

PER5-07

# Dark Days In Deed

## A One-Round D&D Living Greyhawk® Perrenland Regional Adventure

Version 1.0

by Bruce Paris

Aristocratic backgrounds thanks to Bruno Marques

Reviewed by Chris Tulach

Leaving the battlefield, it is time to return to Traft City for a well-earned rest. But something more annoying and frustrating awaits you: the ongoing machinations of Traft's aristocracy, and the unveiling of a new orphanage which rivals the local opera house in sheer opulence. Soon you will wish you were back on the frontline! A very aristocratic adventure for APLs 2-16.

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit [www.wizards.com/d20](http://www.wizards.com/d20)

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at [www.rpga.com](http://www.rpga.com).

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *PLAYER'S HANDBOOK*, *DUNGEON MASTER'S GUIDE*, AND *MONSTER MANUAL* ARE TRADEMARKS OF WIZARDS OF THE COAST, INC, IN THE US AND OTHER COUNTRIES. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST, INC. THIS PRODUCT IS A WORK OF FICTION. ANY SIMILARITY TO ACTUAL PEOPLE, ORGANIZATIONS, PLACES, OR EVENTS IS PURELY COINCIDENTAL. © 2005 WIZARDS OF THE COAST, INC AND THE ADVENTURE AUTHOR OR AUTHORS.

VISIT THE LIVING GREYHAWK WEBSITE AT [WWW.RPGA.COM](http://WWW.RPGA.COM)

For questions specific to this document and your region, please e-mail your triad point of contact (POC) at [paris@hn.ozemail.com.au](mailto:paris@hn.ozemail.com.au); for LIVING GREYHAWK campaign questions, email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

## RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior game master. To play this adventure as part of the *Living Greyhawk*™ campaign—a worldwide, ongoing D&D campaign set in the *Greyhawk* setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the *Living Greyhawk* character creation and development, RPGA event sanctioning, and *Dungeons & Dragons Rewards*, visit the RPGA website at [www.rpga.com](http://www.rpga.com).

## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on non-player characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a *Living Greyhawk* Adventure Record (AR).

## LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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

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

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

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

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

## TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round, all others pay two Time Units per round.

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

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20

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

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

## ADVENTURE BACKGROUND

### Two Years Ago

When Da'Trelle, a mad druid, saw a way to steal the precious Coin Of Destiny from a temple of St Cuthbert in Keoland, he saw it as a chance to bring ruin upon the land (and organisation) which once shunned him. Rejected by The Grove because he worshipped Incabulos, Da'Trelle swore he would return and bring a plague of blight upon all those he hated. The Coin Of Destiny would allow him to do this. And through it, he now saw what he must do. He must bring poison and disease to the forests of the Kershane Pass. Then, and only then, would the armies of Iuz The Old be able to pass unhindered into Perrenland. Without their forests, the Kershane Empire would also crumble, and it was the Kershane who most villainously shunned Da'Trelle's entrance into the Grove.

### One Year Ago

To test his poison, Da'Trelle chose the TrussTree, a sacred oak which grew in Traft City. He knew that if such a tree was able to be killed, then the forests of the Kershane would be a mere formality. The death of such a tree would also bring shame and despondency to the Perrenders - and the more the better. So, in 594 CY, Da'Trelle hired a Tiger Nomad, well versed in the Old Ways, to conjure up a mix of Da'Trelle's magic (alongside nomad shamanism) to poison and sicken the TrussTree. The nomad shaman, Clawcrow Countingcrane, hid out with his cronies at The Cut Snake Tavern, awaiting payment for his dastardly deeds from Da'Trelle himself (who had taken up residence in an old dungeon in the North Wood).

Slowly, Da'Trelle gathered around him two groups of cultists. The first were the Tiger Nomads who would do his dirty work for him in the city. The second were some evil druids who lived around a swamp in the darker reaches of the North Wood. Da'Trelle persuaded the druids to come and guard his dungeon for him. Inside the dungeon, he turned one of the rooms into a makeshift temple dedicated to Incabulos. It was in here,

above the altar, that Da'Trelle mounted the Coin Of Destiny in a frame. Da'Trelle was planning on building a bigger and better temple (deeper in the complex) once he gained more finance during the upcoming war between Iuz and Perrenland (foreseen through the Coin Of Destiny).

Fortunately for Perrenland, a group of adventurers tracked down the Coin and liberated it from Da'Trelle's dungeon. After a battle with some druidic cronies, and a climactic battle at the Traft city docks, the adventurers were able to prevent the nomad shaman from poisoning the TrussTree. Unfortunately, Da'Trelle escaped – swearing vengeance as he left.

### Three Months Ago

Da'Trelle fulfilled his dream of building an underground temple in the North Wood (near Traft) dedicated to Incabulos – the God Of Disease. He did this with the aid of his evil swamp druids, as well as through the intervention of a new ally: the drow from the Hollows Of Mordaine. The drow allowed Da'Trelle to populate various parts of his temple with particularly fierce guardians. Should the temple be invaded, Da'Trelle would be able to lock himself away in a secret, protective chamber – only able to be opened if somebody got past every guardian (which was highly unlikely).

In return for the help of the drow, Da'Trelle allowed the dark elves to use the temple as a launch-pad to infiltrate Traft City. They would do this by building a tunnel from the temple into the undercity of Traft.

When many sectors of Traft City began falling victim to various outbreaks of disease, a druidic informant led adventurers back to Da'Trelle's Temple of Incabulos. Here, the adventurers defeated the guardians of the temple, and finally ended the pathetic plans of the druid, Da'Trelle. Unfortunately, Da'Trelle (once again) escaped. His current location is unknown.

### Two Days Ago

The adventurers, however, never found the secret passage linking the temple with The Hollows – and then on underneath Traft City. As a result, the drow have now finished their tunnel and are ready to infiltrate Traft herself. Unfortunately, and much to their chagrin, somebody has gone and built a children's orphanage on the (once empty) space of land which the drow were digging up under.

No matter, human children are expendable for the greater good of the new Drow Empire ...

## ADVENTURE SUMMARY

During the **Introduction** the PCs discover that a gala event is about to take place. Dannas von Oostmeeren has finished building Traft City's first real orphanage, The Orphanage Of The Silver Heart. This building will care for many of the street urchins who have been (up until now) under the inauspicious care and influence of the city's wicked Beggermeister. The PCs either receive an invitation to play personal bodyguard to the von Oostmeeren family (APLs 2-8), or are invited as honored guests to sit at the von Oostmeeren table (APLs 10-16) at the Orphanage Gala Ball – to be held this evening.

In **Encounter One**, the PCs arrive at the Orphanage Gala Ball. They will have an opportunity to re-acquaint themselves with many of Traft's aristocracy, as well as learn about recent events in Traft City. This is a very freeform encounter, and will have PCs running around the ballroom completing several “mini-quests” involving members of Traftian aristocracy. During this time, the children of the orphanage go off to bed. This entire encounter should run for around 60-75 minutes of actual game time.

In **Encounter Two**, a few brief speeches are made after dinner. During this time (unbeknownst to the PCs), the drow break through their tunnel, and into the basement of the orphanage. They quickly secure the downstairs area of the orphanage, set up a high level *wall of force* around the perimeter, and take the children hostage in their dormitories. They also drag some children downstairs to the basement as well. At this point, a drow warrior (First Unit) climbs up the dumb waiter (from the basement) and dispatches the chef in the banquet hall kitchen. Whilst in the kitchen, he starts to pour diseased particles into the dessert. The PCs have a chance to hear an unusual commotion in the kitchen during this time. If they fail to hear, the drow warrior polymorphs himself into the chef and brings out the dessert. The Oostmeers require (or request) the PCs to taste their food for them before they eat. This opens up a possibility of each PC being inflicted with a nasty disease – one which causes them to suddenly grow old! If the PCs investigate the commotion in the kitchen, the drow never gets the chance to disease the dessert. Instead, he throws down a vial which explodes – possibly doing much damage to the PCs and aristocratic guests!

In **Encounter Three**, Drow Commander Malachai Ker'Kral is *teleported* into the banquet room (preferably somewhere on the dance floor). He has with him three children as hostages! Commander Ker'Kral tells the drow plan to the PCs and the aristocrats. He orders the PCs to start killing aristocrats. For every aristocrat the

PCs refuse to kill, the drow commander orders that one child hostage dies in the basement.

Most PCs will not stand by and do what the drow ask. They will attack! The idea here is to defeat the drow – but do so by minimizing the death of any child hostages! After this, it is fairly clear that the orphanage is overrun with drow, and that they have children as hostages (particularly in the basement). High level PCs might magically get to the basement; whilst low level PCs might find the dumb waiter in the kitchen and quickly get down that way. Some parties might fight their way from First Floor to Basement. That's OK as well.

In **Encounter Four**, the PCs meet Drow Captain Persephone Koo'Koora and her Third Unit on the ground floor of the Orphanage. After the defeat of this unit, the PCs are free to search the dormitories, or proceed directly to the basement.

In **Encounter Five** the PCs enter a dormitory on the ground floor and must defeat a nasty monster from the underdark which the drow have brought with them to terrorize (and eventually eat) the children of the orphanage.

In **Encounter Six**, the PCs enter the basement of the Orphanage (either via the stairs, or magic, or via the dumb waiter). Here they encounter the Fourth Drow Unit – along with some child hostages.

In the **Conclusion**, the PCs find an antidote to their disease (if need be), and lead the aristocrats and children to safety (whilst securing the perimeter of the orphanage). The adventure ends with Cesarea Aaronfar greeting the PCs. She informs them that the Auszug has intercepted information that says that the drow from The Hollows have been kept out of Traft City (for now), but are successfully raiding small villages in and around the rest of the Canton. The 1<sup>st</sup> Auszug must now invoke martial law. The Council of Traft is disbanded. Traft is now a city surrounded ...

## PREPARATION FOR PLAY

Before any play actually starts, it is imperative that the DM enquire of the players about their clan affiliations and fill in the form found in **Appendix 6**. Have this form pinned prominently to your DM screen (or kept handy) – because you will be referring to it quite a bit during this adventure. It should also be noted that there is not much “read aloud text” in this adventure. The DM should be familiar enough with the plots and subplots to keep things moving whilst letting PCs investigate at their own pace (and in their own way).

Although not absolutely necessary, the DM might also DOWNLOAD the latest 595CY version of the “Traft City Visitor's Guide” (TCVG) from the Towns Page on the Perrenland Website <http://perrenland.lythia.com/>. This is an updated Word document of the one first found in PER2-08 Dark Waves. It does, however, correct some errors from that document, and helps position players for events in Traft during 595 CY. You may wish to allow players to see the Maps in this document (so they know their way around); and PCs who have played “Dark Waves”, “Darker Waves”, “Mind Games”, or “Furgotten Business” will generally have some idea of where the main taverns, goods stores, and churches are, etc. The DM might like to refer to the TCVG at various times during this adventure, though it is not imperative.

The following effects are also in place in this regional adventure, and for aspects of it that occur within Perrenland. These effects are divinely inspired by Iuz.

At some stage the PCs may decide to cast some form of **divination magic**. The Nation Mocked series introduced the following effect into Perrenland regional adventures. The following divination spells no longer function correctly in a Perrenland regional adventure. They can still be cast but the following effects occur instead.

*Speak with dead*: The corpse lets out a deep groan and says the following “your doom is at hand mortal” and then implodes and turns to dust.

*Divination*: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and a -4 penalty to wisdom for 3 minutes.

*Sending*: Works normally if sent from the sanctified temple of the caster's god to another temple of the caster's god. Otherwise it instead delivers a *sound burst* spell instead of a message.

*Commune with nature*: Works normally if cast from a Grove or similar natural holy place sacred to the PC. Otherwise the PC receives the effects of a *doom* spell cast at 9<sup>th</sup> level and an overwhelming feeling that the land is being blighted.

*Dream*: The PC suffers the effects of *Nightmare* at their caster level.

*Commune*: Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and a -4 penalty to wisdom for 3 minutes.

*Scrying and Scrying, greater*: The PC's sensor ends up in an unexpected place, the Scryer's Hall in Dorakka.

Instead of seeing what they thought they would see they instead see the following.

***Your view is of a large flame lit cavern. Seated in a semi-circle must be upwards of two-dozen Clerics of Iuz, within the circle sits a further four clerics. Your sensor is directly above the centre of the four. They are looking directly at you. One of them begins casting a spell and you instantly recognize it as a summoning spell. What do you do?***

If the PCs fail to dismiss their scrying spell they are subject to the following effect.

**APL 2:** *Summon monster II* (fiendish monstrous spider, medium). See stats below.

**APL 4:** *Summon monster IV*(Howler).

**APL 6:** *Summon monster VI* (fiendish monstrous spider, huge). See stats below.

**APL 8:** *Summon monster VII*(fiendish girallon).

**APL 10:** *Summon monster VIII*(Vrock)

**APL 12:** *Summon monster IX*(Hezrou)

The PCs get no XP for this encounter as they could have avoided it. The Summoned Monster will stay for APL + 2 rounds.

**Contact other plane:** Works normally within a sanctified temple of the caster's god. Otherwise it causes the caster to suffer from a blinding headache and a -4 penalty to wisdom for 3 minutes.

**Whispering wind:** The spell causes a loud popping sound when it reaches its destination, and the air is filled with quite a horrid stench in a 20ft radius. Its message is lost.

**Fiendish Medium Monstrous Spider:** CR 1; Medium magical beast (Augmented Vermin, Extraplanar); HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14 (touch 13, flat-footed 11); BAB/GRP +1/+1; Atk +4 melee (1d6 plus poison, bite); Full Att +4 melee (1d6 plus poison, bite); Face/Reach 5 ft./5 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 5, darkvision 60 ft., spell resistance 7, tremorsense 60 ft., vermin traits; AL NE; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

**Skills and Feats:** Climb +11, Hide +7\*, Jump +0\*, Spot +4\*; Weapon Finesse<sup>b</sup>). \* See *Monster Manual* pg 288 for notes.

**Fiendish Huge Monstrous Spider:** CR 7; Huge magical beast (Augmented Vermin, Extraplanar); HD 8d8+16; hp 52; Init +3; Spd 30 ft., climb 20 ft.; AC 16 (touch 11, flat-footed 13); BAB/GRP +6/+18; Atk +9

melee (2d6+6 plus poison, bite); Full Att +9 melee (2d6+6 plus poison, bite); Face/Reach 15 ft./10 ft.; SA Poison, smite good 1/day, web; SQ Cold & Fire Resistance 10, damage reduction 5/magic, darkvision 60 ft., spell resistance 13, tremorsense 60 ft., vermin traits; AL NE; SV Fort +8, Ref +5, Will +2; Str 19, Dex 17, Con 14, Int 3, Wis 10, Cha 2.

**Skills and Feats:** Climb +12, Hide -1\*, Jump +4\*, Spot +4\*). \* See *Monster Manual* pg 288 for notes.

### **The Ongoing Effects Of Hell's Gloom**

Perrenland has now entered a freeze period due to the ongoing effects of the eruption of Mount Hellspaar. Lake Quag is beginning to freeze over prematurely in the eastern areas, and black ice is now common in many locations (particularly around Traft City). This means winter conditions in all regional adventures until further notice. Overland movement is at half normal rate, due to the conditions.

## **INTRODUCTION**

Before you begin this adventure, size up your players. Are they keen role-players? Or are they more interested in combat? If they are role-players, then you should be prepared to actually *play* each NPC presented in this Introduction (and subsequent encounters). Please do not just read the box text, but act it out, paraphrase, and bring the NPCs to life. Let the players interact – not just listen passively. If, however, your players are more interested in combat, then you can simply read what they need to know, and greatly pare down Encounter One so that they get to the “action” much faster.

Read or paraphrase the following when the players are ready to begin:

***Your arrival back in Traft City, gateway to the Perrenland frontier, has been fraught with difficulty. It is Midday. Normally, the city is open and welcoming to everybody (and it is from this that it gets its charm); but now the gates are securely shut, and highly ranked officers of the 1<sup>st</sup> Auszug stand guard and bar your way inside.***

***“Halt!” says one of the officers in a harsh tone. “By order of the Lord Constable, state your name and business!”***

Give the PCs a chance to introduce themselves and to concoct a reason for returning to Traft. The guards are angry, hardened frontiersmen who have just returned from fighting Igglwlv in Nederboden. They have been to the abyss and back, and won't be fooled by sassy-mouthed adventurers. Each PC will need to make a Diplomacy

check in order to (somehow) get past the guards into the city. Ask if any PC has played the Interactive, "Return To The Temple Of Incabulos". If so, then those PCs have the *Favor Of Cesarea Aaronfar*. Such PCs get +4 to their roll:

- Below DC 14: The guards do not trust the PC. They will not let the PC past the gates unless they hand over their most expensive item for security. The PCs won't know this, but they will get the item back at the start of Encounter One.
- DC 15-24: The guards will still not trust the PCs, but will let them into the city grudgingly.
- DC 25-39: The guards will recognize the PCs as heroes of Perrenland. Those PCs who are Level 10 and over will be addressed as "My Lord" or "My Lady". One guard will look embarrassed and say:

*"Excuse me, [insert a PC name and title], the gloom has clouded our vision and our good senses. Please forgive us. Two months ago, a terrible series of plagues swept through the city. The cause of the plague was traced to a Temple of Incabulos, not far from here – in the North Wood. Although the evil presence in that place was destroyed, and the plagues abated, the adventurers who braved that quest discovered something even more terrible.*

*It appeared that the priest who built the Temple was a mad druid called Da'Trelle. He had signed a pact with some drow from a place known only as The Hollows. It seems that these drow have their designs on Traft City as their new home base, and that they are presently exploring ways in which to invade.*

*In response to this, our Lady Cesarea Aaronfar has disbanded the Traft City Council and placed the city under military rule. We are the remnants of the 1<sup>st</sup> Auszug, who are fighting elsewhere. Lord Boone, the constable, has been made our temporary Commander-In-Chief. We once again apologise for offending you but, as you may agree, we can be none too cautious in this time of encroaching darkness."*

If questioned, the guards know no more than this.

- DC 40+ Diplomacy check: Any PC who makes this roll will not only have the guard say the same speech as above, but will also be escorted directly to the Raggletail Tavern and shown the best room and board (along with the rest of the party). Folks in the tavern will swoon over the PCs, and thank them for their heroic presence in this "time of encroaching gloom".

Either way, the PCs enter the city gates and head directly for the Raggletail Tavern (as the rest of the city is practically empty and lifeless in this foreboding time).

**Note:** Any smarty-pants PC who tries to just *fly*, *dimension door* or *teleport* into the city (without going through the guards) is arrested at the Raggletail Tavern by Lord Boone and his entourage. The PC is held in Traft City Gaol while Lord Boone determines the trustworthiness of the PC. The PC completely misses **Encounter One**, but is cleared by Boone in time enough to arrive at the Silver Heart Orphanage just before all hell breaks loose in **Encounter Two**. Any PC who tries to attack (or spell) Lord Boone or his entourage stays in gaol for the entire adventure.

## THE RAGGLETAIL TAVERN

Read or paraphrase to players as they enter through the city gates:

*As you enter through the huge city gates, the state of the city overwhelms your senses. Whereas once the streets were alive with folk from all over the Flanaess, they are now virtually empty save for a few meager stalls in the market area, and the heavy presence of the 1<sup>st</sup> Auszug standing watch. These Auszug are children – some no more than 15 years old. Most of those who are older are at the front. This does not bode well ...*

*The only place of real activity seems to be the nearby Raggletail Tavern. As you enter, you see that folks inside are making the best of the ominous lockdown and ultra-security. They are quietly talking, drinking, and singing somber dirges in the dank dark corners of the pub.*

This tavern is probably the most visited tavern in all of Traft Canton. It is well known as "The Adventurer's Watering Hole", and doubles as a place to hire on parties of varying levels; as well as henchmen and hirelings. The tavern is owned and run by a Lawful Neutral half-orc called Balthoc (Male half-orc, Ftr7,Exp4, 40hp).

The tavern is large, has a bar area and a dining area, as well as 2 storeys above ground for sleeping quarters. There is an effective sewerage system in the building, along with stables to the side. An overnight stay with evening meal and breakfast costs 4 gp single room per night; 3 gp for a 2 beds; 2 gp for 3 beds; and 1 gp for 4 beds to a room. There are also a few suites for couples (double beds) as well priced at 3gp per night.

The PCs can mingle in the bar and learn the information given by the guards at the gate (if they have not learned it already).

