

COU05-03

Eternal Love

A One-Round D&D LIVING GREYHAWK[®] County of Urnst Regional Adventure

Version 1.4

Round 1

By Dennis Stalnaker

Disturbing rumors and disturbed graves, could this be the work of grave robbers, the undead or something even more sinister. A County of Urnst regional module for APL 2-12.

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

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

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

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

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

The players are free to use the game rules to learn about equipment and weapons their characters are

carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

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

If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are

added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

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

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

APL also affects the amount of experience and gold a PC may 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 will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. 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.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

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

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

Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has

taken any nonlethal damage or ability score damage, the DC increases to 12.

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	

Time Units and Upkeep

This is a standard one-round Regional adventure, set in County of Urnst. Characters native to County of Urnst 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 scenario.

A character who 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 Survival check (DC 20), 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*.

Acknowledgements

The author would like to thank the following individuals for assisting with the production of this scenario: the editors, Nick Carnival, D'Anne Rooney, Jeanne Scharfenberg; and the play testers, Steve Bergenfeld, Brian Glose, Jonathon Johnson, Tammy Lehman, Barry Oviatt, Jeremiah Peace, Bill Scharfenberg, Damon Schoonover, James Stepanek, Kevin Weibler. If any contributors have been overlooked, it is the fault of the editors, not the author. Please accept our apologies. [It wasn't me! – ed.]

Adventure Background

It's hard to find happiness but sometimes it just falls into your lap when you least expect it. Such was the case with Maret, an innkeeper on the outskirts of Rothberry. Maret has had a lot of tragedy in his life, from the death of his mother and father in the Greyhawk wars and more recently the loss of his younger brother and sister to a plague spawned by followers of Incabulos. Recently he has moved to Rothberry and bought the local Inn, called the Boar and Snore. It was here that Maret's luck began to change. He met Yareck and Loyana, some farmers who took him in like a son and whom he grew to love as his own parents, but more importantly he fell in love with their beautiful daughter, Melaine. After a year of knowing her, he asked for her hand in marriage.

A month ago, an Arcanloth named Talaxasartha made his way into Oerth and has been striking deals to increase his power and standing. Posing as a higher power sent to grant wishes, he made his first deal was with a local farmer named Laris. Laris was a simple man whose only claim to fame was that he was as lazy as he was stupid. The deal struck was that the Arcanloth would summon some creatures that could help out around the farm, watering the crops when needed, and wouldn't get up and leave. In return, Laris promised his soul when he died, after all, it wasn't like he was using it. The Arcanloth fulfilled his promise by summoning a water elemental and performing a ritual that would bind it to this plane. The elemental was shrewder than expected, and due to some loose wording in the contract, killed Laris before he could fully issue his commands. His body was found and ruled a natural death by drowning.

One week ago, Maret and Melaine spent the day together enjoying the countryside and while swimming in the same local pond, Melaine disturbed the water elemental and was drowned by it. Maret did not see her go under and does not know that a water elemental caused her death. It was after her funeral that the Arcanloth heard him crying and appeared to strike his next deal. Maret wanted one thing, for Melaine to be back at his side. Maret, having seen the soulless undead of the county was explicit enough to stipulate that it must be her body, mind, and soul. In return, he offered up the deed to his Inn that will be transferred in five years to meet another bargain the Arcanloth has struck with a man in Nyronnd.

The Arcanloth has managed to bind Melaine's soul to her undead body through the use of a combination of Animate Dead and a modified version of Soul Bind off of a scroll. Maret was thrilled to have Melaine back and seems to have mentally blocked out the bluish tinge to her skin and the fact that she no longer breathed. Maret tried to explain to her what he had done and that he had done it all for her so they could be together like they were supposed to be, but Melaine, terrified about being

forced back into the dead shell of her body, fled into the night before Maret could stop her.

Melaine is decomposing at an alarming rate and is now a Zombie with a soul. She wants nothing more than to be put to rest but knows from her one conversation with Maret that her soul can only be freed by Maret destroying the gem that binds her to this plane, something Maret will not allow. He is beyond reasoning with and feels that it will just take her some time to adjust to the situation, and that she still loves him. In a way, she still does. She knows that he doesn't mean to harm her but cannot get him to listen to reason. To prevent the party from freeing her soul, Maret later strikes another deal with Talaxasartha to protect the gem, this time offering his soul.

Adventure Summary

While passing through the outskirts of Rothberry, the party is asked to investigate reports of a ghost. A recently deceased woman, Melaine, has been spotted by her elderly mother and father. No one believes that they have seen the ghost of their daughter, but the parents would like to have it investigated so that their daughter's soul can be put to rest.

The party can learn that another young man drowned in the same place she died. Melaine was buried 5 days ago and Laris was buried about a month before. Investigating the murder, the party learns that she was not killed by natural causes as first suspected and will face the water elemental that killed her.

