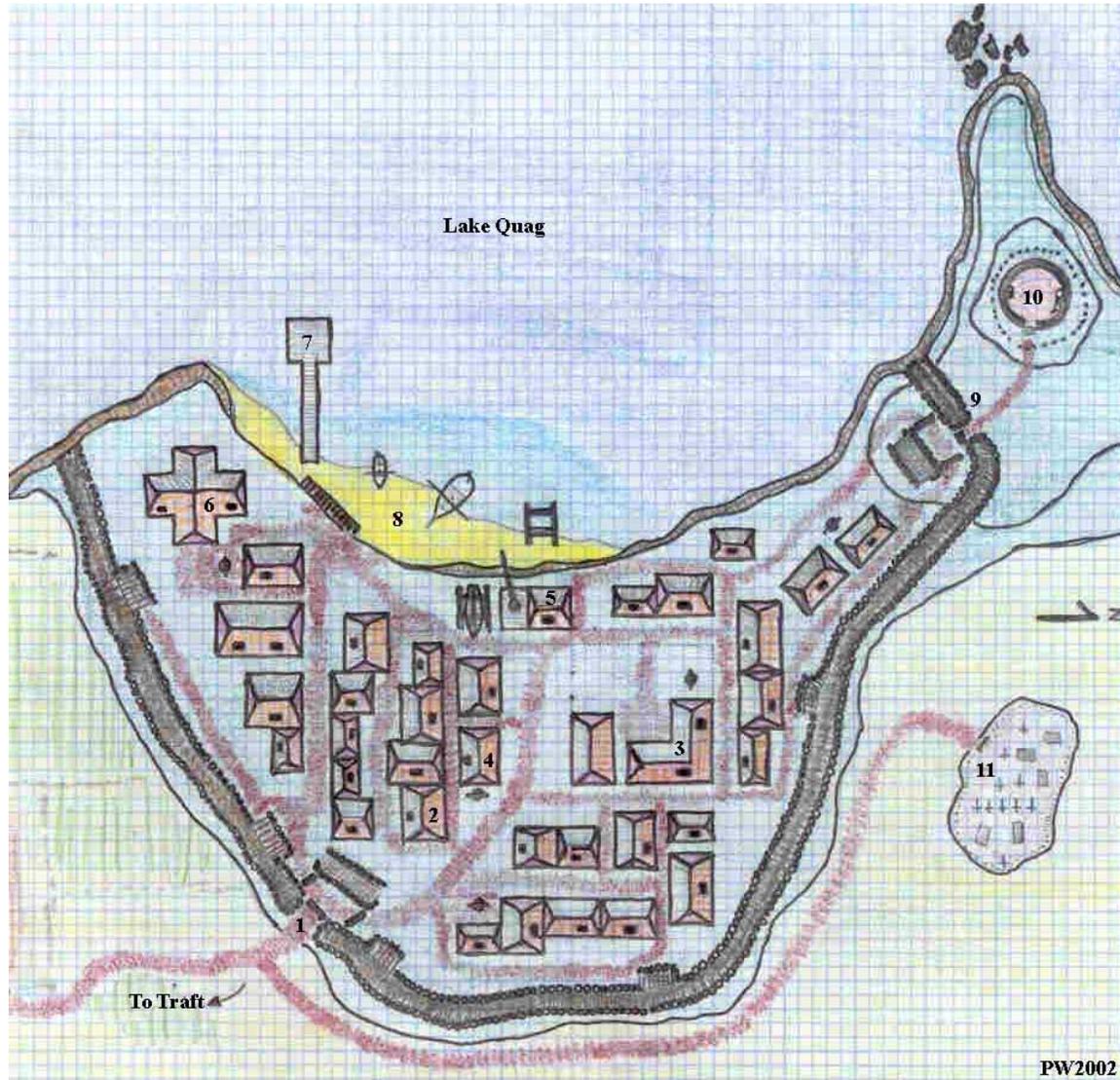
DM'S MAP 1: WRECKED BOAT AND ENVIRONS



MAP 2: LIZARDMAN TEMPLE CAVE



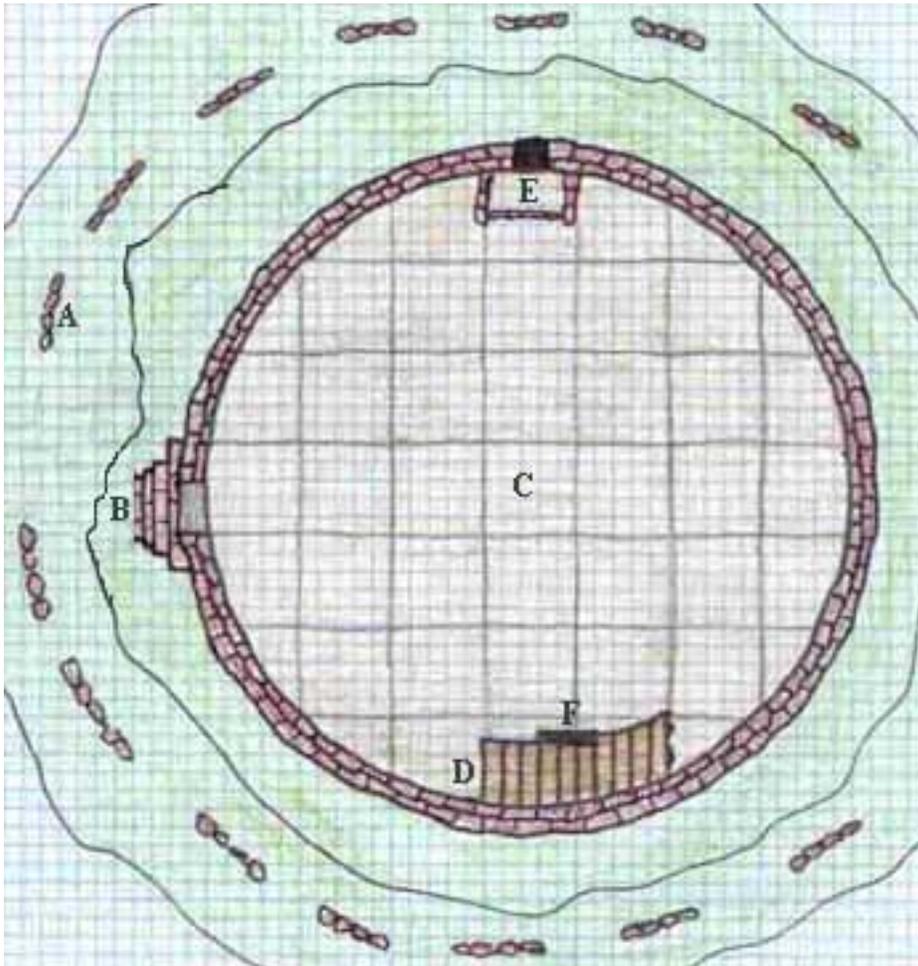
MAP 3: LEUCHTTURMDORF



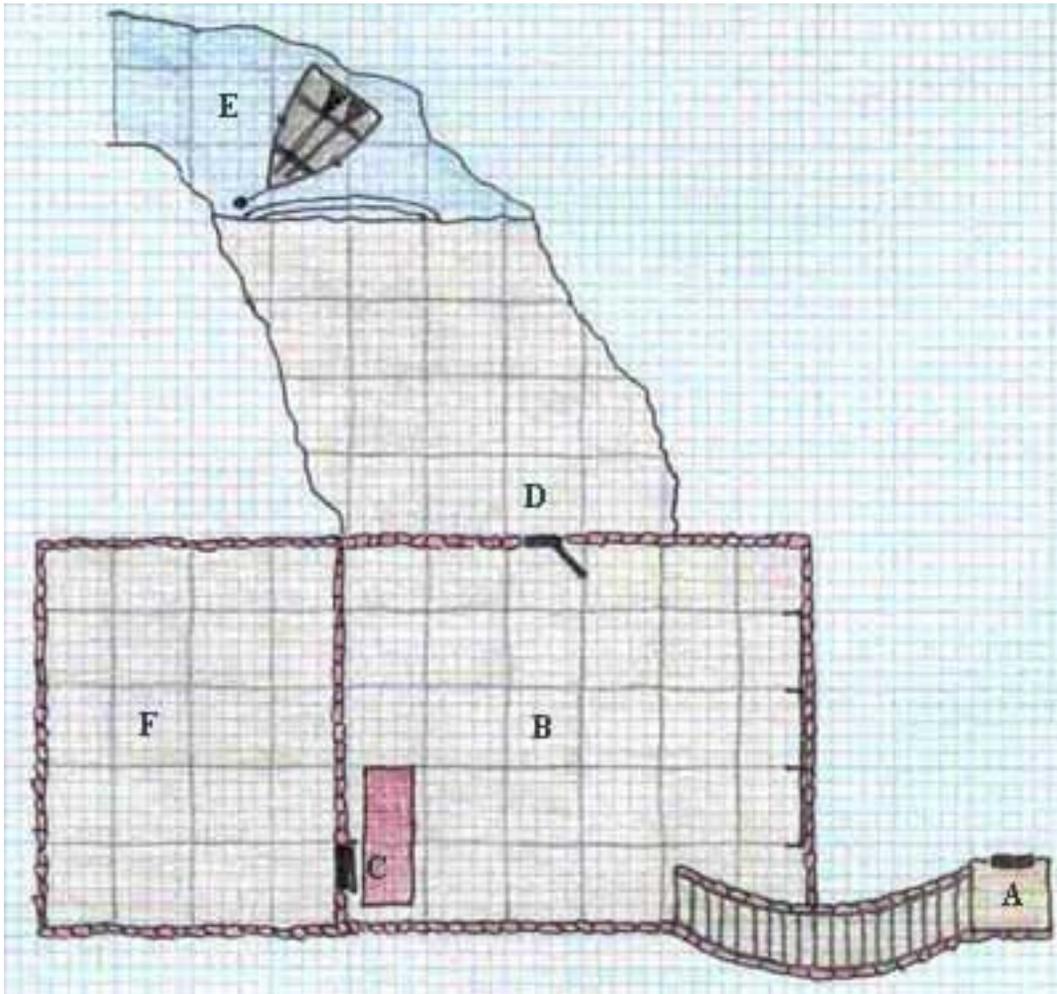
VILLAGE KEY

- 1 Double Palisade wall and front gate (open and unguarded when characters arrive).
- 2 Blacksmiths
- 3 Inn
- 4 Damaged Building was the General Merchants
- 5 Shipwrights
- 6 Temple of the Old Kerk
- 7 The Long Pier
- 8 Beach and surrounding cliffs (accessed by stone cut stair)
- 9 The Lighthouse gate (open and unguarded)
- 10 The ruined Lighthouse
- 11 The Cemetery (Vargouille's haunt)

MAP 4 RUINED LIGHTHOUSE



MAP 5: COMPLEX BELOW LIGHTHOUSE



ENLISTING THE ICONIC

☞ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☞ **Mialee, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or -6 melee (1d6, quarterstaff) and -10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☞ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☞ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init -1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or -1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref -1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bles, protection from evil**, *shield of faith*.

* Domain spell; *Deity:* Pelor; *Domains:* Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.