Balthoc, whilst having no taste or decorating inclination, is served well by his 10 human staff members who enjoy working at the tavern so they can pick up on gossip. His barmaid, and serving wench, called Priss, is both comely and helpful towards adventurers. It is Priss who eventually serves the PCs a drink or some food and, at the same time, speak to them about some possible employment:

#### APLs 2-8

At these APLs the PCs are not well known and Priss makes the following offer of possible employment (as she serves drinks or food):

*"Here you go," the comely barmaid called Priss says as she places your orders on the table, "but I'm sure you folks aren't here to just drink ale and fill up on stew, eh? Interested in a little employment?"*

If PCs say "No", then the adventure is, effectively over (unless the DM can see some way to get the PCs interested). If the PCs say "Yes", then she continues. The DM may read or paraphrase here as he/she feels comfortable:

*"Listen up. The desirably eligible aristocrat, Dannas von Oostmeeren, has just finished building a new orphanage in the city. Rumor has it that the Beggermeister is furious because he won't be able to involve the city urchins in his robberies no more. The Dark Wave ain't happy either, because it's from the youngling ranks that they recruit and train the best for their dirty operations.*

*"Tonight, the Family von Oostmeeren are holding a gala dinner in the top-room of the new Silver Heart Orphanage, in honor of the building's completion. Tonight will also be the first night that the children stay within the confines of the orphanage.*

*"However, Lady Cesarea Aaronfar and Lord Boone are certain that the Beggermeister or the Dark Wave will try some kind of funny business, and make trouble for the aristocrats (as minor as it might be). Our Lady, and Lord Boone, are looking for some adventurers to go to the dinner and protect the aristocrats and, of course, the children on this first night.*

*"Are you interested? If so, you should go immediately to the office of the City Constable and speak directly to Lord Boone. Tell him Priss sent ya ..." Then she gives a wink and goes on serving other patrons."*

#### APLs 10-16

At this APL range the PCs are well-known and recognized as heroes of Perrenland. Priss will make the following offer of possible employment (as she serves drinks or food):

*"Here you go," the comely barmaid called Priss says as she places your orders on the table, "But I'm sure you folks aren't here to just drink ale and fill up on stew, eh? Interested in a little employment?"*

If PCs say "No", then the adventure is, effectively over (unless the DM can see some way to get the PCs interested). If the PCs say "Yes", then she continues. The DM may read or paraphrase here as he/she feels comfortable. If Dannas von Oostmeeren is actually present in the party, then Lady Aaronfar recognises him and paraphrases her conversation accordingly.

*"There's a lovely Lady here who wishes to see you once again..."*

*And, with that, Priss steps aside and you see a cloaked lady approach and sit down. It is ex-Councilor Cesarea Aaronfar. She smiles at you all in recognition and says each of your names and touches your hands in warm greeting. Then she speaks:*

*"It is good to see the gloom does not make strangers of our greatest friends. Welcome back to Traft. You may or may not have heard, but Dannas von Oostmeeren, has just finished building a new Orphanage in the city. Rumor has it that the Beggermeister is furious because he will no longer be able to involve the city urchins in his nefarious robberies. The Dark Wave is also said to be angry, because it is from these youngling ranks that they recruit and train the best for their underworld operations.*

*"Tonight, the Family von Oostmeeren are holding a gala dinner in the top-room of the Silver Heart Orphanage in honor of the building's completion. Tonight will also be the first night that the children stay within the confines of the Orphanage.*

*"However, myself and Lord Boone are certain that the Beggermeister or the Dark Wave will attempt some treachery, and place our treasured aristocratic families, as well as the children of the orphanage, in danger. The Family von Oostmeeren have requested that you all join them at their dinner table during the banquet this evening. That way, if there is any trouble, you will be on hand to deal with it admirably.*

*"Are you interested? If so, you should go immediately to the office of the City Constable and*



*Speak directly to Lord Boone. Tell him Lady Aaronfar sent you."*

Cesarea Aaronfar tells PCs what has been going on in Traft (if they ask), but really says nothing more than what the guards said on the way into town. After this:

*Cesarea Aaronfar wishes you all well, and disappears quietly out through the rear door of the tavern.*

No matter what the APL, the PCs now proceed directly to the office of the constable, Lord Boone.

## **AT THE OFFICE OF THE CONSTABLE**

When the PCs arrive at the constable's office (it's only a short walk from the Raggletail Tavern, across the square), read or paraphrase the following:

*The office of the constable, Lord Boone, is a place most law-abiding citizens usually avoid. It is from this thick-walled, gargoyle-ridden, monolith that Boone dispenses his version of justice in Traft City. This is a justice with no gray areas. To Boone, your actions are either lawful or unlawful. So it is good to know what is lawful in Traft, and what is not. Unfortunately, the law is written on a scrap piece of paper locked in an unmarked cupboard in Boone's office. So, there you go.*

*As you enter the office Boone's deputy, Durka Bingle, greets you and asks you your business.*

Allow the PCs the opportunity to respond. Most will say that they are looking for Lord Boone regarding the Gala Banquet at the Silver Heart Orphanage.

*Durka Bingle begs that you wait momentarily whilst he goes and gets Lord Boone. Durka lets you all know that Lord Boone is a man of very few words, so do not expect much conversation from him. After a few moments, Durka returns, followed by Lord Boone. For those of you who have not seen Lord Boone before, you should know that he is truly an imposing figure. Legend tells that he is not originally from Traft, or even Perrenland. He is a traveler from another land beyond The Flanaess, called The Khartoumian Spheros. Many doubt that this land even exists on Oerth, but nobody is prepared to upset Boone to ask him.*

*Boone lives wholly to uphold the law – any way he sees fit. He is solidly built, dresses entirely in black, ties his black hair back in a ponytail, and speaks (mostly) via grunts, slurs, and witty quips. Even the locals step aside when Boone shows up; and he is rarely invited to aristocratic parties unless a point of law and order wishes to be made. That is most*

*probably why YOU are going to go to the banquet, and he is not.*

*Lord Boone is not married, and has no time for petty affairs, cocky adventurers, or groveling guttersnipes. He and Watch Detective Trocklespit work well together and this has kept Boone constable of Traft for nearly four years - the longest he has ever stayed in one single place.*

### **APLs 2-8**

*"So," Boone says, eyeing you all up and down like vermin, "You think you can do my job better than me?"*

Lord Boone likes people who are straight talking, but not arrogant. He will speak with disdain to any PC who challenges him, or grovels. Let PCs explain why they're here. Regardless, Boone needs to hire bodyguards for the Family von Oostmeeren – so he will ultimately say:

*"Your job will be to go to the banquet tonight in the company of the Family von Oostmeeren. You are to make contact with Jarvinia von Oostmeeren outside the Silver Heart Orphanage at 1800 hours. None of you must ever let her or her family out of your sight – unless of course it is to deal with any forces which might see fit to disrupt the occasion. We have word that the local Beggarmeister is angry that the orphanage will deplete his numbers of thieving urchins. He has sought solace with the Dark Wave who may be planning revenge on the von Oostmeeren family. Tonight's gala banquet would be a superb opportunity for such a strike."*

Lord Boone then hands the PCs Player Handout #1.

*"Here is an excellent map of the layout of the orphanage. I went there earlier today and drew it myself. It is truly a work of art, don't you agree?"*

Boone will wait for a response. The DM should hope it is positive (even though the map is really bad). The PCs can clarify things with him. If they ask: "Where is a map of the basement?" Boone simply replies:

*"What is there to map? It is just a basement. It has two entrances and takes up the entire lower area. It is used to store foodstuffs in a cool place before they are sent up to the kitchen via the trolley thing."*

The "trolley thing" is what Boone calls the "dumb waiter". Whatever PCs ask, Boone will also relay the following information:

*"Your ultimate objective is to protect the von Oostmeeren family, then the children of the Silver Heart Orphanage, then lastly the other aristocratic*

*families at the banquet. You will be paid [10gp x APL] each for this assignment. Do you accept it, or not?"*

If the PCs accept, move on to **Encounter One**. If they refuse, the adventure ends at this point.

#### APLs 10-16

*"You may not believe this," Boone says forcing a very tiny smile, "But it is good to see you all. Family von Oostmeeren have requested that you join them at their banquet table this evening. Although your primary task will be to enjoy an overly sumptuous and fatty meal whilst being bored by pompous twats, you should also keep your eyes open. We have word that the local Beggarmeister is angry that the orphanage will deplete his numbers of thieving urchins. He has sought solace with the Dark Wave who may be planning revenge on the von Oostmeeren family. Tonight's gala banquet would be a superb opportunity for such a strike."*

Lord Boone then hands the PCs **Player Handout #1**.

*"Here is an excellent map of the layout of the orphanage. I went there earlier today and drew it myself. It is truly a work of art, don't you agree?"*

Boone will wait for a response. The DM should hope it is positive (even though the map is really bad). The PCs can clarify things with him. If they ask: "Where is a map of the basement?" Boone simply replies:

*"What is there to map? It is just a basement. It has two entrances and takes up the entire lower area. It is used to store foodstuffs in a cool place before they are sent up to the kitchen via the trolley thing."*

The "trolley thing" is what Boone calls the "dumb waiter". Whatever PCs ask, Boone will also relay the following information:

*"Your ultimate objective is to protect the von Oostmeeren family, then the children of the Silver Heart Orphanage, then lastly the other aristocratic families at the banquet. I thank the gods, who I do not believe in, that the Oostmeereens wanted you, and not me. I have more important things to do than suck on peppered pickles and quaff pink bubble-wine! You are to make contact with Jarvinia von Oostmeeren outside the Orphanage at 1800 hours. None of you must ever let her or her family out of your sight – unless of course it is to deal with any forces which might see fit to disrupt the occasion."*

*"Is this acceptable to you?"*

If the PCs accept, move on to **Encounter One**. If they refuse, the adventure ends at this point.

## ENCOUNTER 1: THE BANQUET

Allow the PCs some time to wander Traft City during the afternoon leading up to the banquet. As this is a city, it is possible to purchase just about any item allowed via the latest Living Greyhawk Campaign Sourcebook, or via an Adventure Record. When the party have bought all they want, it will be time to proceed to the Silver Heart Orphanage (which is situated next to the Theatre in the Unterstaat District).

*When it is nearing sunset, you realise that it is time to make your way to the Silver Heart Orphanage. It is situated in a part of the city called Unterstaat. The district is mostly home to nomads (who are rowdy but harmless), and little folk (such as halflings and gnomes). It was a good choice as a place to build an orphanage, as it is far from the seedier influences of Quagsijdt or Das Arena.*

*As you approach the orphanage, you see that it is more than usually ostentatious, and considerably larger, than most other orphanages you have seen elsewhere. What you do notice is that it is extremely secure. There is a guarded gate, a spiked perimeter fence, Auszug officers on the doors, and thick grates over the windows. For a moment you start to think that your presence here is hardly necessary, and that maybe the Dark Wave threat was just a ruse by the aristocracy to get you involved in some long overdue political wrangling. In fact, it is looking very much the reason ...*

*Outside the Silver Heart Orphanage is a throng of "beautiful people". Through the crowd, you see only coiffed hair, plastered faces, ghoulish gowns, horrid hats, limp wrists, turned toes, and nodding, bobbing, chuckling, yawning, bloated aristocratic heads.*

*There is a red carpet leading up to the entrance of the orphanage – flanked on either side by the appreciative, wax smiles of children who have been rescued from a life of adventure. They wait to hand each aristocrat a carving of a painted flower (as a memento of the occasion).*

*Asking around, it is not long before you find the Family von Oostmeeren, and make contact with Jarvinia von Oostmeeren. She is a pretty young woman about 21 years of age. She has beautiful long tresses of curled, black hair, porcelain skin, and a smile that would melt the heart of an Urzun orc. Around her neck hangs a family pendant – a silver chalice suspended in the sky above Lake Quag. The*

*chalice is pouring holy water into the backdrop of the Sun.*

A Knowledge (Religion) check DC 10 reveals this to be a pendant which aligns the family strongly with the god, Pelor. If a cleric, monk, or paladin of Pelor is present in the party, then Jarvinia will make contact with this person straight away. Regardless, she says:

#### APLs 2-8

*"You must be the adventurers that Lord Boone has sent to protect us this evening? You are welcome. Just be sure to stay close to the Oostmeeren Family throughout the event. Your duty is to us before all else. During the banquet, do not speak unless you are spoken to, and be prepared to do whatever is asked. You will address me as "Fraulein", whilst the men you will address as "Herr", followed by their last name. And please, do not stand too close to our table, else you cough and send a germ into our food. Remember, we are your superiors and know what is best."*

It is possible that PCs might be smart or rude to Jarvinia in response to her precociousness, however, give them a Sense Motive check (DC 10) to understand that she is just "playing the aristocrat", and that her comments mean nothing sinister or insulting. If any PC really *does* insult her (even after the check is successful), then Jarvinia attempts to dismiss that PC from her family's service. Unless the PC apologizes and makes a Diplomacy check (DC 15) then this adventure is over (for that PC).

Proceed to **Entering The Orphanage**.

#### APL 10-16

*"Ah! Dearest [names one or two of the PCs personally]. It is so graceful of you to accept our invitation at such short notice. We are sure that you have braver things to do than be our guests, but we love you for being here all the same. I am Jarvinia von Oostmeeren, daughter to Elessa, family matriarch. Unfortunately my mother cannot be here tonight, so she has sent her children to represent her. After all, we children of aristocrats must show those lesser than us the finer ways of behavior, and this lovely new orphanage is just perfect for such an evangelical venture, don't you think?"*

If Danna von Oostmeeren is present in the party, then Jarvinia will hug her brother and say:

*"Dearest brother, this orphanage is just perfect. I shall make it my Sunday chore to visit and bring happiness to these poor, wretched, little urchins."*

When the PCs have finished with the small talk, Jarvinia ushers them up the red carpet and into the orphanage. Proceed to **Entering The Orphanage**.

## ENTERING THE ORPHANAGE

*At this point, you follow Jarvinia into the Silver Heart Orphanage, followed by the other members of her family, then the rest of the aristocratic ensemble. Inside, the orphanage is more sumptuous than outside. Plaster cherubims guard the cornices, whilst the staircase leading up to the second floor has its edges gilded in an ornate design. Everybody is stunned, and you hear gasps of: "Ooo! Look at that!" and "Just super!", and "How opulently scrumptious!". One fat aristocratic lady starts to sing opera, she is so overwhelmed.*

*Going up the stairs you soon find yourself in the children's mess hall on the second floor. Tonight, however, the simple eatery has been transformed into a sumptuous banquet hall fit for an opening gala event. There are tables for guests, and a polished wooden dance floor. To the right of the hall is a large kitchen with the smell of everything good wafting through the swinging doors – now being propelled by dozens of Furyondan chefs brought in especially for the occasion.*

#### APLs 2-8

*Jarvinia von Oostmeeren requests that you stand behind the von Oostmeeren banquet table, ready to defend them all should anything nasty happen. She also introduces the rest of the family, and tells you're their ages. At the table sits herself, her sisters Arabelle (age 20) and Lorelei (age 15); as well as her brothers, Heinrich (age 20), Orlan (age 17), and Stefan (age 16). Also at the table sits Suzzianna von Kuursen (nee Oostmeeren) and her new husband, Broger, who is significantly older than she is.*

#### APLs 10-16

*Jarvinia von Oostmeeren requests that you all sit at the banquet table with a family member of your choice. So you may choose, she introduces the rest of the family, and tells you're their ages. At the table sits herself, her sisters Arabelle (age 20) and Lorelei (age 15); as well as her brothers, Heinrich (age 20), Orlan (age 17), and Stefan (age 16). Also at the table sits Suzzianna von Kuursen (nee Oostmeeren) and her new husband, Broger, who is significantly older than she is.*

Ask each PC who they are standing behind (APL 2-8) or sitting with (APL 10-16). Some PCs may know Suzzianna Von Kuursen from the Perrenland adventure *Mind Games* (594 CY), or when she was seen quite sick from

plague in *Return To The Temple of Incabulos* (595 CY Interactive). If they *do* know her she is polite and graceful towards them. She asks them how they are since last they met, and she says that she and Broger are very happy together now that they are married. If asked, Suzzianna no longer pines for “what-his-name”, as Broger now “satisfies” her nicely.

Once all the PCs are in position, go to **During The Banquet**.

## **DURING THE BANQUET**

During the banquet, the PCs have the opportunity to interact with the aristocrats – based on their APL. What follows are a series of three mini-quests for each APL tier. The entire series of quests should take 60-75 minutes real-time, but if you're running short, then only do as many as time permits. The key point here is to let the PCs have fun getting to know the various “hobnobs” (and their families). When addressing the PCs at this level, the aristocrats refer to the PCs as “boy” or “gel” (or “little elf” or “little gnomy-person”, or “little halfling-person”).

It might also be good to place down a battlemat at this point (with the banquet room drawn). That way the PCs will not become “suspicious” at any particular point ...

### **Mini-Quests APL 2-8**

#### **1. Getting To Know You**

Give each PC the chance to speak with their von Oostmeeren charges; or (as a group) to all of them. Generally, the von Oostmeerens are fairly aloof (at this APL), but a Diplomacy check (DC 15) will cause them to open up and speak quite freely. This check must be made by each PC who wishes to initiate conversation.

- Jarvinia (as mentioned earlier) is extremely attractive and very charismatic. And she knows it. She is secretly in love with Hackett von Stoger (a Vuurzward). He is sitting at another table, but Jarvinia will not let any PC intervene (not at this APL, anyway). Jarvinia will only tell of her love of Hackett to another female PC. She will play coy and sexy with male PCs (think: medieval Paris Hilton), but refuses any advances due to her “status”.
- Arabelle is pretty, but lives in the shadow of her socialite sister, Jarvinia. She will try and be coy and sexy; but will appear quite clumsy. She is interested in cooking and home-making.
- Lorelei is very studious. She will test the PC's knowledge of Traft City, Perrenland, and Greyhawk in general. Make up some questions. If the PCs answer them correctly, then they will make a friend of Lorelei.

- Heinrich is a know it all. He will speak long and boringly about all manner of small topics: the weather, opera, the environment, and what a grand idea the orphanage is. Think: younger version of Prince Charles.
- Orlan can't wait to join the 1<sup>st</sup> Auszug. He has a fondness for fighters, and will ask all manner of questions about life in the military. Those PCs who tell Orlan a good story will make a friend of him.
- Stefan is still a naughty little boy (even though he's 16). He is forever being treated “like a baby”, but does nothing to reverse that reputation. He will ask PCs: “what evil things have you seen ... or done ... lately?”
- Suzzianna and Broger. Suzzianna is in her late twenties. Broger is in his early sixties. Although quite an odd couple, they seem *very* happy together. They make eyes, say sweet little things to each other, and laugh a lot. Suzzianna is a Captain in the 1<sup>st</sup> Auszug, and is presently on leave of absence. She will ask the PCs how things are going at the front, as well as what is happening in the Land Of Iuz.

#### **2. Food Testing**

At this APL, it is customary for the PCs to “test” the main meal before their allotted aristocrat eats it (just in case it's poisoned, etc). When the main meal arrives, Jarvinia will instruct the PCs to “test the food, please” of the aristocrat they are standing behind. This sequence is important because it sets up events which might transpire later in Encounter Two. The aristocrats are so used to eating the following dishes that they are now immune to their immediate effects (Heal check DC 10).

Jarvinia's meal is a medium portion of “Furyondian Duck Bladder With A Dose Of Black Pepper” (her favorite). The PC who tastes this dish must make a Fort Save (DC 20) or sneeze continuously for the duration of this encounter.

Arabelle's meal is a medium portion of “Nyrondese Hedgehog Legs” (her favourite). The PC who tastes this dish must make a Fort Save (DC 20) or suffer “ouchy, ouchy” pins and needles all over their body for the duration of the encounter. They will make the PC jump spasmodically and yell “Ooo! Ouch! Ooo! Ouch!”

Lorelei's meal is a medium portion of “Keoland Dodo – Unplucked” (her favorite). The PC who tastes this dish must make a Fort Save (DC 20) or suffer the effect of being tickled by feathers all over their body for the duration of the encounter. This will make the PC jump

spasmodically and giggle uncontrollably (even in serious situations).

Heinrich's meal is a medium portion of "Tusmit Sloth Broth" (his favorite). The PC who tastes this dish must make a Fort Save (DC 20) or suffer the effect of having to talk *r-e-a-l-l-y s-l-o-w-l-y* (and deeply) for the duration of the encounter. Apart from being bloody annoying, it has no other effect on the PC.

Orlan's meal is a medium portion of "Velunese Parrot served with Tiny Taters and Cooshee Sauce" (his favorite). The PC who tastes this dish must make a Fort Save (DC 20) or suffer the effect of having a really bad stutter for the duration of the encounter. Apart from being bloody annoying, it has no other effect on the PC.

Stefan's meal is a medium portion of "Burneal Jaguar wrapped in Perrenese Pastry" (his favorite). The PC who tastes this dish must make a Fort Save (DC 20) or suffer the effect of having to speak really quickly for the duration of the encounter. Apart from being bloody annoying, it has no other effect on the PC.

Suzzianna and Broger both have a medium portion of Kettie Curry (their favorite). PCs who taste this dish must make a Fort Save (DC 20) or suffer the effect of "breaking wind and belching" uncontrollably for the duration of the encounter. Apart from being bloody annoying (and anti-social), it has no other effect on the PC.

Look for PCs to role-play the effects of each dish for experience points at the end of this adventure. No PC is uniquely immune to the mundane effects of these dishes. If any PC refuses to "taste", then Jarvinia will say:

***"We are displeased with your refusal. If you do not taste for us, you will have our disfavor."***

A PC who continues to refuse will *not* receive the very nice "Favor Of Family Von Oostmeeren" at the end of this adventure. The DM should make a note of this!

### 3. The Crunchy Roll

Stefan von Oostmeeren simply hates little Lulu von Ayedder (age 9), daughter to Lord and Lady Leonard von Ayedder. They are Weisspeers, and are currently all sitting at the Weisspeer table. At his birthday party, earlier in the year, Lulu pulled the tail of Stefan's favorite cat, Kerkpuss, then threw him across the backyard to "see what noise he made". Now Stefan wants revenge ...

Any PC standing behind, or near, Stefan von Oostmeeren will be spoken to as follows:

***"Pffsst ..." Stefan von Oostmeeren whispers, "[Boy/Girl/Elf etc] come closer. Do you see the Weisspeer table over yonder?"***

Hopefully the PC will answer in the affirmative.

***"Do you see the little girl with dark hair and a large pink bow in her hair?"***

Hopefully the PC will answer in the affirmative.

***Stefan looks up at you and grins a wicked little grin – a grin that only a boy with a plan might give. With that, Stefan reaches into his pocket and produces a large, dead cockroach. He then opens up his bread roll on his plate, and places the squashed vermin on the roll. He then covers it in butter and closes the bread roll so that the cockroach is well concealed. "Now, my servant ..." he says looking seriously at you, "Your task is to take this bread roll and switch it with the one on little Lulu's plate. She has been torturing my cat, Kerkpuss, and she will do it for the last time!"***

Stefan is happy to tell the PC further details of little Lulu's treachery. Stefan is also content if the chosen PC passes the task on to one of his/her other more "suitable" comrades (ie. a rogue). All Stefan asks is that the PCs do not make a scene, and whisper quietly amongst themselves. If any PC refuses Stefan, or tries to trick him, or vary his request in any way, read:

***Stefan scowls and goes over and whispers something to his sister, Jarvinia. She then looks at you and says: "We are displeased with your refusal. If you do not do what Stefan asks – not matter what it is, you will have our disfavor."***

PCs who continue to refuse will *not* receive the very nice "Favor Of Family Von Oostmeeren" at the end of this adventure. The DM should make a note of this!

Some PCs might completely blow Stefan's plan and *warn* the Ayedder family. In this case, Stefan wails and protests his innocence – but Jarvinia is embarrassed. She knows that her brother has wanted revenge against Lulu, and considers Stefan's involvement quite plausible. Jarvinia stands and apologizes to the Weisspeer table for her brother's rude behavior. She then gives her word that Stefan will be punished according to family tradition (locked in bedroom for one week). The Weisspeers are happy with this and the banquet continues.

Any PC who follows Stefan's plan could do any number of things in order to make a successful "switch" of the bread rolls. He/she could try Sleight of Hand (vs. +0 Spot check by either Lulu or her father, Leonard). This would be with a +4 bonus if the PC was able to have the Weisspeers distracted for a moment (Diplomacy check Vs. Sense Motive). This part is left for the DM to adjudicate – and common sense and "sense of fun" should

prevail (even if it's not much fun for poor cruel little Lulu).

If the switch is successful, read or paraphrase the following:

***Not long after switching the bread rolls, you see little Lulu von Ayedder pick up her bread roll. She pauses momentarily, then bites down hard on it. "Ooo!" she quips, "It's very crunchy!" Then you see it. As she chews, an insect leg protrudes from her lip – and suddenly, little Lulu realizes what she is eating ...***

***"Ahhhhhhh!!!" Lulu screams as she spits bread and cockroach everywhere!***

***Stefan giggles quietly to himself, whilst Leonard von Ayedder rises furiously to his feet. "You!" he shouts, pointing to the Furyondian pastry chef who has just walked unwittingly from the kitchen. "How dare you not check the bread for vermin infestation! How dare you defile my daughter with such filth! You are hereby dismissed! You will pay a very high kophiris for your fault, and receive a public whipping for defiling the daughter of an aristocrat!"***

The pastry chef gets tears in his eyes and starts to try and deny the charge. Stefan continues giggling, most amused. The PCs now have a choice:

- Stay Quiet. In this case, the chef is dismissed and taken away for punishment.
- The PC/s who switched the bread roll own up, but find some way to protect Stefan. In this case, the PC/s who own up get scowls from the Weisspeer family (and the DM should make the PCs feel *really* bad). But as the PC/s are protected by the Oostmeeren family, nothing more eventuates.
- The PC/s who switch the bread roll own up, and blame Stefan for requesting the deed be done. In this case, Stefan wails and protests his innocence – but Jarvinia is embarrassed. She knows the PC was requested to do something by Stefan, and will now pay the price (along with her brother). Jarvinia stands and apologizes to the Weisspeer table for her brother's rude request. She then gives her word that Stefan will be punished according to family tradition (locked in bedroom for one week). The Weisspeers are happy with this, but then go on to chastise the PC/s (who should have been wiser). In this case, the PC/s who own up get scowls from the Weisspeer family (and the DM should make the PCs feel *really* bad). But as the PC/s are protected by the Oostmeeren family, nothing more eventuates.

- The PCs tell the Weisspeer family that Stefan left his seat and somehow switched the bread roll when nobody was looking (or some similar story). In this case, Stefan wails and protests his innocence – but Jarvinia is embarrassed. She knows that her brother has wanted revenge against Lulu, and considers Stefan's involvement quite plausible. Jarvinia stands and apologizes to the Weisspeer table for her brother's rude behavior. She then gives her word that Stefan will be punished according to family tradition (locked in bedroom for one week). The Weisspeers are happy with this and the banquet continues.

There may be variations of this event, and the DM is asked to wing it and make the best decision he/she can at the time (in line with obvious choice and consequences).

If the PC is *not* successful in switching the bread roll (for any reason), read:

***Suddenly, you attempt to switch the roll is foiled! Leonard von Ayedder, Lulu's father, stands up and says, firmly: "Just what are you doing there with my daughter's bread roll?"***

We are assuming here that the roll has not yet been switched. The PC can now answer Leonard von Ayedder any way he/she desires:

- The PC can try to tell a lie. Make a Bluff Vs. Sense Motive (at +0). If the PC succeeds, then whatever they said is believed and the banquet continues. Stefan's plot has been foiled. There are no further consequences. If the PC is not believed, then von Ayedder will tell the PC to return to the Von Oostmeeren table. He will personally see to it that the PC is investigated. The DM should make the PCs feel *really* bad about what they tried to do.
- The PC can own up and tell the truth (or a variant of the truth). See the consequences outlined earlier, and resolve this based on those possibilities. The DM should use common sense above anything else.

#### 4. Gossip And Innuendo

Read or paraphrase the following to the PCs:

***Near the end of the main course, Berit von Stoger (a Vuurzward) comes over to the Oostmeer table and sits down next to Jarvinia. Berit is in her late twenties, and is a socialite in the same vein as Jarvinia. In fact, Jarvinia is trying to mimic and follow Berit so that she might be introduced to her twin brother, Hackett (whom she likes). The two girls begin to gossip and giggle together. It is all mostly harmless, until at one point you hear Berit say:***

*"I say, Jarvinia, I hear rumor that Frederika von Roodgardt is ... pregnant!"*

*"No?" Jarvinia gasps.*

*"Oh, yes! But nobody knows who the father is!"*

*"I suppose the child will be a bastard, like herself ..."*

*"Too true, too true. But how do we find out for sure?"*

*"See if she smells like Lavender!"*

*"Lavender?"*

*"Yes! It is customary to bathe oneself in Lavender if one is pregnant. So, if she smells of Lavender, then she must be pregnant."*

*"How do we get close enough to her to find out? She hates us both soooo much ..."*

*Jarvinia ponders for a moment, then exclaims triumphantly: "I'll send in a couple of my goons. They'll find out for us!"*

*Then Jarvinia swings around to you all, and smiles her very best smile. "Dear guardians ... my protectors ... would you be soooo kind as to do something for us?" Jarvinia batters her eyelids, and is certain that you have overheard nothing of her conversation with Berit.*

If the PCs refuse her, or delay, she says:

*"We are displeased with your refusal. If you do not help for us ... you will have our disfavor!"*

PCs who continue to refuse will *not* receive the very nice "Favor Of Family Von Oostmeeren" at the end of this adventure. The DM should make a note of this!

If PCs do accept the offer to help, Jarvinia continues:

*"Over at the Roodberg table sits Frederika von Roodgardt. She is the illegitimate love child of her father, Flik von Roodgardt. She is terribly plain, and not at all popular, however ... recently she ... fell into a ... lavender bush and ... it was prickly ... and ... we want to see if she is alright. We particularly want to know if she still smells ... like Lavender ..."*

*Berit von Stoger giggles mischievously.*

*Jarvinia continues: "One, two, or three of you must go over to the Roodberg table and find some way of introducing yourselves and getting talking with them. Then you must get close enough to young Frederika so that you might see if she is wounded ... and then ... sniff her! Once you have ascertained her*

*condition, and smell, return here to us, and report what you've found out!"*

It is possible that a PC might step forward and chastise Jarvinia and Berit. Or refuse them, still. If this happens, then this mission is thwarted, and Jarvinia and Berit are embarrassed. The PC who thwarts them will *not* get the very nice "Favour Of Family Von Oostmeeren" at the end of this adventure. The DM should make a note of this!

Should PCs accept the mini-quest, then they need to find some way of getting close to the Roodberg table, talking with them, then eventually getting close enough to Frederika to smell lavender on her. The DM should play this fairly freeform. At first, the PCs will need to introduce themselves and make Diplomacy checks (DC 15 – with +4 to Roodberg PCs) in order to even receive an audience at the table. If this is successful, then they will ask to be seated. Both chairs either side of Frederika are taken, so the PCs will have to find some way of getting one of those next to her to move. This can all be left up to the ingenuity of the PCs (and a good reactive DM).

The Roodberg personalities are as follows:

- Flik von Roodgardt. Family patriarch. Famed Perrenland swordsman. Respects authority and the Auszug. Wants to know what's happening in "the war". He thinks Traft is a "bastion of defense" and will never be broached. Very protective of his daughter. Think: stuffy military general who knows he's good.
- Frederika von Roodgardt. Daughter of Flik. Very plain. Shy. But absolutely worships adventurers – particularly fighters, barbarians, or paladins. She will smile a lot if one of the PCs are in these classes, and give amorous looks if that PC is male. She does, however, come across as awkward, bookish, and even slightly nerdy.
- Gunther von Roodgardt. Flik's older Uncle. Cleric of Rao (high level). He's very interested in Knowledge. He will ask the PCs: "What exactly happened at the Battle Of St. Cuthbert's Monastery? Were you there? Was Gutherie *really* a traitor?" and "What do you know about this Hell's Gloom? How was it caused? And what's all this Hollows Of Mordaine garbage?" Hopefully, the PCs can answer some of these questions intelligently. If not, Gunther sighs and the PCs will have some difficulty getting the Roodbergs to take them seriously.
- Odessia von Kordanis. Matriarch of the Kordanis family. She is very intelligent and kind towards the PCs. She will ask them what they are doing at the banquet, and ask why they are not currently assigned

to a unit fighting Igglwilv? She does not offend, but simply thinks that the PCs might be wasting their time, and that perhaps they were brought here as patsies for bored aristocrats? The PCs don't know it, but Odessia is Frederika's real mother, and she is Flik's secret lover. They cannot marry because they are "family". A Sense Motive (DC 20) uncovers some *strange bond* between Flik, Frederika and Odessia ...

- Garin von Kordanis. Son of Odessia (and her deceased husband). Garin just wants to know how to kill orcs and undead. He likes gory details!

On one side of Frederika sits Gunther. On the other side sits Garin. Both should be easy to distract with a Bluff Vs. Sense Motive (+3 for Gunther, +0 for Garin).

If and when a PC goes to "sniff" Frederika, that PC will need to make a Hide Vs. Spot (by Flik at +0).

If the PC succeeds the Hide check, then they do, indeed, smell Lavender. A further Spot check (DC 12) will reveal a tiny tummy on Frederika. She is, indeed, pregnant. But to whom? If any PC asks, or reveals Frederika's pregnancy (or suggests it), then Flik will fly into an uproar (denying everything). The PCs will all be summarily dismissed from the table immediately.

If the PC fails the Hide check, then Flik von Roodgardt will frown, lean across the table, and sternly say:

***"Young man/woman ... exactly WHY are you ... sniffing ... my daughter?"***

Let the PC give an excuse. If it's a lie, make a Bluff Vs. Sense Motive (at +0). If the Bluff fails, then Flik tells the PC he/she is rude and to leave the table immediately. The PC will, however, discover that Frederika *does* smell of Lavender! If any PC reveals Frederika's pregnancy (or suggests it), then Flik will fly into an uproar (denying everything). The PCs will all be summarily dismissed. If the PC succeeds in the Bluff, then Flik sits back down and the DM might get the PC to make a Heal check (DC 12) which reveals a tiny tummy on Frederika (invisible to ordinary eyes). She is, indeed, pregnant. But to whom?

Once the PCs know what they know (or don't) they can return to Jarvinia and Berit. The PCs can tell Jarvinia or Berit a lie (Bluff Vs. Sense Motive at +0); or the truth. If Jarvinia discovers the PCs are lying to her, then the PC will *not* receive the very nice "Favor Of Family Von Oostmeeren" at the end of this adventure. The DM should make a note of this!

If Jarvinia and Berit discover the truth about Frederika, read or paraphrase the following:

***Upon hearing the news confirmed, Berit giggles and says: "Watch this!" And starts to write something really nasty on one of the table napkins! Jarvinia, at first, laughs – then her face turns sorrowful. "Hey, Berit. That's not nice. I just wanted to hear gossip. What you're doing there is wrong ..."***

Ask PCs to make a Spot check (DC 15). If they make the check they see that Berit has written: "Frederika: a fat, pregnant cow!" on the napkin. If the PCs see this, they can react and stop the note being passed.

***You see Berit tell a waiter to "Pass the napkin on to the plain looking girl at the Roodberg table ..."***

If any PC/s try to stop the waiter, then get them to make Initiative rolls. The waiter is quite swift (at +4). If any PC beats the waiter, then the note is intercepted. If no PC beats the waiter, then Frederika gets the note:

***When the waiter delivers the note, you see Frederika's eyes fill up with tears. She tears up the napkin under the table, then looks in YOUR direction – certain that one of you has betrayed her. And her eyes tell you that she will NOT forget!"***

## Mini-Quests APL 10-16

### 1. Getting To Know You

The DM should note that the role-playing opportunities at APLs 10-16 are *less* than at APLs 2-8. This is due to the usually longer combats associated with higher APL tables. If, however, the DM feels that the PCs have *time*, then feel free to use a modified version of "Crunchy Roll", or "Gossip And Innuendo" from APLs 2-8.

Give each PC the chance to speak with each von Oostmeeren they sit next to; or to them all as a group. They are all very friendly with the PCs and consider them national and personal heroes. If Dannas von Oostmeeren is present, then Jarvinia will treat him warmly. Be careful, however, not to let him dominate these mini-quests too much. He is the "guest of honor" at this function, so he should be dissuaded from getting involved in any difficult politics.

- Jarvinia (as mentioned earlier) is extremely attractive and very charismatic. And she knows it. She is secretly in love with Hackett von Stoger (a Vuurzward). He is sitting at another table, and Jarvinia will (later) ask the PCs to help her get his attention! Generally, Jarvinia will play coy and sexy with male PCs (think: medieval Paris Hilton), and will be quite open to any gentlemanly "advances".
- Arabelle is pretty, but lives in the shadow of her socialite sister, Jarvinia. She will try and be coy and



sexy; but will appear quite clumsy. She is interested in cooking and home-making.

- Lorelei is very studious. She will test the PC's knowledge of Traft Cit, Perrenland, and Greyhawk in general. Make up some questions. If the PCs answer them correctly, then they will make a friend of Lorelei.
- Heinrich is a know it all. He will speak long and boringly about all manner of small topics: the weather, opera, the environment, and what a grand idea the Orphanage is. Think: younger version of Prince Charles.
- Orlan can't wait to join the 1<sup>st</sup> Auszug. He has a fondness for fighters, and will ask all manner of questions about life in the military. Those PCs who tell Orlan a good story will make a friend of him.
- Stefan is still a naughty little boy (even though he's 16). He is forever being treated "like a baby", but does nothing to reverse that reputation. He will ask PCs: "what evil things have you seen ... or done ... lately?"
- Suzzianna and Broger. Suzzianna is in her late twenties. Broger is in his early sixties. Although quite an odd couple, they seem *very* happy together. They make eyes, say sweet little things to each other, and laugh a lot. Suzzianna is a Captain in the 1<sup>st</sup> Auszug, and is presently on leave of absence. She will ask the PCs how things are going at the front, as well as what is happening in the Land Of Iuz.

## 2. Food Testing.

When the main meal arrives, Jarvinia will pout and exclaim the following:

***"Oooo! How can we all be so silly?" she says looking at her other family members. "We have forgotten to bring our food tasters! Who knows what horrors lie within this Furyondian food? We may all be slain!"***

***At this point, Jarvinia looks towards all of YOU. The look is one of: "Will you taste the food for us?" But she is too ashamed to so directly ask such heroes and honored guests.***

This sequence is important because it sets up events which might transpire later in Encounter Two. The aristocrats are so used to eating the following dishes that they are now immune to their immediate effects (Heal check DC 10).

If no PC tastes, or only a few, then that's OK. As heroes of the land, the DM should not feel it necessary to "railroad" PCs into doing anything which might be

against the nature of his/her character. Danna von Oostmeeren will NOT be required to taste food – though *he* might ask one of his compatriots ...

Jarvinia's meal is a large portion of "Furyondian Duck Bladder With A Dose Of Black Pepper" (her favorite). The PC who tastes this dish must make a Fort Save (DC 30) or sneeze continuously for the duration of this encounter.

Arabelle's meal is a large portion of "Nyronese Hedgehog Legs" (her favorite). The PC who tastes this dish must make a Fort Save (DC 30) or suffer "ouchy, ouchy" pins and needles all over their body for the duration of the encounter. They will make the PC jump spasmodically and yell "Ooo! Ouch! Ooo! Ouch!"

Lorelei's meal is a large portion of "Keoland Dodo – Unplucked" (her favorite). The PC who tastes this dish must make a Fort Save (DC 30) or suffer the effect of being tickled by feathers all over their body for the duration of the encounter. This will make the PC jump spasmodically and giggle uncontrollably (even in serious situations).

Heinrich's meal is a large portion of "Tusmit Sloth Broth" (his favorite). The PC who tastes this dish must make a Fort Save (DC 30) or suffer the effect of having to talk *r-e-a-l-l-y s-l-o-w-l-y* (and deeply) for the duration of the encounter. Apart from being bloody annoying, it has no other effect on the PC.

Orlan's meal is a large portion of "Velunese Parrot served with Tiny Taters and Cooshee Sauce" (his favorite). The PC who tastes this dish must make a Fort Save (DC 30) or suffer the effect of having a really bad stutter for the duration of the encounter. Apart from being bloody annoying, it has no other effect on the PC.

Stefan's meal is a large portion of "Burneal Jaguar wrapped in Perrenese Pastry" (his favorite). The PC who tastes this dish must make a Fort Save (DC 30) or suffer the effect of having to speak really quickly for the duration of the encounter. Apart from being bloody annoying, it has no other effect on the PC.

Suzzianna and Broger both have a large portion of Kettie Curry (their favorite). PCs who taste this dish must make a Fort Save (DC 30) or suffer the effect of "breaking wind and belching" uncontrollably for the duration of the encounter. Apart from being bloody annoying (and anti-social), it has no other effect on the PC.

Look for PCs to role-play the effects of each dish for experience points at the end of this adventure. No PC is uniquely immune to the mundane effects of these dishes. If Jarvinia sees any PC adversely affected by the food, she will be most upset and extremely apologetic.

### 3. Jarvinia's Secret Love

Jarvinia's secret love is Hackett von Stoger (a Vuurzwad). He is sitting at the Vuurzwad table. When an appropriate moment arises during the banquet, read:

*As the banquet continues, you soon realize that the beautiful Jarvinia is somewhat pre-occupied. She is stabbing at her food, but not eating. Her hand rests on her chin, and she is staring, dreamily, across the room. Her pretty face frames a smile, and it appears that she is ... in love ...?*

Hopefully, the PCs will ask her who she is staring at. At first, she will act all coy and be reluctant – but if pressed, she will relent and tell the PCs this:

*"His name is Hackett von Stoger. He is 27 years old. He is a Vuurzwad, and a fighter in the 1<sup>st</sup> Auszug. He is presently on leave of absence – but he goes back to the frontline tomorrow. This is only the second time that we have been in the same room together. We met at a party shortly before he was sent to the Battle of St. Cuthbert. He has looked my way several times tonight and given me his kind smile. I am certain that he, too, loves me. But I am too nervous to go and talk to him and confirm his love ... Will some of you do this for me? Will you go speak with him for me, and ascertain his love? If I go, my sisters will tell my father and there will be too many questions!"*

Hopefully, at least one (maybe a few) PCs will accept Jarvinia's request. Certainly, if Dannas is present, he should at *least* want to help his sister (or check out the man she's in love with). If no PC seems interested in this quest, you might like to tempt them with one of the others from APL 2-8 (in a modified form).

The objective of this quest is for PCs to go to the Vuurzwad table and somehow get talking privately with Hackett von Stoger. To do this, the PCs will need to distract the other family members in order to sit in the empty chair next to Hackett, and speak with *him*.

The von Stoger family are as follows:

- Antje von Stoger. Family matriarch. She is a very strict, pompous, gossipmonger. If she can say something nasty about somebody or something, then she will. She dislikes "heroes", and thinks that the job they do is overrated compared with the regular armed services. She will be kinder to members of the Auszug – but will tell them they're "idiots" for spending their time with druids, rogues, and swords-for-hire.
- Berit von Stoger. Berit is an even bigger troublemaker and gossipmonger than her mother.

She is 27 years old, and has struck up a friendship of convenience with poor Jarvinia von Oostmeeren (who often tries to emulate the older socialite). Berit is a guttersnipe. She will look for flaws in PC's conversations and demeanor, and try to think of ways in which she can exploit those flaws and make them feel smaller and insecure. She is the twin sister of Hackett von Stoger (poor bugger).

- Hackett von Stoger. 27 years old. Blonde hair. Strong. Good looking. Nice guy. He is a rabbit caught in a pit of vipers. He is secretly in love with Idonia von Fredrikkson (age 23). She is a Weisspeer, and is presently sitting over at the Weisspeer table with the von Ayedder family. Hackett likes (but not loves) Jarvinia von Oostmeeren. She reminds him too much of his sister (particularly when they are gossiping together). He does not know that Jarvinia is in love with him.
- Alric von Stoger (age 9) and Adelmo von Stoger (age 7). These two boys are mischievous little twats. They will flick food at the PCs, punch them in the nuts (from under the table), and blow raspberries at them. Antje von Stoger will call them "cute little puppies", but most PCs will think otherwise. The DM should be creative here.

Once any PC gets talking with Hackett von Stoger, he/she soon discovers that Hackett does not reciprocate Jarvinia's love. In fact, Hackett will seize the opportunity to ask the PCs to do something for him:

*"I know that you are a great hero of our nation, but would you do something for me? The lady I love, Idonia von Fredrikkson, is a beautiful, but cold fish. She is sitting over yonder at the Weisspeer table. It is well known that she will only be woo'd by poetry and song. I lack the talent to write love poetry, and I sing like a strangled bear. I have heard of *your* talents! Would you write a love poem from me to dear Idonia – then go over and sing it to her, from me? Oh, please! If she accepts, she will deliver me from the pit of vipers which, as you can see, is my poor excuse for a family ..."*

Hackett is happy for *any* of the party to do this for him. If the PCs accept, they will have to also find some way of breaking the bad news to Jarvinia. If they break the news to Jarvinia *before* they sing to Idonia, then Jarvinia will be upset, but philosophical. She will thank the PCs for trying, at least. If they sing to Idonia *before* they tell Jarvinia the bad news, then Jarvinia will react very badly. See the note about this, later.

Give the PCs about 20 minutes to compose the love poem and practice it. When they are ready, let them go over to the Weisspeer table. They will need to find some way to introduce themselves. The Weisspeer table is as follows:

- Leonard von Ayedder. Patriarch of the von Ayedder family. He is a strict, but gentlemanly man. His family originally came to Traft over 200 years ago, from Krestible. He will ask PCs about “news from Krestible” if the opportunity arises.
- Leyna von Ayedder. Leonard’s wife. She is an older, but very beautiful lady. She is wise and calm. She will smile, and be particularly fond of any female members of the party – taking an interest in their profession and background.
- Lulu von Ayedder. Age 9. Daughter. She is sweet looking, but a bit of a sassy-mouth when she speaks. A Sense Motive (DC 12) on her has PCs suspect that she is a “little miss” – all sweetness in front of mummy and daddy, but away from them she could be a troublemaker.
- Laloria Von Ayedder. Age 7. Second daughter. A nice little girl who just wants to show the PCs her new dolly, called: “Iggy”.
- Idonia von Fredrikkson. Age 23. She is the last of her entire aristocratic family. Her family were all murdered on a hunting trip in Vesbergen (Sepia Uplands) last year. Iuzian assassins are suspected, but nobody is sure. She has been taken in by the kindly von Ayedder family whilst the affairs of her estate are being settled.

The Weisspeers will not stop Idonia being serenaded, in fact they will smile and seem quite happy for this sad young woman to hopefully find some love after such a tragedy.

If the PCs sing to Idonia *before* they tell Jarvinia that Hackett does not love her, then read the following:

***After the poem is finished, you are quickly interrupted by somebody pushing past you, towards Idonia. It is Jarvinia von Oostmeeren. In an instant, Jarvinia swings her hand back, then violently slaps Idonia across the face.***

***“Night Hag! Swamp Thing! How DARE you take the man I love away from me? Just because YOUR family is DEAD, and you’ve got disposable MONEY! Well, dispose THIS ...”***

***And with that, Jarvinia slaps Idonia again, then goes back to the Oostmeeren table. Idonia is in tears.***

***It takes a while for the uproar at all banquet tables to settle down, but eventually they do. Traftian aristocrats seem more used to this behavior than you. When you go back to the von Oostmeeren table Jarvinia looks at you all very disappointed.***

***“You were my heroes! I thought I could trust you!” she says in tears. “Now you have our Enmity.”***

As a result of their disloyalty towards Jarvinia, PCs will *not* receive the very nice “Favor Of Family Von Oostmeeren” at the end of this adventure. The DM should make a note of this!

If the PCs warn Jarvinia they are going to sing to Idonia, then Jarvinia is upset, but philosophical. Idonia thanks the PCs, and smiles in the direction of Hackett von Ayedder. She then mouths the little words: “I love you, too” to him. He grins, and everybody cheers!

Everybody except Jarvinia von Oostmeeren.

## ENCOUNTER 2: SABOTAGE!

From this point on it is important that the DM be *very* familiar with the drow plan of attack, and how they take over the Orphanage. Depending on how the PCs have “staked out” the Orphanage, they may or may not be aware of the drow’s presence:

- Round 1: Main Meal and Encounter One Ends: Drow Break through into basement of Orphanage. The drow sorcerer does a *detect magic* on the basement area before they enter. If he discovers any spells such as *alarm*, then he will cast *dispel magic* (CL 17) on the Basement Area before the drow break through. The drow will continue with this strategy as they progress from area to area in the orphanage. This will get rid of any *alarm* (or other) warning spells on the place. The drow will also target (and dispel) any spells on PCs who are guarding any of these areas (but the PCs may not realize it). Any PC who is in the Basement will see the drow break through and be in a position to react. Let them. Wing it from here on in.
- Round 2: Speeches begin in upstairs banquet hall: Drow Fourth Unit secures basement. The drow sorcerer puts up a *wall of force* (CL 17) around the outside of the Orphanage. This effectively prevents anyone from entering or leaving.
- Round 3: Speeches continue: Drow send First Unit up the dumb waiter to the kitchen. Also send Third Unit up to secure the Ground Floor. Any PC who is guarding the Ground Floor will see the drow enter and be in a position to react. Let them. Wing it from here on in.

- Round 4: Speeches continue. Drow First Unit kills the kitchen crew. The PCs in the banquet hall have a chance to hear this! If they do, they will enter combat with the First Unit drow.
- Round 5: Speeches continue: Drow First Unit puts disease in the dessert. He then drinks a *potion of alter self* and comes out as the Furyondian chef to serve dessert. He goes back in the kitchen. If they are unimpeded, the drow start to take orphans hostage. Some are taken by the Second Unit, some are taken to the basement, whilst others are kept in their rooms guarded by an underdark creature.
- Round 6: The PCs are asked (as usual) to taste the food of the von Oostmeeren (or any other aristocrat they have aligned with). If they do, there is a chance they will immediately contract an Aging Disease. OR they confront and fight the drow warrior (First Unit) in the kitchen.
- Round 7: Drow Second Unit teleports into banquet hall with children as hostages. Go to **Encounter Three**.

It is quite possible that none or all of the events above occur (or occur at different times in another order). The DM is encouraged to have the drow react to the PCs in any way the situation requires. Most parties, however, will be enjoying the repartee with the aristocrats. We expect very few PCs will sit "on guard" at different points of the Orphanage for 60-75 minutes of game time (although they may get their animal companions, familiars, or henchmen to do so, if they think of it). Any PC or companion on guard *outside* the Orphanage will be trapped outside once the *wall of force* goes up in Round 2.

### **What If PCs Dispel The Wall Of Force Or Send For Help?**

If the PCs dispel the *wall of force* and try to leave or get help, then the guards outside will run away in fear (they were expecting human trouble, not drow!). Boone and the Auszug leftovers will take 5 minutes (50 rounds) to get to the Orphanage. In this time, the PCs will need to fight the drow or watch children die. If PCs simply wait for help, or leave the Orphanage, then the drow will kill all the children in the Orphanage and retreat through the basement. The PCs have failed to protect the Orphanage.

### **SPEECHES AFTER THE MAIN MEAL**

In between the end of the Main Meal and the Dessert, there are a few speeches and some ceremony. Generally, the PCs just stand with the von Oostmeeren family (as they have been doing). They may (if they wish) position

themselves elsewhere. Just remember that if they leave the banquet hall they may witness the arrival of the drow prematurely. It should also be noted that any effects from the earlier taste testing have now worn off.

The first person to speak will be Leonard von Ayedder, a close friend to Dannas von Oostmeeren:

***It is that time of the night when speeches must be made, and ceremonies take place.***

*Round One:* Determine where the PCs are standing on the battlemat. If they don't ask, don't suggest they go anywhere else in the Orphanage. But if they request it directly, let them! At this point, some parties might be immediately aware of the drow incursion. If the PCs make the aristocrats aware, then the speeches never begin, and panic ensues. Otherwise, continue ...

***The first aristocrat to stand up is Leonard von Ayedder, of the Weisspeer Clan. Leonard clears his throat once, then speaks:***

***"Dear friends. It is indeed a great pleasure to be here tonight to celebrate the opening of the very first orphanage in Traft City. As many of you know, our homeless children have been, for years, at the mercy of the wicked Beggermeister who lives in Quagsijdt. What you may not know is that the Beggermeister not only trained the children to become part of the Dark Wave criminal syndicate, but also subjected the children to years of the most terrible abuse. Although this orphanage was not able to rescue every child, just yet, we sincerely hope that such a task can be completed long before we win the war against Iuz and his mother, Iggwilv.***

*Round Two:* Speeches continue ...

***"Finally, there is only one person to thank for building and financing this orphanage, and that is one of the first sons of our great city – our very own Dannas Von Oostmeeren!"***

Everybody applauds.

*Round Three:* If Dannas *is* present at the game table, then Leonard von Ayedder now calls on Dannas to make a short speech. If he *is not* present at the game table, then von Ayedder says:

***"Unfortunately, Dannas cannot be with us tonight. He was due to go on leave from his unit, but he bravely stayed behind to fight so that others in his company might get the chance to visit their families and friends. He is a true hero of Perrenland! Thank you all."***

Everybody applauds.

*Round Four:* In this round, Flik von Roodgardt gets up to make a speech. Halfway through, the PCs get *one chance* to hear a “commotion” in the kitchen area and get *one chance* to investigate *if* they hear something.

*After the rousing applause dies down, another imposing Traftian aristocrat rises to his feet. It is Flik von Roodgardt – master swordsman and true patriot. He speaks:*

*“This ... is a time of war. Iuz is on our doorstep, but we shall not let him in! His mother, Iggwilv, is at our window, but we shall not let her through! The Dark Wave is in our midst, but we shall not recognize their treachery! Only by standing together, will we stand fast! And together, Traft City will never fall, and her walls will never be breached!”*

Thunderous applause.

Now get each PC to make a Listen check. At APLs 2-8 the check is a flat DC 20. This is due to less people at the gala banquet, therefore less noise in the kitchen from workers, etc. At APLs 10-16, the check is a flat DC 30. This is due to more people in the room, and therefore more worker noise in the kitchen.

Only if one or more PCs succeed in the check should you read the following:

*Even though it is very noisy, you hear what sounds like an unusual commotion coming from the kitchen ...*

Do not let PCs move or do *anything* if they fail to make their check. This will be excruciatingly frustrating for some parties, but realistic. Those PCs who do hear, may move to investigate.

*Round 5:* Flik finishes his speech. The PCs stand as normal. OR they move to investigate the kitchen. During this round, the drow poisons the dessert, but is stopped if surprised by investigating PCs! Flik finishes his speech:

*“And so, in conclusion, let me say how proud I am of young Dannas von Oostmeeren. He is a true philanthropist, and one whose name will go down in history I am sure. And his story has only just begun. Ladies and gentlemen, I’d like you to raise your glasses and join with me in this final toast. To Dannas von Oostmeeren!”*

Everybody replies.

*“And may the Holy Kerk watch over the Voormann!”*

Everybody replies: “To the Kerk!”

Now ... Either one of two paths will occur ...

## INVESTIGATING THE COMMOTION

*Round 6:* If the PCs heard the commotion coming from the kitchen, and decide to investigate, read this as soon as Flik von Roodgardt finishes his toast:

*As you enter the kitchen, you see an alarming, and terrifying sight! The entire kitchen is awash with blood! Bodies of the Furyondian chefs lie on the floor – their carcasses slit from ear to ear – their jugulars still spurting thick streams of red life. At the centre bench, pouring over the dessert, rapier still in one hand, a lone drow stands pouring some kind of liquid into each of the desserts. He has a mask over his face, as if being careful not to inhale any of the fumes coming from the liquid ...*

*But then he sees you! And he stops – ready to slaughter you much like those who already lie on the floor!*

Roll for initiative!

### ALL APLs (EL 1)

**Mookawe, Drow Warrior:** hp 4; see *Monster Manual* page 102.

**Tactics:** There is a good chance that the PCs will get the drop on him and kill him before he gets to act. But that's OK. On his turn, the first thing Mookawe does is throw his vial of diseased liquid on the *ground* nearest the PCs (AC 5 to hit). Not only is the vial diseased, but it is also explosive! Fortunately, the disease is destroyed if the vial explodes. For combat purposes, treat the vial as per Alchemist's Fire (page 128 of the *Player's Handbook*), with the following exceptions:

The vial is a larger size at higher APLs, so does more damage:

APL 2: Tiny vial – 1d6 dam on direct hit (1hp splash damage). Additional damage 1d4/round.

APL 4: Small vial – 1d8 dam on direct hit (2hp splash damage). Additional damage 1d6/round.

APL 6: Larger vial – 2d6 dam on direct hit (3hp splash damage). Additional damage 2d4/round.

APL 8: Larger vial – 3d8 dam on direct hit (5hp splash damage). Additional damage 2d6/round.

APL 10: Larger Vial – 4d8 dam on direct hit (10hp splash damage). Additional damage 2d8/round.

APL 12: Larger Vial – 4d10 dam on direct hit (15hp splash damage). Additional damage 2d10/round.

APL 14: Larger Vial – 4d12 dam on direct hit (20hp splash damage). Additional damage 3d12/round.

APL 16: Larger Vial – 7d12 dam on direct hit (30hp splash damage). Additional damage 4d12/round.

Mookawe will try to blow *himself* up in this combat, along with the PCs, rather than submit himself for capture. If he *is* captured, he “accidentally” bites down on a suicide capsule he got from the Dark Wave (as soon as he goes to speak).

The explosion from the vial causes a fire in the kitchen/banquet hall. Widespread panic ensues, and the PCs will need to help put the fire out. Water can be pumped from the large kitchen sink into buckets, and then poured onto the fire. The fire takes 4 rounds to put out.

However, in *Round 7* the Second Drow Unit teleports into the Banquet Hall with another surprise. At least one PC in two will need to stay with the fire to help save the Orphanage. The others must now attend to **Encounter Three**.

## STAYING PUT

*Round 6:* PCs who did not hear the commotion in the kitchen will simply finish listening to Flik’s speech. Meanwhile, the drow in the kitchen has poured diseased liquid into all the desserts. After this, he drinks a *potion of alter self*, disguising himself as the master chef. As the PCs have not yet seen the master chef, they will not get the chance to Spot any anomalies with him when he brings out the dessert. After Mookawe puts down the dessert, he goes back into the kitchen and climbs back down the dumb waiter to the basement. The PCs will meet him in Encounter Six. Read the following:

***After a rapturous applause, the kitchen doors swing open and the master chef arrives with a sumptuous dessert: Chocolate Fortress Fudge – made by our very own Mr. Mordenkainen from his House of Chocolate in Schwartzenbruin! As it is placed on the table, everybody seems to be looking your way ... yes, they are waiting for the taste testing, as per usual ...***

PCs can, of course, refuse as noted earlier – garnering the same response from Jarvinia (at APLs 2-8), or just being understanding (at APLs 10-16).

Some PCs might have the ability to detect the poison in the dessert. If they do, then great.

If PCs opt to taste, then ask “who is tasting”. Those PCs who put their hand up, all now have to make a Fortitude save. The save is different at higher APLs because the disease batch is larger and stronger (see Encounter with Mookawe).

APL 2: Fort Save DC 8.

APL 4: Fort Save DC 10.

APL 6: Fort Save DC 12.

APL 8: Fort Save DC 16.

APL 10: Fort Save DC 18.

APL 12: Fort Save DC 22.

APL 14: Fort Save DC 26.

APL 16: Fort Save DC 30.

## Effects Of The Disease

The disease is the last terrible thing cooked up by Quasimodo Da’Trelle – the mad priest of Incabulos who adventurers killed only a few months before. Da’Trelle allowed the drow to use his temple as a base from which to build their tunnel under Traft. He also gave them a gift: a Vial Of Aging Disease (his own concoction).

When poured over food, and ingested, the *supernatural* disease causes those affected to suddenly start to age at an accelerated rate.

First Stage (Encounter 2): The PC starts to feel stiff. He/she gets aches and pains in the joints. Skin starts to look “patchy” and blemishes are more obvious.

Second Stage (Encounter 3): The PC now starts to feel the effects of being Middle Aged (see page 109 of the *Player’s Handbook*).

Third Stage (Encounter 4): The PC now starts to feel the effects of being Old Aged (see page 109 of the *Player’s Handbook*).

Fourth Stage (Encounters 5 and 6): The PC now starts to feel the effects of being Venerable (see page 109 of the *Player’s Handbook*). If the victim does not seek reversal at this point within 1 hour, then they die).

**The Cure:** The only way to cure this disease is to cast both *cure disease* and *break enchantment* on *hallowed* ground. A Spellcraft or Heal check (DC 10) reveals how the disease can be cured. If the PCs have some means of casting *hallow*, then the other spells, that would suffice. Otherwise, if they survive, they can get it done at the end of the adventure (for free) at the Church Of The Old Kerk in Traftstaat.

If *all* the PCs make their Fort Save, there is a good chance that they will *not* suspect anything is amiss with the food. Unless they actually do smell a rat and stop the aristocrats from eating, then they will all eat. As a result, read or paraphrase the following:

***The chocolate fortress fudge is no doubt the best any of you have tasted. However, after a few moments a strange thing becomes apparent. Jarvinia starts to***

*complain of sore eyes and an aching back. The children start to squirm in their chairs and suddenly appear a bit taller and older looking than they did a moment ago. Then another moment passes and you realize that all the aristocrats in the hall are starting to get considerably ... older!*

*A second glance at Jarvinia reveals that she is no longer a beautiful young girl, but a matron somewhere around the age of 50 ...*

*"By Pelor! Help me! Help me!" she screams as her bones begin to grow brittle and her face turns to that of a prune ...*

A Heal check (DC 12) will reveal that the aristocrats have all been supernaturally diseased! A Spellcraft or Heal check (DC 10) reveals how the disease can be cured (see above). If the PCs have some means of casting *hallow*, then the other spells, that would suffice.

No matter what, the PCs must now deal with **Encounter Three**.

## ENCOUNTER 3: HOSTAGES AND TERRORISTS

*Round 7:* At this point, no matter what is going on, Drow Commander Malachai Ker'Kral (the Second Unit) is *teleported* into the banquet room (preferably somewhere on the dance floor). He has with him three children as hostages! Remember that some PCs may not be present for any number of reasons listed earlier. The DM may need to adjust this encounter to suit the circumstances. Read or paraphrase the following.

*Suddenly, a light flashes somewhere on the dance floor and, as the flash subsides, you see a majestic, white-haired drow commander! By his side are three orphans, still in their night clothes. They are crying, and you realize that they each have a knife presses up against their necks. The knives are attached to chains which in turn attach to the drow commander. It appears that even by turning his body, left or right, he would slice the jugulars of these poor innocent children! In his right hand he holds an ornate rapier, which he now taps on the ground and begs your attention ...*

*"Nobody move! I wish to give instructions! Anybody move, and children die!"*

Of course, gung-ho parties will immediately attack, and there's nothing wrong with that. Don't forget to apply aging effects if PCs were affected by the fudge! Roll initiative!

### ALL APLs (EL 1)

**Commander Malachai Ker'Kral, Drow Warrior:** hp 4; see *Monster Manual* page 102.

**Tactics:** Ker'Kral is all bluff and no bite. His job is to get as many aristocrats eliminated as he can. If this fails, carry out his threat – kill the children. On his turn, Ker'Kral can (as a move action) turn his body and kill all three children. He can also attack with his rapier, or cast *darkness* (as a standard action). The idea here is for the PCs to shut him down before he (or any PCs) can harm the children! Remind the PCs that killing any of the aristocrats is an evil act. So is letting drow kill children without taking any action to prevent it.

For all intents and purposes, all children in the orphanage have 1hp. Children "killed" by the drow go unconscious and bleed as per normal until death at –10. The PCs may get the chance to heal fallen children, but this takes time (and DMs and players need to be aware of this).

If the PCs let Commander Ker'Kral speak (he has a kind of Rastafarian accent), then he says the following to them:

*"Mmm ... so you all scared of me, eh? Ha ha ha. I make you suffer, I will. I am be called Drow Commander Malachai Ker'Kral. I am in charge of de Second Unit. Dis would be de second unit which has come from de Hollows to invade your city. Our tunnel was supposed to come up on a vacant piece of land, but somebody gone done build a Orphanage over it. No matter. We eat da children for our midnight snack."*

*"Now. Here's da plan. You heroes ova dare – you are gonna start killin' dese rich folks. For every rich folk you kill, I release a child. We start wid dat one dare ..."*

*Commander Ker'Kral points to Jarvinia von Oostmeeren.*

*"Kill her. Now!"*

If no PC immediately moves and kills Jarvinia, then Ker'Kral will turn his body slightly and kill ONE child (ie. render the child unconscious on –1hp). Read the following:

*Commander Ker'Kral scowls at your lack of action, and turns his body slightly. One small child looks at you for the last time, as a drow dagger swiftly ends her short little life.*

*"I said: Kill her!"*

Ker’Kral will continue killing his child hostages and threatening the PCs. When he kills his last child, he says:

***“Mmm ... you have no morals. Like me. Now come, fight me!”***

Roll for initiative!

If the PCs obey Ker’Kral (and kill Jarvinia), then the order will be: Jarvinia, Flik, and Antje. After this, Ker’Kral will turn his body and kill the children, anyhow. He will then say:

***“Mmm ... you have no morals. Like me. Now come, fight me!”***

At any point, the PCs can decide to fight and kill Ker’Kral. The DM will need to play this encounter so that it is suspenseful. You should never give away that Commander Ker’Kral is weak. Let PCs always believe he is their match – until they hit him, of course!

#### **After The Hostage Encounter**

After this, it is fairly clear that the orphanage is overrun with drow, and that they have children as hostages. High level PCs might magically get to the basement or other parts of the Orphanage; whilst low level PCs might find the dumb waiter in the kitchen and quickly get down that way. Some parties might fight their way from First Floor to Ground Floor to Basement.

If PCs do not realize, give them INT checks (DC 8) to realize that the Orphanage is overrun with drow, and that they must: a) save children; b) kill the drow to save the children and aristocrats.

Some PCs will soon discover the *wall of force*. Some will dispel it. This might allow the PCs to shepherd out some children and aristocrats – but many children are held hostage in their dormitory and in the basement. The DM will need to react to what the PCs do at every turn – using the Encounters as guidelines only.

Some PCs might decide to go down the dumb waiter from the kitchen. Two medium-sized persons can travel in this at a time. If they do go to the basement via this route, then they will get one full round of surprise on the drow guarding that room. The dumb waiter takes one round to get down and one round to pull up. Getting on and off is a move action on the part of those traveling (so long as there is always one person to work the pulleys up and down). This could be an aristocrat, if asked nicely.

## **ENCOUNTER FOUR: GROUND FLOOR, THIRD DROW UNIT**

When the PCs come down the stairs to the Ground Floor area of the Orphanage, they will encounter the Third Drow Unit. This unit consists of a sorcerer, a fighter, and a cleric. The sorcerer is the leader. Her name is Captain Persephone Koo’Koora. The fighter’s/warrior’s name is Ba’nadock, and the cleric is Priestess Dan’ana. They will introduce themselves to PCs as a free action on their turn.

This drow unit is positioned in and around the number “2” on the Ground Floor map (see Appendix). They have arranged themselves in a triangular formation with the fighter and cleric out front (with a 5ft space in between them), and the sorcerer 10 feet directly behind them in the centre. There is also one small child sitting in the centre of the triangle, crying. They “buffed” themselves earlier, so that they are well prepared to encounter trouble. They are even slightly “cocky”, and will smirk and give a subtle “come on” with their hand (like Neo in The Matrix) when they see the first PC.

As soon as is possible, let combat begin. Don’t forget to *apply aging effects* if PCs were affected by the fudge upstairs! The drow will not negotiate under any circumstances – and the child, to them, is expendable. Their orders are to take the Orphanage and use the children as hostages.

#### **APL 2 (EL 4)**

**Drow Sorcerer:** hp 5. See *Appendix 1*.

**Drow Warrior:** hp 9. See *Appendix 1*.

**Drow Cleric:** hp 9. See *Appendix 1*.

#### **APL 4 (EL 6)**

**Drow Sorcerer:** hp 20. See *Appendix 2*.

**Drow Warrior:** hp 17. See *Appendix 2*.

**Drow Cleric:** hp 9. See *Appendix 2*.

#### **APL 6 (EL 8)**

**Drow Sorcerer:** hp 29. See *Appendix 3*.

**Drow Fighter:** hp 38. See *Appendix 3*.

**Drow Cleric:** hp 20. See *Appendix 3*.

#### **APL 8 (EL 10)**

**Drow Sorcerer:** hp 42. See *Appendix 4*.

**Drow Fighter:** hp 54. See *Appendix 4*.

**Drow Cleric:** hp 32. See *Appendix 4*.



**APL 10 (EL 12)****Drow Sorcerer:** hp 62. See *Appendix 5*.**Drow Fighter:** hp 75. See *Appendix 5*.**Drow Cleric:** hp 48. See *Appendix 5*.**APL 12 (EL 14)****Drow Sorcerer:** hp 76. See *Appendix 6*.**Drow Fighter:** hp 88. See *Appendix 6*.**Drow Cleric:** hp 64. See *Appendix 6*.**APL 14 (EL 16)****Drow Sorcerer:** hp 55. See *Appendix 7*.**Drow Fighter:** hp 100. See *Appendix 7*.**Drow Cleric:** hp 72. See *Appendix 7*.**APL 16 (EL 18)****Drow Sorcerer:** hp 65. See *Appendix 8*.**Drow Fighter:** hp 135. See *Appendix 8*.**Drow Cleric:** hp 90. See *Appendix 8*.

**Tactics:** It is difficult to write a tactics section here because these drow could be encountered in any place under any circumstances within the Orphanage. The DM is advised to read over the statblock entries carefully, and play these creatures as being highly intelligent and extremely adaptive. Generally, though, the sorcerer will use spells to attack/damage the party. The fighter will use his longbow until someone engages him in close melee. In this instance he will drop the bow and draw his rapier. The cleric will seek to support the drow with protective spells, seek to disrupt the PCs with spells, and lastly attack using a melee weapon.

The DM should also remember that smart PCs will stay on top of the melee by using the stairs as advantage ground (+2 to attacks). PCs also can “buff” themselves for up to three rounds *before* they leave the banquet-hall. This advantage has been balanced out by allowing the drow to “pre-cast” several nice buff spells before the combat. Even if the PCs encounter this unit elsewhere in the Orphanage, they will still be “buffed”, and use the formation (plus hostage) as described above.

**Treasure:** Please note that all the drow weapons are coated in drow poison. The poison cannot be recovered. It should also be noted that drow weapons, armor, and shields are considered worthless, as they crumble to dust once exposed to sunlight or daylight conditions. That is why these items have not been calculated into the treasure haul of this encounter. PCs can make an INT check (DC 10) to remember this.

**APL 2:** Loot: 47gp; Coin: 0 gp; Magic: 8 gp – 2x *potions of cure light wounds* (4 gp each)

**APL 4:** Loot: 98 gp; Coin: 0 gp; Magic: 113 gp – 2 x *potions of cure moderate wounds* (50 gp each), *wand of magic missiles* (63gp)

**APL 6:** Loot: 3 gp; Coin: 0 gp; Magic: 282 gp – +1 *cloak of resistance* (83gp), +1 *ring of protection* (83gp), *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp).

**APL 8:** Loot: 0 gp; Coin: 0 gp; Magic: 282 gp – +1 *cloak of resistance* (83gp), +1 *ring of protection* (83gp), *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp).

**APL 10:** Loot: 0 gp; Coin: 0 gp; Magic: 865 gp – +1 *cloak of resistance* (83gp), +2 *ring of protection* (666gp), *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp).

**APL 12:** Loot: 0 gp; Coin: 0 gp; Magic: 1699 gp – +1 *cloak of resistance* (83gp), +3 *ring of protection* (1500gp), *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp).

**APL 14:** Loot: 0 gp; Coin: 0 gp; Magic: 1115 gp – *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp), *ring of counterspells - disintegrate* (333 gp); *ring of counterspells - reciprocal gyre* (333 gp); *cloak of resistance +2* (333 gp).

**APL 16:** Loot: 0 gp; Coin: 0 gp; Magic: 1115 gp – *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp), *ring of counterspells - disintegrate* (333 gp); *ring of counterspells - reciprocal gyre* (333 gp); *cloak of resistance +3* (750 gp).

**Development:** After the PCs have defeated the third drow unit, they should probably proceed next to securing the children's dormitories. Go straight to **Encounter Five**.

## ENCOUNTER FIVE: SECURING THE DORMITORIES

Don't forget to *apply aging effects* if PCs were affected by the fudge upstairs!

It does not matter which dormitory the PCs search or secure first – which ever one they search first, read or paraphrase the following once they open a door:

*As you open the door to this dormitory, you are greeted with a foul stench – and the sounds of forty or so little children, all sobbing and crying softly out for help. In room are a number of bunk-beds, all lined next to eachother, along the walls of the room.*

A Spot check Vs. child Hide check of +4 will determine that the children in the room appear to be hiding from someone (or some thing). No child will speak to a PC from the doorway. As soon as any PC walks or drifts 20 feet into the room, give the PC/s a Spot check (vs. Hide check of the creature) at all APLs except 12 and 14; then read or paraphrase the following according to the APL at which you are playing:

**APL 2 (EL 3)**

**Yuan-Ti Pureblood:** hp 18; see *Monster Manual* page 263.

*From between the bunk-beds steps a figure, no more than 10 feet from you, which at first looks like a beautiful young woman with sharp features and unblinking eyes. Closer examination, however, reveals a forked tongue, pointed teeth, and scaly patches on her neck and limbs. She is carrying a scimitar and a shield, and she is definitely NOT happy to see you! Roll for initiative!*

**APL 4 (EL 5)**

**Greater Barghest:** hp 67; see *Monster Manual* page 22.

*From between the bunk-beds crawls a creature, no more than 10 feet from you, which appears to be a horrifying wolf like monster with blue-tinged fur, long sharp claws, and a fiendish glint of intelligence in its hateful, glowing eyes. It is definitely NOT happy to see you! Roll for initiative!*

**APL 6 (EL 7)**

**Yuan-Ti Abomination:** hp 67; see *Monster Manual* page 264.

*From between the bunk-beds slithers a figure, no more than 10 feet from you. It looks like a large snake, except that it has a hint of intelligence in its eyes, as well as two humanoid arms – each carrying a masterwork scimitar. It is definitely NOT happy to see you! Roll for initiative!*

**APL 8 (EL 9)**

**Spirit Naga:** hp 76; see *Monster Manual* page 192.

*From between the bunk-beds slithers a figure, no more than 10 feet from you. This loathsome serpent has a black body banded in swaths of bright crimson. Its head is vaguely human, with stringy hair. It is definitely NOT happy to see you! Roll for initiative!*

**APL 10 (EL 11)**

**Troll Hunter:** hp 130; see *Monster Manual* page 247.

*From between the bunk-beds steps a large figure, no more than 10 feet from you. It has green skin, elongated arms and legs, sharp claws, and a hooked nose. It grins, showing off its rubbery features in a*

*ghastly way. Then you realize that it is definitely NOT happy to see you! Roll for initiative!*

**APL 12 (EL 13)**

**Displacer Beasts, Pack Lords (2):** hp 203 each; see *Monster Manual* page 66.

*Suddenly, two huge creatures blink into existence in front of you! It is clear they were teleported in here by someone or some thing. They both look like emaciated panthers, with blue-black fur, six legs, and a body that is nothing but muscle and bone. A pair of huge tentacles sprout from its shoulders and end in thorny-ridged pads. They are definitely NOT happy to see you! Roll for initiative!*

**APL 14 (EL 14)**

**Umbler Hulk, Truly Horrid:** hp 270; see *Monster Manual* page 249.

*Suddenly, a huge creature blinks into existence in front of you! It is clear it was teleported in here by someone or some thing. It has the appearance of a cross between a great ape and a beetle. The low, rounded head is dominated by a massive pair of mandibles and rows of triangular teeth. It has two big compound eyes like a beetle, with two smaller eyes, like an ape's, in between. Armor plates cover virtually all of its chitinous body, whose scattered feelers resemble sparse hair.*

**APL 16 (EL 17)**

**Demon, Marilith:** hp 216; see *Monster Manual* page 44.

*From between the bunk-beds slithers a large figure, no more than 10 feet from you. This creature appears to be an attractive human female with six arms – and in every hand she wields a deadly longsword! From her waist down, this lady has the lower body of a snake – complete with slimy green scales. She tosses her head back, laughs in defiance, swishes her swords, and looks like she is going to kill you all ... very quickly. Roll for initiative.*

**Tactics:** See the respective *Monster Manual* entries for suggested tactical responses of each creature. The drow have given explicit instructions to each of these creatures: guard the hostages and destroy all intruders.

**Treasure:** None.

The children (about 50 of them) are pleased to be rescued by the heroes. They want to go with the heroes, but most PCs will simply ask the kids to stay put until they have secured the entire orphanage.

At some point, one little boy, Kurt, will yell out:

*“What’s happened to my friend Johannes Bejelke? A white-haired elf grabbed him and some other children. They said they were taking them to the basement! I think they are going to take him back to their dungeons and torture him! Waaaaahhhhh!”*

Kurt wails and cries. He will, if the PCs don’t guess, show the party how to get to the basement.

If the PCs check out the *other* dormitory, they will find 50 hiding children, but no monsters.

## ENCOUNTER SIX: THE BASEMENT, FOURTH DROW UNIT

Don’t forget to *apply aging effects* if PCs were affected by the fudge upstairs!

When the PCs come down the stairs to the Basement area of the Orphanage (see DM’s Maps), they will encounter the Fourth Drow Unit. This unit consists of a sorcerer, a fighter, and a cleric. The sorcerer is the leader. His name is Captain Dezran Attarrd. The fighter’s name is Cas’umaar, and the cleric is Priestess Rek’ba’nok. They will introduce themselves to PCs as a free action on their turn.

This drow unit is positioned in and around the number “3” on the Basement map (see Appendix). They have arranged themselves in a triangular formation with the fighter and cleric out front (with a 5ft space in between them), and the sorcerer 10 feet directly behind them in the centre. The fighter and the cleric will be facing the PCs – no matter which set of basements stairs they enter down. There is also one small child sitting in the centre of the triangle, crying. This is clearly Johannes Bejelke. There is also one child tied to each set of barrels (Area 4). An INT check (DC 10) will make PCs realize that some of the ingredients in these barrels might be toxic or highly explosive. In fact, they are NOT (but let the PCs think they *are*).

The drow “buffed” themselves earlier, so that they are well prepared to encounter trouble. If, however, the PCs came to the basement via the “dumb-waiter”, then the drow will not be expecting them! These PCs will get one full round of actions on the drow before they react.

As soon as is possible, let combat begin. The drow will not negotiate under any circumstances – and the child, to them, is expendable. Their orders are to take the Orphanage and use the children as hostages.

### APL 2 (EL 4)

**Drow Sorcerer:** hp 5. See *Appendix 1*.

**Drow Warrior:** hp 9. See *Appendix 1*.

**Drow Cleric:** hp 9. See *Appendix 1*.

### APL 4 (EL 6)

**Drow Sorcerer:** hp 20. See *Appendix 2*.

**Drow Warrior:** hp 17. See *Appendix 2*.

**Drow Cleric:** hp 9. See *Appendix 2*.

### APL 6 (EL 8)

**Drow Sorcerer:** hp 29. See *Appendix 3*.

**Drow Fighter:** hp 38. See *Appendix 3*.

**Drow Cleric:** hp 20. See *Appendix 3*.

### APL 8 (EL 10)

**Drow Sorcerer:** hp 42. See *Appendix 4*.

**Drow Fighter:** hp 54. See *Appendix 4*.

**Drow Cleric:** hp 32. See *Appendix 4*.

### APL 10 (EL 12)

**Drow Sorcerer:** hp 62. See *Appendix 5*.

**Drow Fighter:** hp 75. See *Appendix 5*.

**Drow Cleric:** hp 48. See *Appendix 5*.

### APL 12 (EL 14)

**Drow Sorcerer:** hp 76. See *Appendix 6*.

**Drow Fighter:** hp 88. See *Appendix 6*.

**Drow Cleric:** hp 64. See *Appendix 6*.

### APL 14 (EL 16)

**Drow Sorcerer:** hp 95. See *Appendix 7*.

**Drow Fighter:** hp 100. See *Appendix 7*.

**Drow Cleric:** hp 72. See *Appendix 7*.

### APL 16 (EL 18)

**Drow Sorcerer:** hp 115. See *Appendix 8*.

**Drow Fighter:** hp 135. See *Appendix 8*.

**Drow Cleric:** hp 90. See *Appendix 8*.

**Tactics:** The DM is advised to read over the statblock entries carefully, and play these creatures as being highly intelligent and extremely adaptive. Generally, though, the sorcerer will use spells to attack/damage the party. The fighter will use his longbow until someone engages him in close melee. In this instance he will drop the bow and draw his rapier. The cleric will seek to support the drow with protective spells, seek to disrupt the PCs with spells, and lastly attack using a melee weapon.

The DM should also remember that smart PCs will stay on top of the melee by using the stairs as advantage ground (+2 to attacks). PCs also can “buff” or heal themselves for up to three rounds *before* they go down to the basement. This advantage has been balanced out by allowing the drow to “pre-cast” several nice buff spells before the combat.

**Treasure:** Please note that all the drow weapons are coated in drow poison. The poison cannot be recovered. It should also be noted that drow weapons, armor, and shields are considered worthless, as they crumble to dust once exposed to sunlight or daylight conditions. That is why these items have not been calculated into the treasure haul of this encounter. PCs can make an INT check (DC 10) to remember this.

**ALL APLs:** The drow sorcerer has a backpack. In the backpack is a large vial of *antidote for the ageing disease*. There is enough in here to cure everybody (including the aristocrats upstairs). One gulp is enough (Heal check DC 10). The drow have it in case they wanted to cure, interrogate, and torture aristocrats for information.

**APL 2:** Loot: 47gp; Coin: 0 gp; Magic: 8 gp – 2x *potions of cure light wounds* (4 gp each); *wand of detect magic* (31gp).

**APL 4:** Loot: 98 gp; Coin: 0 gp; Magic: 113 gp – 2 x *potions of cure moderate wounds* (50 gp each), *wand of magic missiles* (63gp)

**APL 6:** Loot: 3 gp; Coin: 0 gp; Magic: 282 gp – +1 *cloak of resistance* (83gp), +1 *ring of protection* (83gp), *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp).

**APL 8:** Loot: 0 gp; Coin: 0 gp; Magic: 282 gp – +1 *cloak of resistance* (83gp), +1 *ring of protection* (83gp), *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp).

**APL 10:** Loot: 0 gp; Coin: 0 gp; Magic: 865 gp – +1 *cloak of resistance* (83gp), +2 *ring of protection* (666gp), *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp).

**APL 12:** Loot: 0 gp; Coin: 0 gp; Magic: 1699 gp – +1 *cloak of resistance* (83gp), +3 *ring of protection* (1500gp), *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp).

**APL 14:** Loot: 0 gp; Coin: 0 gp; Magic: 1115 gp – *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp), *ring of counterspells - disintegrate* (333 gp); *ring of counterspells - reciprocal gyre* (333 gp); *cloak of resistance +2* (333 gp).

**APL 16:** Loot: 0 gp; Coin: 0 gp; Magic: 1115 gp – *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp), *ring of counterspells - disintegrate* (333 gp); *ring of*

*counterspells - reciprocal gyre* (333 gp); *cloak of resistance +3* (750 gp).

### Investigating The Tunnel

Some PCs may wish to investigate the tunnel which the drow used to infiltrate the Orphanage. When they do, read or paraphrase the following:

*Investigating the tunnel, you see that it is very well constructed. No doubt hundreds of drow toiled in its making, and there is evidence that it has been constructed over a period of at least one year. Direction-wise, the tunnel leads off in the direction of the North Wood – possibly in the direction of the old Temple Of Incabulos (which some of you may have heard of). That aside, the tunnel needs thorough investigating by the proper authorities, and this is not the time to do it. There are children and aristocrats upstairs who are in need of your more immediate attention.*

Once the PCs have secured the rest of the Orphanage, then let them go back upstairs (or to wherever they last left the aristocrats). Proceed to the **Conclusion**.

## CONCLUSION

Read or paraphrase the following:

*This drow incursion has been duly noted, and the proper authorities are already beginning to gather at the orphanage for a full investigation. Upstairs, the gala banquet has come to a terrible, thumping conclusion. Some, older, aristocrats have not made it through the ordeal. Others are helping Lord Boone with his inquiries. He looks in your direction and nods – a rare acknowledgement of “good work” from a man so hardened to horror.*

*Jarvinia von Oostmeeren staggers up to you – shaken and teary eyed. “I never thought this would happen ... to us. I thought that we were so far away from everything that all we had to do was to send troops to the frontline, and we could then just sit back here and watch things unfold. I never thought that this war would come to us! But we now know that we must fight on ALL fronts.”*

### APLs 2-8

*She extends her hand of friendship to you. “I was a fool, earlier, to treat you all as if you were my lessers. In fact, you are greater than all of us, and I want you to accept my apology ... and I’d like you to be my friend, and I yours.”*

Let the PCs respond. If they all respond generally positively read the following. If not, then go directly to **Enter Cesarea Aaronfar** below. Otherwise, read:

*Jarvinia von Oostmeeren smiles, then says: "Thank you. And for that thanks I invite you all tomorrow to the von Oostmeeren Estate. There, you will choose a reward from the family vault. You have done great deeds tonight, and it is our meager way of telling you how much you mean to all of us."*

Allow the PCs to respond to this very generous offer. What they choose is then recorded on the AR. Go straight to **Enter Cesarea Aaronfar**.

#### APLs 10-16

*Jarvinia then hugs each of you, holding you close to her bosom, and says: "You are the greatest heroes our nation has ever known! I just thank Pelor that you were here with us tonight. I don't know what might have happened ... to us ... to all of us! You have my undying love, as always, and the gratitude of the entire Traftian aristocracy – and, of course, the little children of this orphanage, who will never forget you!"*

Let the PCs respond. If they all respond generally positively read the following to all *except* APL 12. Otherwise, go directly to **Enter Cesarea Aaronfar** below.

*Jarvinia von Oostmeeren smiles, then says: "Thank you. And for that thanks I invite you all tomorrow to the von Oostmeeren Estate. There, you will choose a reward from the family vault. You have done great deeds tonight, and it is our meager way of telling you how much you mean to all of us."*

Allow the PCs to respond to this very generous offer. What they choose is then recorded on the AR. Go straight to **Enter Cesarea Aaronfar**.

#### Enter Cesarea Aaronfar

*As Jarvinia and the other aristocrats leave the orphanage, they are replaced by dozens of troops, now securing every inch of the orphanage in an almost overly meticulous fashion. "We already did that," you think to yourselves as you shake your heads and move along. Little children, still awake, look on with stunned faces. Upstairs, at an open window, Cesarea Aaronfar stands, looking out. Going up to her, she smiles gently, but sadly, at you all.*

*"Traft will never be the same. We forgot what horror we unleashed when we destroyed the Sturgenblood Totem. Now they're out there. They're watching us. Sizing us up. They know we can be vulnerable. They know that we can fight. But they are*

*drow. They will never give up. They will never give in. They will pour out of the underdark like rats from a sewer."*

*"When will they come? Will they win? Will we be able to fight them with so many battles on so many fronts?"*

*"These are dark days, indeed."*

The End

## EXPERIENCE POINT SUMMARY

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

#### Encounter 1

Effective Role-Playing With Aristocrats

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP
APL 16	405 XP

#### Encounter 2

Killing/Disabling The Drow Fighter In The Kitchen

APL 2	30 XP
APL 4	30 XP
APL 6	0 XP
APL 8	0 XP
APL 10	0 XP
APL 12	0 XP
APL 14	0 XP
APL 16	0 XP

#### Encounter 3

Killing/Disabling Ker'Kraal

APL 2	30 XP
APL 4	30 XP

APL 6	0 XP
APL 8	0 XP
APL 10	0 XP
APL 12	0 XP
APL 14	0 XP
APL 16	0 XP

#### Encounter 4

Killing/Disabling The Third Drow Unit

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

#### Encounter 5

Killing/Disabling The Dormitory Creature

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	420 XP
APL 16	510 XP

#### Encounter 6

Killing/Disabling The Fourth Drow Unit

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

#### Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	870 XP
APL 8	1095 XP
APL 10	1320 XP
APL 12	1545 XP
APL 14	1740 XP
APL 16	1995 XP

## TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

#### Encounter 4: Third Drow Unit

**APL 2:** Loot: 47gp; Coin: 0 gp; Magic: 8 gp – 2x *potions of cure light wounds* (4 gp each)

**APL 4:** Loot: 98 gp; Coin: 0 gp; Magic: 113 gp – 2 x *potions of cure moderate wounds* (50 gp each), *wand of magic missiles* (63gp)

**APL 6:** Loot: 3 gp; Coin: 0 gp; Magic: 282 gp – +1 *cloak of resistance* (83gp), +1 *ring of protection* (83gp), *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp).

**APL 8:** Loot: 0 gp; Coin: 0 gp; Magic: 282 gp – +1 *cloak of resistance* (83gp), +1 *ring of protection* (83gp), *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp).

**APL 10:** Loot: 0 gp; Coin: 0 gp; Magic: 865 gp – +1 *cloak of resistance* (83gp), +2 *ring of protection* (666gp), *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp).

**APL 12:** Loot: 0 gp; Coin: 0 gp; Magic: 1699 gp – +1 *cloak of resistance* (83gp), +3 *ring of protection* (1500gp), *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp).

**APL 14:** Loot: 0 gp; Coin: 0 gp; Magic: 1115 gp – *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp), *ring of counterspells - disintegrate* (333 gp); *ring of counterspells – reciprocal gyre* (333 gp); *cloak of resistance +2* (333 gp).

**APL 16:** Loot: 0 gp; Coin: 0 gp; Magic: 1115 gp – *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp), *ring of counterspells - disintegrate* (333 gp); *ring of counterspells – reciprocal gyre* (333 gp); *cloak of resistance +3* (750 gp).

#### Encounter 6: Fourth Drow Unit

**APL 2:** Loot: 47gp; Coin: 0 gp; Magic: 8 gp – 2x *potions of cure light wounds* (4 gp each); *wand of detect magic* (31gp).

**APL 4:** Loot: 98 gp; Coin: 0 gp; Magic: 113 gp – 2 x *potions of cure moderate wounds* (50 gp each), *wand of magic missiles* (63gp)

**APL 6:** Loot: 3 gp; Coin: 0 gp; Magic: 282 gp – +1 *cloak of resistance* (83gp), +1 *ring of protection* (83gp), *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp).

**APL 8:** Loot: 0 gp; Coin: 0 gp; Magic: 282 gp – +1 *cloak of resistance* (83gp), +1 *ring of protection* (83gp), *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp).

**APL 10:** Loot: 0 gp; Coin: 0 gp; Magic: 865 gp – +1 *cloak of resistance* (83gp), +2 *ring of protection* (666gp), *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp).

**APL 12:** Loot: 0 gp; Coin: 0 gp; Magic: 1699 gp – +1 *cloak of resistance* (83gp), +3 *ring of protection* (1500gp), *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp).

**APL 14:** Loot: 0 gp; Coin: 0 gp; Magic: 1115 gp – *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp), *ring of counterspells - disintegrate* (333 gp); *ring of counterspells – reciprocal gyre* (333 gp); *cloak of resistance +2* (333 gp).

**APL 16:** Loot: 0 gp; Coin: 0 gp; Magic: 1115 gp – *pearl of power 1<sup>st</sup> Level* (83gp), *potion of bull's strength* (33gp), *ring of counterspells - disintegrate* (333 gp); *ring of counterspells – reciprocal gyre* (333 gp); *cloak of resistance +3* (750 gp).

#### Conclusion: Von Oostmeeren Vault

**APL 2:** Loot: 0gp; Coin: 0 gp; Magic: 10gp

**APL 4:** Loot: 0 gp; Coin: 0 gp; Magic: 12gp

**APL 6:** Loot: 0 gp; Coin: 0 gp; Magic: 21gp

**APL 8:** Loot: 0 gp; Coin: 0 gp; Magic: 42gp

**APL 10:** Loot: 0 gp; Coin: 0 gp; Magic: 75gp

**APL 12:** Loot: 0 gp; Coin: 0 gp; Magic: 125gp

**APL 14:** Loot: 0 gp; Coin: 0 gp; Magic: 188gp

**APL 16:** Loot: 0 gp; Coin: 0 gp; Magic: 308gp

#### Total Possible Treasure

**APL 2:** Loot: 94 gp; Coin: 0 gp; Magic: 403 gp - Total: 528 gp

**APL 4:** Loot: 196 gp; Coin: 0 gp; Magic: 454 gp - Total: 650 gp

**APL 6:** Loot: 6 gp; Coin: 0 gp; Magic: 894 gp - Total: 900 gp

**APL 8:** Loot: 0 gp; Coin: 0 gp; Magic: 1300 gp - Total: 1300 gp

**APL 10:** Loot: 0 gp; Coin: 0 gp; Magic: 2300 gp - Total: 2300 gp

**APL 12:** Loot: 0 gp; Coin: 0 gp; Magic: 3398 gp - Total: 3398 gp

**APL 14:** Loot: 0 gp; Coin: 0 gp; Magic: 6600 gp - Total: 6600 gp

**APL 16:** Loot: 0 gp; Coin: 0 gp; Magic: 9900 gp - Total: 9900 gp

### Special

• **Defender Of Traft:** [Note: Only PCs who played **Return To The Temple of Incabulos** can receive this special favor]. For your services in the recent past, coupled with those of today, Cesarea Aaronfar gives you the following reward: For the term of one year, any ONE ITEM on any Perrenland Regional AR marked *Adventure* can be considered a *Regional* item as well.

Item Name: \_\_\_\_\_

AR Purchased: \_\_\_\_

• **Favor Of The Family Von Oostmeeren:** This favor grants the recipient free Luxury upkeep for any adventure set in Traft Canton, the Clatspurs, or the Sepia Uplands (Vesbergen). This includes the granting of all benefits associated with Luxury upkeep.

• **Item From The Von Oostmeeren Family Vault:** For your help, Jarvinia allows you to choose ONE of the following Wondrous Items (DMG only) from the von Oostmeeren Family Vault. The item I chose to take was \_\_\_\_\_.

I understand that this item (or its box) is encrusted with the markings of the von Oostmeeren Family, and my possession of this item may be shown to verify the love which that family has towards me. I also understand that if I take this item, half it's full value is deducted from the total GP earned for this adventure (see value below). Higher APLs have access to lower APL items as well.

APL 2: *Elixir of sneaking* (DMG, 125gp)

APL 4: *Quaal's feather token, bird* (DMG, 150gp)

APL 6: *Quaal's feather token, whip* (DMG, 250gp)

APL 8: *Bracers of armor +1* (DMG, 500gp)

APL 10: *Hat of disguise* (DMG, 900gp)

APL 12: *Chime of opening* (DMG, 1500gp)

APL 14: *Circlet of persuasion* (DMG, 2250gp)

APL 16: *Periapt of health* (DMG, 3700gp)

## ITEMS FOR THE ADVENTURE RECORD

### Item Access

APL 2:

- Wand of detect magic (Adventure, DMG, 375gp)

APL 4 (all of APL 2 plus the following):

- Wand Of Magic Missiles (Adventure, DMG, 750gp)

APL 6-8 (all of APLs 2-4 plus the following):

- pearl of power 1<sup>st</sup> Level (Adventure, DMG, 1000gp)

APL 10 (all of APLs 2-8 plus the following):

- +2 ring of protection (Adventure, DMG, 8000gp)

APL 12 (all of APLs 2-10 plus the following):

- +3 ring of protection (Adventure, DMG, 18000gp)

APL 14 (all of APLs 2-12 plus the following):

- +2 cloak of resistance (Adventure, DMG, 4000gp)

- Ring of Counterspells (Adventure, DMG, 4000gp)

APL 16 (all of APLs 2-14 plus the following):

- +3 cloak of resistance (Adventure, DMG, 9000gp)



# APPENDIX 1: CREATURES

## APL 2

### ENCOUNTERS 4 AND 6

**Elf, Drow Sorcerer1:** CR 2; Medium Humanoid (Elf); HD 1d4+1(Sorcerer) ; hp 5; Init +2; Spd 15; AC:15 (Flatfooted:13 Touch:12); Atk +0 base melee, +1 base ranged; +1 (1d4+1+Poison, Dart); SA: Poison (Ex) , Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 12; Spell Failure: 10%; AL NE; SV Fort +1, Ref +2, Will +2; Str 12, Dex 15, Con 12, Int 13, Wis 10, Cha 20.

Skills: Balance +3, Concentration +5, Listen +2, Search +3, Spellcraft +5, Spot +2. Feats: Combat Casting, Simple Weapon Proficiency.

Spells Known (Sor 5/5 DC = 15 + spell level): 0<sup>th</sup> – *touch of fatigue, ray of frost, flare, daze*; 1<sup>st</sup> – *burning hands, ray of enfeeblement*.

Possessions: Weapons: Dart (5 sp); Armor: Studded leather (25 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

**Elf, Drow Warrior1:** CR 1; Medium Humanoid (Elf); HD 1d8+1(Fighter) ; hp 9; Init +4; Spd 15; AC:19 (Flatfooted:15 Touch:14); Atk +4 base melee, +5 base ranged; +6 (1d6+3+Poison, Rapier, Masterwork); +5 (1d8+Poison, Longbow); SA: Poison (Ex) , Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 12; AL NE; SV Fort +3, Ref +4, Will +2; Str 16, Dex 18, Con 13, Int 10, Wis 14, Cha 15.

Skills: Balance +3, Escape Artist +2, Intimidate +3, Jump +1, Listen +4, Search +2, Spot +4. Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Shield Proficiency, Simple

Weapon Proficiency, Tower Shield Proficiency, Weapon Finesse.

Possessions: Weapons: Rapier, Masterwork (320 gp); Dagger (2 gp). Armor: Chain shirt (100 gp). Shields: Shield, light wooden (3 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

**Elf, Drow Cleric1:** CR 2; Medium Humanoid (Elf); HD 1d8+1(Cleric) ; hp 9; Init +2; Spd 15; AC:17 (Flatfooted:15 Touch:12); Atk +3 base melee, +2 base ranged; +3 (1d8+3+Poison, Mace, heavy); +2 (1d4+3, Sling); SA: Poison (Ex) , Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 12; AL NE; SV Fort +3, Ref +2, Will +6; Str 16, Dex 15, Con 12, Int 11, Wis 18, Cha 11.

Skills: Balance +0, Concentration +5, Listen +6, Search +2, Spellcraft +2, Spot +6. Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Shield Proficiency, Simple Weapon Proficiency.

Spells Prepared (Clr 3/2 DC = 14 + spell level): 0 – *Guidance, Inflict Minor Wounds, Resistance*, 1st – *Cause Fear, Doom*.

Possessions: Weapons: Sling (0 gp); Mace, heavy (12 gp). Armor: Chain shirt (100 gp). Shields: Shield, light wooden (3 gp). Magic: Potion: Cure Light Wounds (1) (50 gp); Potion: Cure Light Wounds (1) (50 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow

for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

## APPENDIX 2: CREATURES

### APL 4

#### ENCOUNTERS 4 AND 6

**Elf, Drow Sorcerer4:** CR 5; Medium Humanoid (Elf); HD 4d4+8(Sorcerer) ; hp 20; Init +8; Spd 15; AC:17 (Flatfooted:13 Touch:14); Atk +3 base melee, +5 base ranged; +5 (1d4+2+Poison, Dart); +3 (1d4+2, Dagger); SA: Poison (Ex) , Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 15; Chance Spell Failure: 10%; AL NE; SV Fort +3, Ref +5, Will +4; Str 15, Dex 18, Con 15, Int 15, Wis 10, Cha 20.

Skills: Balance +5, Concentration +9, Escape Artist +6, Listen +2, Search +4, Spellcraft +9, Spot +4. Feats: Combat Casting, Improved Initiative, Simple Weapon Proficiency.

Spells Known (Sor 6/8/4 DC = 15 + spell level): 0<sup>th</sup> – *touch of fatigue, ray of frost, flare, daze, resistance, acid splash*; 1<sup>st</sup> – *burning hands, ray of enfeeblement, shocking grasp*; 2<sup>nd</sup> – *scorching ray*.

Possessions: Weapons: Dart (5 gp); Dagger (2 gp). Armor: Studded leather (25 gp). Magic: Wand: Magic Missile (1) (Charges: 50) (750 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

**Elf, Drow Warrior2:** CR 2; Medium Humanoid (Elf); HD 2d8+4 (Fighter) ; hp 17; Init +2; Spd 15; AC:17 (Flatfooted:15 Touch:12); Atk +5 base melee, +4 base ranged; +7 (1d6+3+Poison, Rapier, Masterwork), +5 (1d8+Poison, Longbow, Masterwork); SA: Poison (Ex) , Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 13; AL NE; SV Fort +5, Ref +2, Will -1; Str 17, Dex 15, Con, 15, Int 13, Wis 8, Cha 14.

Skills: Balance +3, Escape Artist +3, Intimidate +7, Listen +1, Search +3, Spot +2. Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus: Rapier.

Possessions: Weapons: Rapier, Masterwork (320 gp). Armor: Chain shirt, Masterwork (250 gp). Shields: Shield, light wooden, Masterwork (153 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

**Elf, Drow Cleric1:** CR 2; Medium Humanoid (Elf); HD 1d8+1(Cleric) ; hp 9; Init +2; Spd 15; AC:17 (Flatfooted:15 Touch:12); Atk +3 base melee, +2 base ranged; +3 (1d8+3+Poison, Mace, heavy); +2 (1d4+3, Sling); SA: Poison (Ex) , Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 12; AL NE; SV Fort +3, Ref +2, Will +6; Str 16, Dex 15, Con 12, Int 11, Wis 18, Cha 11.

Skills: Balance +0, Concentration +5, Listen +6, Search +2, Spellcraft +2, Spot +6. Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Shield Proficiency, Simple Weapon Proficiency.

Spells Prepared (Clr 3/2 DC = 14 + spell level): 0 – *Guidance, Inflict Minor Wounds, Resistance*, 1st – *Cause Fear, Doom*.

Possessions: Weapons: Sling (0 gp); Mace, heavy (12 gp). Armor: Chain shirt (100 gp). Shields: Shield, light wooden (3 gp). Magic: Potion: Cure Moderate Wounds (1) (300 gp); Potion: Cure Moderate Wounds (1) (300 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

## APPENDIX 3: CREATURES

### APL 6

#### ENCOUNTERS 4 AND 6

**Elf, Drow Sorcerer6:** CR 7; Medium Humanoid (Elf); HD 6d4+12(Sorcerer) ; hp 29; Init +3; Spd 15; AC:18 (Flatfooted:15 Touch:14); Atk +2 base melee, +6 base ranged; +6 (1d4-1+Poison, Dart); +2 (1d4-1, Dagger); SA: Poison (Ex) , Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 19; Chance Spell Failure: 10%; AL NE; SV Fort +5, Ref +6, Will +8; Str 9, Dex 16, Con 14, Int 15, Wis 14, Cha 20.

Skills: Balance +7.5, Bluff +6, Concentration +11, Hide +6, Listen +4, Search +4, Spellcraft +11, Spot +5. Feats: Boost Spell Resistance, Disciple of Darkness, Empower Spell, Simple Weapon Proficiency.

Spells Known (Sor 6/8/6/0 DC = 15 + spell level): 0<sup>th</sup> – *touch of fatigue, ray of frost, flare, daze, resistance, acid splash, read magic*; 1<sup>st</sup> – *burning hands, magic missile* (empowered x4), *ray of enfeeblement, shocking grasp*; 2<sup>nd</sup> – *scare, scorching ray*; 3<sup>rd</sup> – ~~*haste*~~ (used slots).

Possessions: Weapons: Dart (5 sp); Dagger (2 gp). Armor: +1 Studded leather (1,175 gp). Magic: Wondrous: Cloak of Resistance +1 (1,000 gp); Wondrous: Pearl of Power, 1st-Level Spell (1,000 gp); Ring: Protection +1 (2,000 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

**Male Elf, Drow Fighter4:** CR 5; Medium Humanoid (Elf); HD 4d10+8(Fighter) ; hp 38; Init +8; Spd 10; AC:20 (Flatfooted:18 Touch:12); Atk +8 base melee, +8 base ranged; +10/+10 (1d6+5+Poison, +1 Rapier); +9 (1d8+1+Poison, Longbow, +1); SA: Poison (Ex) , Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 17; AL NE;

SV Fort +6, Ref +5, Will -1; Str 18, Dex 18, Con 14, Int 14, Wis 6, Cha 11.

Skills: Balance +3, Escape Artist +3, Hide +2, Intimidate +7, Jump -5, Listen +0, Search +4, Spot +2. Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Boost Spell Resistance, Combat Reflexes, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Toughness, Tower Shield Proficiency, Weapon Focus: Rapier.

Possessions: Weapons: +1 Rapier (2,320 gp). Armor: +1 Chainmail (1,300 gp). Shields: +1 Shield, light wooden (1,153 gp). Magic: Potion: Bull's Strength (4) (400 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

**Elf, Drow Cleric2:** CR 3; Medium Humanoid (Elf); HD 2d8+4(Cleric) ; hp 20; Init +3; Spd 10; AC:20 (Flatfooted:18 Touch:12); Atk +3 base melee, +4 base ranged; +4/+4 (1d6+3+Poison, +1 Mace, light); SA: Poison (Ex) , Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 15; AL NE; SV Fort +5, Ref +3, Will +7; Str 14, Dex 16, Con 14, Int 10, Wis 18, Cha 14.

Skills: Concentration +7, Heal +6, Listen +6, Search +2, Spellcraft +3, Spot +6. Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Boost Spell Resistance, Shield Proficiency, Simple Weapon Proficiency.

Spells Prepared (Clr 4/3 DC = 14 + spell level): 0 – *Guidance, Inflict Minor Wounds, Resistance, Detect Magic*; 1st – *Bless, Cause Fear, Doom*.

Possessions: Weapons: +1 Mace, light (2,305 gp). Armor: +1 Chainmail (1,300 gp). Shields: +1 Shield, light wooden (1,153 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must

make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

# APPENDIX 4: CREATURES

## APL 8

### ENCOUNTERS 4 AND 6

**Elf, Drow Sorcerer8:** CR 9; Medium Humanoid (Elf); HD 8d4+16(Sorcerer) ; hp 42; Init +4; Spd 15; AC:20 (Flatfooted:16 Touch:15); Atk +5 base melee, +8 base ranged; +9/+9 (1d4+2+Poison, +1 Dart); SA: Poison (Ex) , Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex) 21; 50% Displacement; Chance Spell Failure: 10%; AL NE; SV Fort +5, Ref +7, Will +9; Str 13, Dex 19, Con 15, Int 15, Wis 14, Cha 24.

Skills: Balance +7, Concentration +13, Escape Artist +9, Hide +5, Listen +4, Search +4, Spellcraft +13, Spot +6. Feats: Boost Spell Resistance, Disciple of Darkness, Maximize Spell, Simple Weapon Proficiency.

Spells Known (Sor 6/8/7/6/0 DC = 17 + spell level): 0<sup>th</sup> – *touch of fatigue, ray of frost, flare, daze, resistance, acid splash, read magic, detect poison*; 1<sup>st</sup> – *burning hands, magic missile* (maximised x4), *ray of enfeeblement, shocking grasp, cause fear*; 2<sup>nd</sup> – ~~*eagle's splendour*~~ (pre-cast), *scare, scorching ray*; 3<sup>rd</sup> – ~~*haste*~~ (pre-cast on party), ~~*displacement*~~ (pre-cast); 4<sup>th</sup> – ~~*stoneskin*~~ (used slots).

Possessions: Weapons: +1 Dart (2,301 gp). Armor: +2 Studded leather (4,175 gp). Magic: Wondrous: Cloak of Resistance +1 (1,000 gp); Wondrous: Pearl of Power, 1st-Level Spell (1,000 gp); Ring: Protection +1 (2,000 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

**Male Elf, Drow Fighter6:** CR 7; Medium Humanoid (Elf); HD 6d10+12(Fighter) ; hp 54; Init +8; Spd 10 AC:20 (Flatfooted:18 Touch:12); Atk +10 base melee, +10 base ranged; +12/+12/+7 (1d6+5+Poison, +1 Rapier); +12/+12/+7 (1d8+1+Poison, Longbow, +1); SA: Poison (Ex) , Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs.

Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 18; AL NE; SV Fort +7, Ref +6, Will 0; Str 18, Dex 18, Con 14, Int 14, Wis 6, Cha 11.

Skills: Balance +5, Escape Artist +4, Hide +2, Intimidate +7, Jump -5, Listen +2, Search +4, Spot +3. Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Boost Spell Resistance, Combat Reflexes, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Toughness, Tower Shield Proficiency, Weapon Focus: Rapier; Weapon Focus: Longbow.

Possessions: Weapons: +1 Rapier (2,320 gp). Armor: +1 Chainmail (1,300 gp). Shields: +1 Shield, light wooden (1,153 gp). Magic: Potion: Bull's Strength (4) (400 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

**Elf, Drow Cleric4:** CR 5; Medium Humanoid (Elf); HD 4d8+8(Cleric) ; hp 33; Init +3; Spd 10; AC:22 (Flatfooted:20 Touch:14); Atk +6 base melee, +6 base ranged; +8/+8 (1d6+4, +1 Mace, light); SA: Poison (Ex) , Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 17; AL NE; SV Fort +6, Ref +4, Will +8; Str 16, Dex 16, Con 14, Int 14, Wis 19, Cha 15.

Skills: Balance +0, Concentration +9, Diplomacy +3, Escape Artist +0, Heal +11, Listen +6, Search +4, Spellcraft +9, Spot +7. Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Boost Spell Resistance, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Mace, light.

Spells Prepared (Clr 5/4/3 DC = 16 + spell level): 0 – *guidance, inflict minor wounds, resistance, detect magic, read magic*; 1st – *bless, cause fear, doom, shield of faith* (pre-cast); 2<sup>nd</sup> – *desecrate, hold person, owl's wisdom* (pre-cast).

Possessions: Weapons: +1 Mace, light (2,305 gp). Armor: +1 Chainmail (1,300 gp). Shields: +1 Shield, light wooden (1,153 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.



# APPENDIX 5: CREATURES

## APL 10

### ENCOUNTERS 4 AND 6

**Elf, Drow Sor10:** CR 11; Medium Humanoid (Elf); HD 10d4+30(Sorcerer) ; hp 62; Init +4; Spd 30; AC:22 (Flatfooted:18 Touch:16); Atk +6 base melee, +9 base ranged; +10/+10 (1d4+2, +1 Dart); SA: Poison (Ex), Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 23; 50% Displacement; DR 10/-; Chance Spell Failure: 10%; AL NE; SV Fort +7, Ref +8, Will +10; Str 13, Dex 19, Con 16, Int 15, Wis 14, Cha 21.

Skills: Balance +7, Concentration +16, Escape Artist +10, Hide +5, Listen +4, Search +4, Spellcraft +15, Spot +7. Feats: Boost Spell Resistance, Disciple of Darkness, Maximize Spell, Quicken Spell, Simple Weapon Proficiency.

Spells Known (Sor 6/8/7/7/6/4): DC = 17 + spell level): 0<sup>th</sup> – *touch of fatigue, ray of frost, flare, daze, resistance, acid splash, read magic, detect poison, mending*; 1<sup>st</sup> – *burning hands, magic missile* (maximised x6, three quickened), *ray of enfeeblement, shocking grasp, cause fear*; 2<sup>nd</sup> – ~~*eagle's splendour*~~ (pre-cast), *scare, scorching ray, touch of idiocy*; 3<sup>rd</sup> – ~~*haste*~~ (pre-cast on party), ~~*displacement*~~ (pre-cast), *hold person*; 4<sup>th</sup> – ~~*stoneskin*~~ (pre-cast), *fear*; 5<sup>th</sup> – *feeblemind* (used three slots).

Possessions: Weapons: +1 Dart (2,301 gp). Armor: +3 Studded leather (9,175 gp). Magic: Ring: Protection +2 (8,000 gp); Wondrous: Cloak of Resistance +1 (1,000 gp); Wondrous: Pearl of Power, 1st-Level Spell (1,000 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

**Elf, Drow Ftr8:** CR 9; Medium Humanoid (Elf); HD 8d10+16(Fighter) ; hp 75; Init +8; Spd 20; AC:21 (Flatfooted:19 Touch:12); Atk +12/+7 base melee, +12/+7 base ranged; +16/+16/+11 (1d6+6+Poison, +2 Rapier); +12/+12/+7 (1d8+1+Poison, Longbow, +1); SA:

Poison (Ex), Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 21; AL NE; SV Fort +8, Ref +6, Will +0; Str 18, Dex 18, Con 15, Int 14, Wis 6, Cha 11.

Skills: Balance +3, Bluff +5, Climb +2, Escape Artist +3, Hide +2, Intimidate +13, Jump -5, Listen +0, Search +4, Spot +2. Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Blind-Fight, Boost Spell Resistance, Combat Reflexes, Dodge, Greater Weapon Focus: Rapier, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency, Toughness, Tower Shield Proficiency, Weapon Focus: Rapier.

Possessions: Weapons: +2 Rapier (8,320 gp). Armor: +2 Chainmail (4,300 gp). Shields: +1 Shield, light wooden (1,153 gp). Magic: Potion: Bull's Strength (4) (400 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

**Elf, Drow Clr6:** CR 7; Medium Humanoid (Elf); HD 6d8+12(Cleric) ; hp 48; Init +3; Spd 20; AC:22 (Flatfooted:20 Touch:12); Atk +7 base melee, +7 base ranged; +10/+10 (1d6+5+Poison, +2 Mace, light); SA: Poison (Ex), Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 19; AL NE; SV Fort +7, Ref +7, Will +9; Str 16, Dex 16, Con 14, Int 14, Wis 19, Cha 15.

Skills: Balance +1, Concentration +11, Diplomacy +3, Escape Artist +0, Heal +13, Listen +6, Search +4, Spellcraft +11, Spot +7. Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Boost Spell Resistance, Lightning Reflexes, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Mace, light.

Spells Prepared (Clr 5/4/4/3): DC = 16 + spell level): 0 – *guidance, inflict minor wounds, resistance, detect magic, read magic*; 1st – *bleed, cause fear, doom, shield*

~~of faith~~ (pre-cast); 2<sup>nd</sup> – *desecrate, hold person, owl's wisdom* (pre-cast), ~~desecrate~~ (pre-cast); 3<sup>rd</sup> – *deeper darkness, invisibility purge* (pre-cast), *bestow curse*.

Possessions: Weapons: +2 Mace, light (8,305 gp).  
Armor: +2 Chainmail (4,300 gp). Shields: +2 Shield, light wooden (4,153 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

# APPENDIX 6: CREATURES

## APL 12

### ENCOUNTERS 4 AND 6

**Elf, Drow Sor12:** CR 13; Medium Humanoid (Elf); HD 12d4+36(Sorcerer) ; hp 76; Init +4; Spd 30; AC:24 (Flatfooted:20 Touch:17); Atk +7/2 base melee, +10/+5 base ranged; +11/+11/+6 (1d4+2+Poison, +1 Dart); SA: Poison (Ex), Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 25; 50% Displacement; DR 10/-; Chance Spell Failure: 10%; AL NE; SV Fort +8, Ref +9, Will +11; Str 13, Dex 19, Con 16, Int 15, Wis 14, Cha 22.

Skills: Balance +7, Concentration +18, Escape Artist +11, Hide +5, Listen +4, Search +4, Spellcraft +17, Spot +8. Feats: Boost Spell Resistance, Disciple of Darkness, Improved Natural Armor, Maximize Spell, Quickened Spell, Simple Weapon Proficiency.

Spells Known (Sor 6/8/8/7/7/6/4): DC = 17 + spell level): 0<sup>th</sup> – *touch of fatigue, ray of frost, flare, daze, resistance, acid splash, read magic, detect poison, mending*; 1<sup>st</sup> – *burning hands, magic missile* (maximised x6, three quickened), *ray of enfeeblement, shocking grasp, cause fear*; 2<sup>nd</sup> – ~~*eagle's splendour*~~ (pre-cast), *scare, scorching ray, touch of idiocy*; 3<sup>rd</sup> – ~~*haste*~~ (pre-cast on party), ~~*displacement*~~ (pre-cast), *hold person, slow*; 4<sup>th</sup> – ~~*stoneskin*~~ (pre-cast), *confusion, fear*; 5<sup>th</sup> – *feeblemind* (used three slots), *wall of force*; 6<sup>th</sup> – *disintegrate*.

Possessions: Weapons: +1 Dart (2,301 gp). Armor: +3 Studded leather (9,175 gp). Magic: Ring: Protection +3 (18,000 gp); Wondrous: Cloak of Resistance +1 (1,000 gp); Wondrous: Pearl of Power, 1st-Level Spell (1,000 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

**Elf, Drow Ftr10:** CR 11; Medium Humanoid (Elf); HD 10d10+20(Fighter) ; hp 88; Init +8; Spd 20; AC:23 (Flatfooted:21 Touch:12); Atk +14/9 base melee, +14/9

base ranged; +18/+18/13 (1d6+6+Poison, +2 Rapier, 16-20/x2); +14/+14/+9 (1d8+1+Poison, Longbow, +1); SA: Poison (Ex) , Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 23; AL NE; SV Fort +9, Ref +7, Will +1; Str 18, Dex 18, Con 15, Int 14, Wis 6, Cha 11.

Skills: Balance +3, Bluff +5, Climb +2, Escape Artist +6, Hide +2, Intimidate +15, Jump -5, Listen +0, Search +4, Spot +2. Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Blind-Fight, Boost Spell Resistance, Combat Reflexes, Dodge, Greater Weapon Focus: Rapier, Improved Critical: Rapier, Improved Initiative, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Toughness, Tower Shield Proficiency, Weapon Focus: Rapier.

Possessions: Weapons: +2 Rapier (8,320 gp). Armor: +3 Chainmail (9,300 gp). Shields: +2 Shield, light wooden (4,153 gp). Magic: Potion: Bull's Strength (4) (400 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

**Elf, Drow Clr8:** CR 9; Medium Humanoid (Elf); HD 8d8+16(Cleric) ; hp 64; Init +3; Spd 20; AC:23 (Flatfooted:20 Touch:12); Atk +9/4 base melee, +9/4 base ranged; +12/+12/+7 (1d6+5+Poison, +2 Mace, light); SA: Poison (Ex) , Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 21; AL NE; SV Fort +8, Ref +7, Will +11; Str 16, Dex 16, Con 14, Int 14, Wis 20, Cha 15.

Skills: Balance +1, Concentration +13, Diplomacy +3, Escape Artist +1, Heal +16, Listen +7, Search +4, Spellcraft +13, Spot +8. Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Boost Spell Resistance, Lightning Reflexes, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Mace, light.

Spells Prepared (Clr 6/6/4/4/3): DC = 16 + spell level); 0 – *guidance, inflict minor wounds, resistance, detect magic, read magic*; 1st – *bless, cause fear, doom, shield of faith* (pre-cast); 2<sup>nd</sup> – *desecrate, hold person, owl's wisdom* (pre-cast), *desecrate* (pre-cast); 3<sup>rd</sup> – *deeper darkness, invisibility purge* (pre-cast), *bestow curse, magic vestment* (pre-cast); 4<sup>th</sup> – *freedom of movement, restoration, divine power*.

Possessions: Weapons: +2 Mace, light (8,305 gp). Armor: +2 Chainmail (4,300 gp). Shields: +2 Shield, light wooden (4,153 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

## APPENDIX 7: CREATURES

### APL 14

#### ENCOUNTERS 4 AND 6

**Elf, Drow Sor13:** CR 14; Medium Humanoid (Elf); HD 14d4+14(Sorcerer) ; hp 55; Init +3; Spd 30; AC:20 (Flatfooted:17 Touch:13); Atk +7/2 base melee, +9/+4 base ranged; +10/+10/+5 (1d4+2+Poison, +1 Dart); SA: Poison (Ex), Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs.

Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 26; 50% Displacement; DR 10/-; Chance Spell Failure: 10%; AL NE; SV Fort +7, Ref +9, Will +11; Str 12, Dex 16, Con 13, Int 14, Wis 11, Cha 21.

Skills: Concentration +18, Escape Artist +8, Listen +3, Search +4, Spellcraft +18, Spot +10. Feats: Boost Spell Resistance, Disciple of Darkness, Improved Natural Armor, Maximize Spell, Quicken Spell, Simple Weapon Proficiency.

Spells Known (Sor 6/8/6/6/6/4): DC = 17 + spell level): 0<sup>th</sup> – *touch of fatigue*, *ray of frost*, *flare*, *daze*, *resistance*, *acid splash*, *read magic*, *detect poison*, *mending*; 1<sup>st</sup> – *burning hands*, *magic missile* (maximised x6, three quickened), *ray of enfeeblement*, *shocking grasp*, *cause fear*; 2<sup>nd</sup> – ~~*eagle's splendour*~~ (pre-cast), *scare*, *scorching ray*, *touch of idiocy*; 3<sup>rd</sup> – ~~*haste*~~ (pre-cast on party), ~~*displacement*~~ (pre-cast), *hold person*, *slow*; 4<sup>th</sup> – ~~*stoneskin*~~ (pre-cast), *confusion*, *fear*, *phantasmal killer* 5<sup>th</sup> – *feeblemind* (used three slots), *symbol of pain*, *wall of force*; 6<sup>th</sup> – *disintegrate*, ~~*true seeing*~~.

Possessions: Weapons: +1 Dart (2,301 gp). Armor: +3 Studded leather (9,175 gp). Magic: Ring: Counterspells – *disintegrate* (4,000 gp); Ring: Counterspells – *reciprocal gyre* (4,000 gp); Wondrous: Cloak of Resistance +2 (4,000 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

**Elf, Drow Ftr11:** CR 13; Medium Humanoid (Elf); HD 11d10+22(Fighter) ; hp 100; Init +8; Spd 20; AC:23 (Flatfooted:21 Touch:12); Atk +15/+15/+10/+5 base melee, +15/+15/+10/+5 base ranged; +19/+19/+14/+9 (1d6+6+Poison, +2 Rapier, 16-20/x2); SA: Poison (Ex), Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 24; AL NE; SV Fort +9, Ref +7, Will +1; Str 18, Dex 18, Con 15, Int 14, Wis 6, Cha 11.

Skills: Balance +3, Bluff +5, Climb +2, Escape Artist +6, Hide +2, Intimidate +16, Jump -2, Listen +0, Search +4, Spot +2. Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Blind-Fight, Boost Spell Resistance, Combat Reflexes, Dodge, Greater Weapon Focus: Rapier, Improved Critical: Rapier, Improved Initiative, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Toughness, Tower Shield Proficiency, Weapon Focus: Rapier.

Possessions: Weapons: +2 Rapier (8,320 gp). Armor: +3 Chainmail (9,300 gp). Shields: +2 Shield, light wooden (4,153 gp). Magic: Potion: Bull's Strength (4) (400 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

**Elf, Drow Clr9:** CR 10; Medium Humanoid (Elf); HD 9d8+18(Cleric) ; hp 72; Init +3; Spd 20; AC:24 (Flatfooted:22 Touch:12); Atk +9/+4 base melee, +9/+4 base ranged; +13/+13/+8 (1d6+6+Poison, +3 Mace, light); SA: Poison (Ex), Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 22; AL NE; SV Fort +8, Ref +8, Will +11; Str 16, Dex 16, Con 14, Int 14, Wis 20, Cha 15.

Skills: Balance +1, Concentration +14, Diplomacy +4, Escape Artist +1, Heal +17, Listen +7, Search +4, Spellcraft +14, Spot +8. Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Boost Spell Resistance, Combat Casting, Lightning Reflexes, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Mace, light.

Spells Prepared (Clr 6/6/5/4/3/2): DC = 16 + spell level): 0 – *guidance*, *inflict minor wounds*, *resistance*, *detect magic*, *read magic*, 1st – *bless*, *cause fear* x2, *doom* x2, ~~*shield of faith*~~ (pre-cast); 2<sup>nd</sup> – *desecrate*, *hold person* x2, ~~*owl's wisdom*~~ (pre-cast), ~~*desecrate*~~ (pre-cast); 3<sup>rd</sup> – *deeper darkness*, ~~*invisibility*~~ ~~*purge*~~ (pre-cast), *bestow curse* x3, ~~*magic vestment*~~ (pre-cast); 4<sup>th</sup> – *freedom of movement*, *restoration*, *divine power*; 5<sup>th</sup> – *slay living*, *break enchantment*.

Possessions: Weapons: +3 Mace, light (18,305 gp).  
Armor: +3 Chainmail (9,300 gp). Shields: +3 Shield,  
light wooden (9,153 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

## APPENDIX 8: CREATURES

### APL 16

#### ENCOUNTERS 4 AND 6

**Elf, Drow Sor16:** CR 17; Medium Humanoid (Elf); HD 16d4+16(Sorcerer) ; hp 65; Init +3; Spd 30; AC:21 (Flatfooted:18 Touch:13); Atk +9/4 base melee, +11/6 base ranged; +12/+12/+7 (1d4+2+Poison, +1 Dart); SA: Poison (Ex), Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 29; 50% Displacement; DR 10/-; Chance Spell Failure: 10%; AL NE; SV Fort +9, Ref +11, Will +13; Str 12, Dex 16, Con 13, INT 14, Wis 11, Cha 22.

Skills: Balance +4, Concentration +20, Escape Artist +12, Listen +3, Search +4, Spellcraft +21, Spot +10. Feats: Boost Spell Resistance, Combat Casting, Disciple of Darkness, Improved Natural Armor, Maximize Spell, Quicken Spell, Simple Weapon Proficiency.

Spells Known (Sor 6/8/8/7/7/7/5/3): DC = 18 + spell level): 0<sup>th</sup> – *touch of fatigue, ray of frost, flare, daze, resistance, acid splash, read magic, detect poison, mending*; 1<sup>st</sup> – *burning hands, magic missile* (maximised x6, three quickened), *ray of enfeeblement, shocking grasp, cause fear*; 2<sup>nd</sup> – ~~*eagle's splendour*~~ (pre-cast), *scare, scorching ray, touch of idiocy*; 3<sup>rd</sup> – ~~*haste*~~ (pre-cast on party), ~~*displacement*~~ (pre-cast), *hold person, slow*; 4<sup>th</sup> – ~~*stoneskin*~~ (pre-cast), *confusion, fear, phantasmal killer* 5<sup>th</sup> – *dominate person, feeblemind* (used three slots), *symbol of pain, wall of force*; 6<sup>th</sup> – *disintegrate, flesh to stone, true seeing*; 7<sup>th</sup> – *insanity, finger of death, symbol of weakness*.

Possessions: Weapons: +1 Dart (2,301 gp). Armor: +4 Studded leather (16,175 gp). Magic: Ring: Counterspells – *disintegrate* (4,000 gp); Ring: Counterspells – *reciprocal gyre* (4,000 gp); Wondrous: Cloak of Resistance +3 (9,000 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

**Elf, Drow Ftr14:** CR 15; Medium Humanoid (Elf); HD 14d10+28(Fighter) ; hp 135; Init +8; Spd 20; AC:23 (Flatfooted:21 Touch:12); Atk +18/13/8 base melee, +18/13/8 base ranged; +24/+24/+19/+14 (1d6+10+Poison, +4 Rapier, 14-20/x2); SA: Poison (Ex), Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 27; AL NE; SV Fort +11, Ref +8, Will +2; Str 19, Dex 18, Con 15, Int 14, Wis 6, Cha 11.

Skills: Balance +6, Bluff +5, Climb +2, Escape Artist +6, Hide +2, Intimidate +19, Jump +1, Listen +0, Search +4, Spot +2. Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Blind-Fight, Boost Spell Resistance, Combat Reflexes, Dodge, Greater Weapon Focus: Rapier, Hold the Line, Improved Critical: Rapier, Improved Initiative, Power Critical: Rapier, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Toughness, Tower Shield Proficiency, Weapon Focus: Rapier, Weapon Specialization: Rapier.

Possessions: Weapons: +4 Rapier (32,320 gp). Armor: +3 Chainmail (9,300 gp). Shields: +2 Shield, light wooden (4,153 gp). Magic: Potion: Bull's Strength (4) (400 gp).

**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.

**Elf, Drow Clr12:** CR 13; Medium Humanoid (Elf); HD 12d8+24(Cleric) ; hp 90; Init +3; Spd 20; AC:24 (Flatfooted:22 Touch:12); Atk +12/7 base melee, +12/7 base ranged; +17/+17/+12 (1d6+7+Poison, +4 Mace, light); SA: Poison (Ex), Spell-like Abilities Dancing Lights 1 (1) Darkness 1 (1) Faerie Fire 1 (1) ; SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects, +2 Will Saves vs. Spells and Spell-like Effects, Light Blindness (Ex), Spell Resistance (Ex): 25; AL NE; SV Fort +10, Ref +9, Will +13; Str 16, Dex 16, Con 14, Int 14, Wis 21, Cha 15.

Skills: Balance +3, Concentration +17, Diplomacy +4, Escape Artist +1, Heal +19, Listen +7, Search +4, Spellcraft +17, Spot +8. Feats: Armor Proficiency:

heavy, Armor Proficiency: light, Armor Proficiency: medium, Boost Spell Resistance, Combat Casting, Dodge, Lightning Reflexes, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Mace, light.

Spells Prepared (Clr 6/7/5/5/4/4/2): DC = 17 + spell level): 0 – *guidance*, *inflict minor wounds*, *resistance*, *detect magic*, *read magic*; 1st – *bless*, *cause fear* x2, *doom* x2, ~~*shield of faith*~~ (pre-cast); 2<sup>nd</sup> – *desecrate*, *hold person* x2, ~~*owl's wisdom*~~ (pre-cast), ~~*desecrate*~~ (pre-cast); 3<sup>rd</sup> – *deeper darkness*, ~~*invisibility*~~ ~~*purge*~~ (pre-cast), *bestow curse* x3, ~~*magic vestment*~~ (pre-cast); 4<sup>th</sup> – *freedom of movement*, *restoration* x2, *divine power*; 5<sup>th</sup> – *slay living* x2, *break enchantment* x2; 6<sup>th</sup> – *dispel magic*, *greater* x2.

Possessions: Weapons: +4 Mace, light (32,305 gp). Armor: +3 Chainmail (9,300 gp). Shields: +3 Shield, light wooden (9,153 gp).

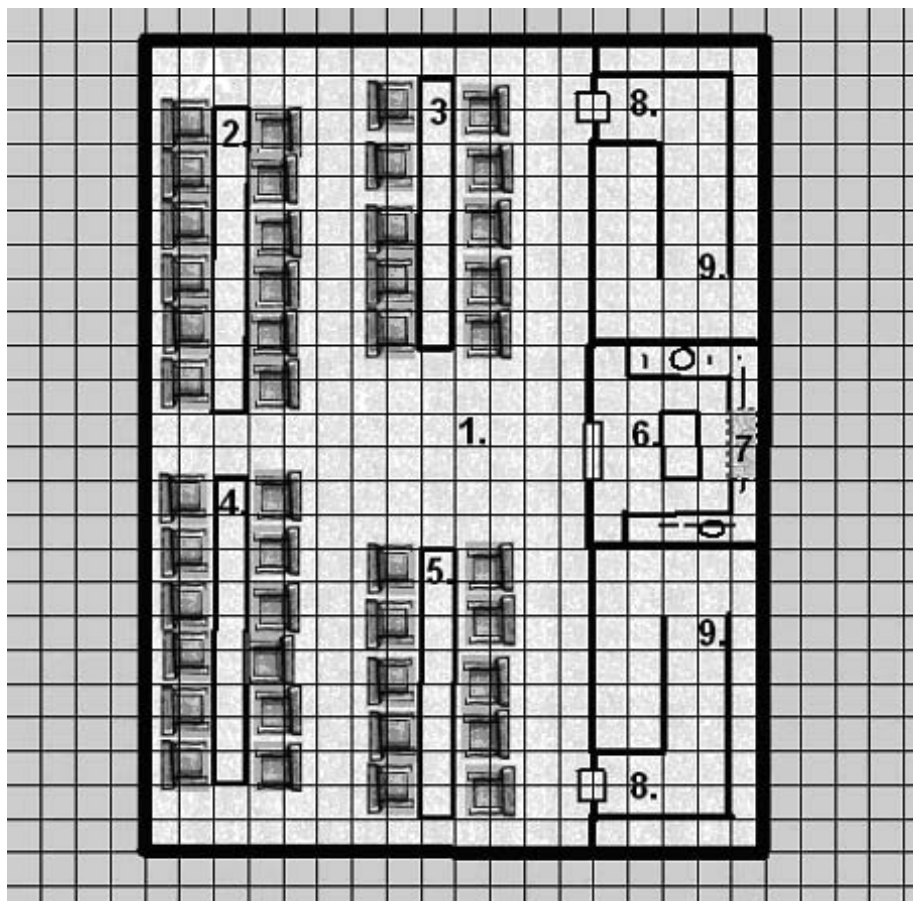
**Drow Poison (Ex):** An opponent hit by a drow's poison weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute the subject must make another DC 13 Fortitude save or remain unconscious for 2d4 hours.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds they are *dazzled* so long as they remain in the area.



## APPENDIX 5 : MAPS OF THE ORPHANAGE

### TRAFT ORPHANAGE : UPSTAIRS GALA BANQUET HALL

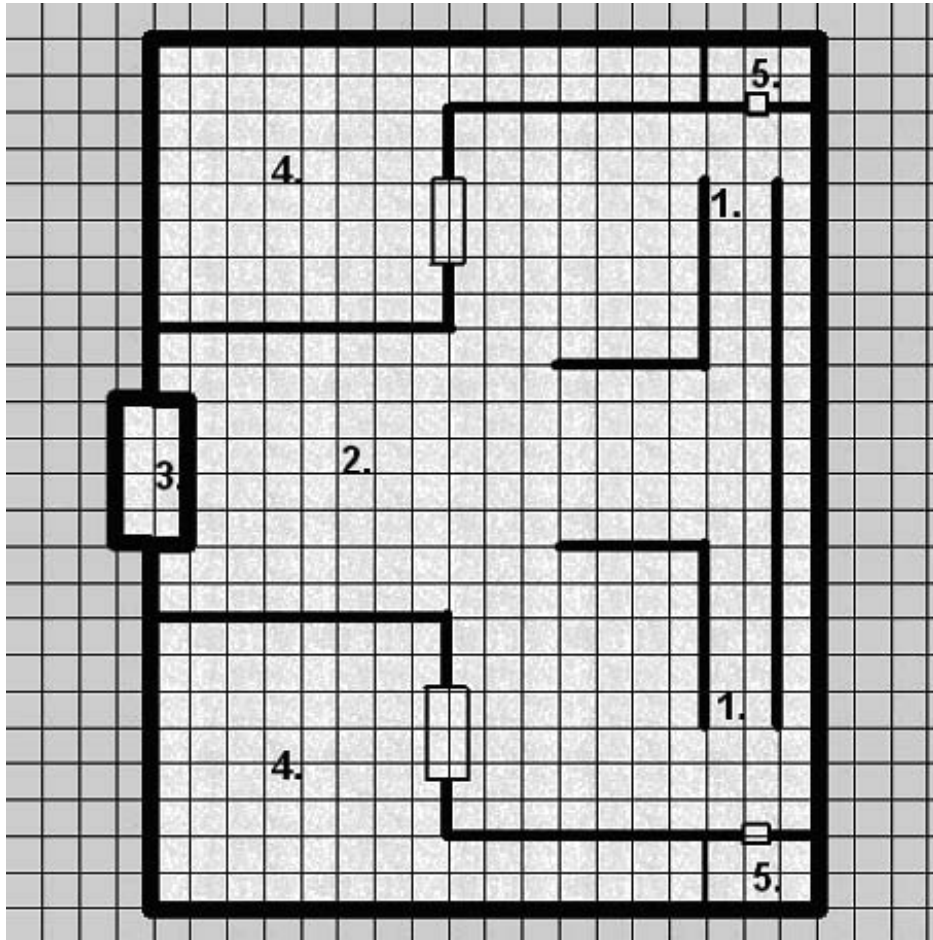


#### Key To Map

1. Dance Floor
2. Oostmeer Table
3. Roodberg Table
4. Vuurzward Table
5. Weisspeer Table
6. Kitchen (First Drow Unit)
7. Dumb Waiter (leads directly to Basement)
8. First Floor Landing
9. Stairs Down To Ground Floor

**Note:** The Second Drow Unit (Commander Ker'kral) is *teleported* into the banquet hall. Ker'kral appears at #1.

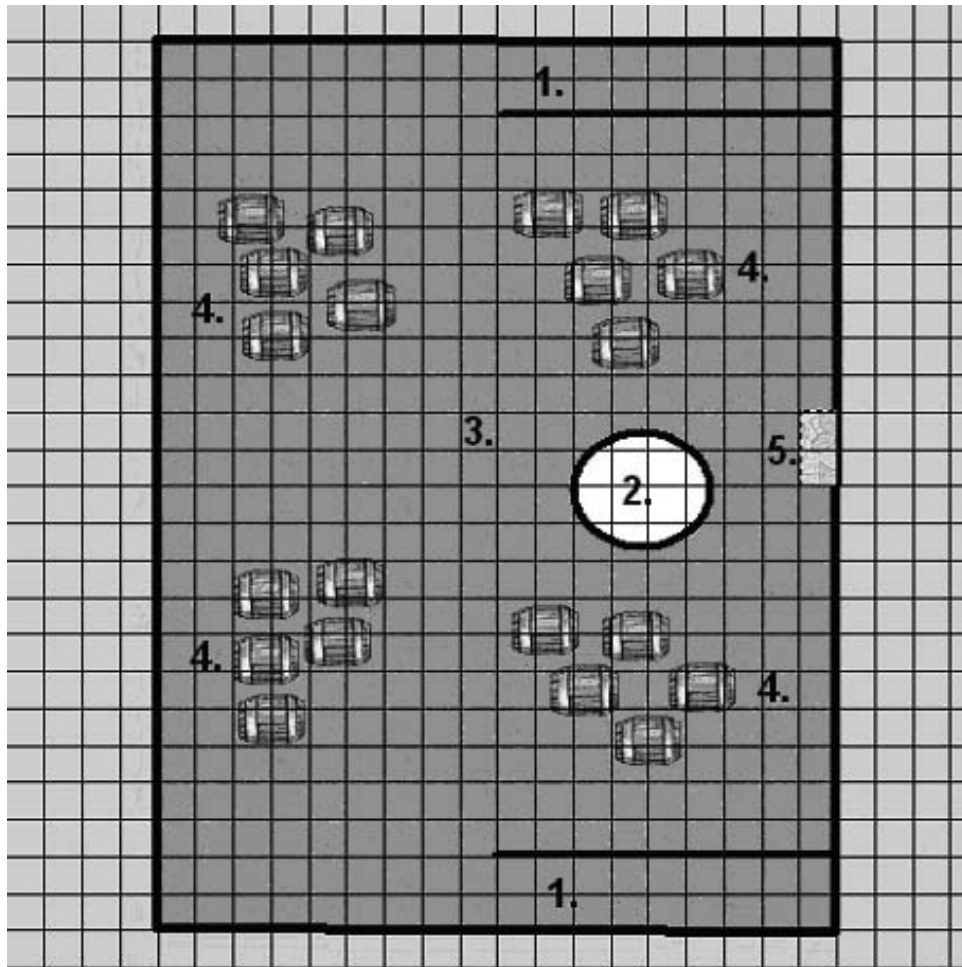
**TRAFT ORPHANAGE : DOWNSTAIRS (GROUND FLOOR ENTRANCE)**



**Key To Map**

1. Stairs Up To First Floor
2. Entrance Hallway (Third Drow Unit)
3. Front Door To Orphanage
4. Orphan Dormitories (Underdark Monster)
5. Stairs Down To Basement (Below Ground Floor)

TRAFT ORPHANAGE : BASEMENT (BELOW GROUND LEVEL)



**Key To Map**

1. Stairs Up To Ground Floor
2. Tunnel Entrance
3. Fourth Drow Unit (and orphan hostages)
4. Water and Spice Barrels
5. Dumb Waiter (leads directly up to the First Floor Kitchen)

## APPENDIX 6 : ARISTOCRATIC ALLIANCES IN TRRAFT CITY

In this adventure, the players are likely to do lots of interaction with Traftian Aristocrats. As DM, you should take a moment at the start of this adventure to determine how those Aristocrats will react/interact with the players during any encounter. To do this, find out which clan each PC belongs to, and write their name underneath the Family Alliance Chart.

Those PCs who are of a clan aligned to that family get a +2 circumstance bonus when using Bluff, Diplomacy or Gather Information checks against members of that family. Those PCs of another clan alliance receive a –2 circumstance penalty for those same checks. Those PCs who are Councilors Of Traft City, Businesspersons Of Traft City, or Defenders Of Traft City (via Special Certs) receive no penalty versus families of clans outside their own alliance. Outlanders (those of no clan) will not be spoken to by *any* Aristocrat. If every PC in the party is non-aligned, then Aristocrats will speak, but all checks will be at –4.

Hussen, Morganrood, Rosrijder Clan	Weisspeer, Vestmeer, Vossier Clan	Roodberg, Oostmeer, Vuurzward Clan
Family von Nurwolf (Rosr)	Family von Siff (Voss)	Family von Rickentropf (Oost)
Family von Kuurssen (Huss)	Family von Bruegellian (Vest)	Family von Frillnius (Oost)
Family von Malachian (Morg)	Family von Vienerhauss (Vest)	Family von Kordanis (Rood)
Family von Girnhimuus (Morg)	Family von Fredrikkson (Weis)	Family von Roodgardt (Rood)
	Family von Ayedder (Weis)	Family von Oostmeeren (Oost)
		Family von Stoger (Vurz)
		Family von Cheigrich (Rood)
		Family von Lolveig (Oost)
		Family von Urwiggen (Oost)

THESE PC'S ARE CONSIDERED "OUTLANDERS" AND RECEIVE A -4 PENALTY TO ALL CHECKS WHEN DEALING WITH ALL ARISTOCRATS :

---

---

---

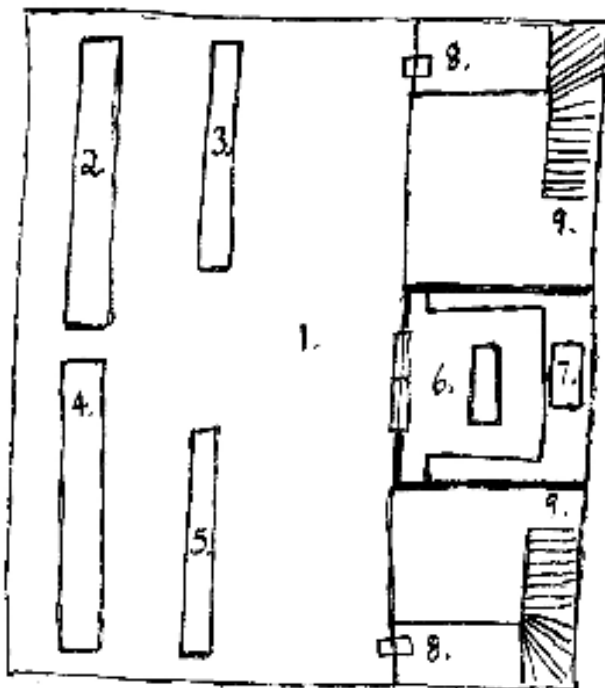
---

---

---

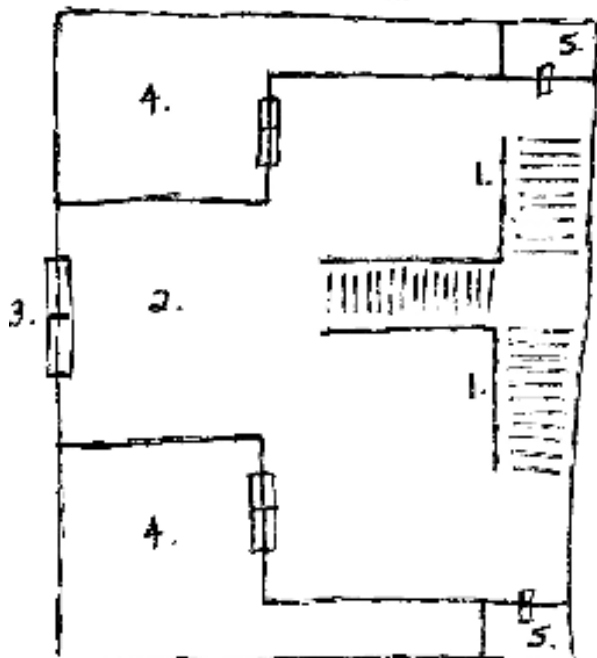
## PLAYER HANDOUT 1: PLAYER'S MAP OF THE ORPHANAGE

## Traft Orphanage - Upstairs Banquet



1. DANCE FLOOR
2. Oostmeier Table
3. Roodberg Table
4. Vuurzwaard Table
5. Weisspeper Table
6. Kitchen
7. Dumb Waiter - leads directly to storage in basement
8. First Floor Landing
9. Stairs Down To Ground Floor

## Traft Orphanage - Downstairs Entrance



1. STAIRS UP TO BANQUET FLOOR.
2. ENTRANCE HALLWAY
3. FRONT DOOR
4. ORPHAN DORMITORIES
5. STAIRS DOWN TO BASEMENT