Eventually the trail leads the party to the actual zombie of Melaine who will try to explain what has happened and ask the party to help free her soul. Escorting her back to the inn, Maret refuses to accept that she should die and signs a deal to have the Arcanloth's minions attack the players to protect Melaine.

DM Note: There are 3 events listed as Event A, B, and C. Unlike the encounters, they are not tied to a specific location. Players should encounter each of these, but they can happen at any logical place.

Preparation for Play

Players who are **Clerics of Pholtus**, receive +4 circumstance bonus to Charisma-based skills when dealing with the **Meret** and the local **Cleric of Pholtus**.

Permitting non-standard use of influence during this scenario is up to the DM's discretion. The influence spent in this way must be appropriate for the entity granting the influence and that entity's region of influence. The cost for a single non-standard use is a minimum of 3 influence points, as per *Favors and Influence in the County of Urnst Regional Living Greyhawk Campaign*. The DM is

required to email the Triad at coutriad@yahoo.com to report the non-standard use for evaluation to be included in subsequent revisions of that document.

NPC Spellcasting

In nearby Rothberry, there are clerics, sorcerers and wizards of sufficient level to cast up to 9th level spells as per the LGCS.

The closest druid circle with druids able to cast 4th level spells is in the Dreerwode Forest. After completing the scenario, each dead PC and his gear may be taken by one living PC to the Dreerwode Druids for *reincarnation* (therefore, a maximum of three dead can be taken by three living to the druids). Each PC, living and dead, making this trip over land must deduct an additional TU from their Adventure Record (in addition to any costs listed in the LGCS). If faster modes of transportation are used, this additional deduction is not required.

Introduction

Heading down the road to Rothberry you can't help but wonder what got into you that you would want to venture out in this weather. The spring showers common in this part of the County have been replaced by terrible storms that have swelled many of the riverbanks and flooded some southern communities. Constant torrents of stinging rain and gusts of wind obscure your vision, and if not for the well-kept highways, you're sure even the best Rangers in the land might have gotten lost a few times. During your journey, you have been joined by other adventurers, each weathering the storm in his or her own way.

Take a moment to allow the characters to introduce themselves.

A forking bolt of lightning arcs though the sky followed by an earsplitting clap of thunder that rumbles and echoes throughout the countryside. Ahead you can just make out the glow of a lantern through a window of what looks to be a farmhouse. You guess that it can't be too much further to town, but even a brief pause out of the rain would be welcome.

The party can choose to continue on to town or seek shelter from the rain here. If they wish to continue on, it's only another 15 minutes before the outskirts of town. If the party chooses to seek shelter at the farm continue to Encounter One, otherwise skip to Encounter Two at the inn. The party will likely want to return to the farm later after learning of Melaine being spotted by the family.

Encounter One: Meet the Parents

Walking towards the farmhouse the door suddenly swings open. A tall man stands in the doorway lit from behind by a warm fire burning in the fireplace. He looks out in your direction. "Melaine? Is that you?" Before you can answer, another flash of lightning lights up the area giving him a better view of you. His shoulders visibly sag as he sees you approach.

This is Yareck, Melaine's father. He will offer to let the adventurers take shelter with him and his wife until the rain abates a bit. It is obvious the couple has suffered some recent tragedy and will tell the story of their recent loss with little prompting.

One week ago their daughter Melaine drowned in a nearby pond. Yareck and his wife, Loyana, have taken the loss of their only child very hard, but last night as the couple sat at the kitchen table, a bolt of lightning revealed what looked like their daughter standing outside the window. They rushed outside to find footprints leading into the nearby woods but could find no sign of their daughter.

- No one believes that Yareck and Loyana have seen their child
- Melaine was engaged to be married to the town's Innkeeper this summer
- Everyone liked Melaine and her fiancé Maret
- Maret runs the Boar and Snore Inn
- A month before Melaine died another farmer, Laris, drowned in the same pond
- There were no witnesses to Laris's death; Maret was present when Melaine's died.
- Maret is a good man and beyond suspicion.
- Maret did not see Melaine go under, and didn't know there was a problem until it was too late.

Currently Yareck and Loyana are just happy to have someone to share their story with, but are more than willing to allow actual adventurers to investigate her disappearance and mysterious reappearance. If asked, they really have nothing to offer the party. They have fallen on hard times and cannot afford to pay for any assistance. The players can stay here for the night if they choose, or if they prefer something more comfortable than the kitchen floor, town is nearby.

Development: Tracking at this point is near impossible (DC50). The heavy rains have washed away and tracks or scent in the nearby area.

Encounter Two: The Boar and Snore Inn

The Boar and Snore Inn is a small Inn and Tavern situated on the southeast end of the suburb. Being out of the way of most travelers, the Inn doesn't have a lot of variety in its fare, which can vary from day to day based on which merchants have come through town. A wine merchant named Merruk Hezbrun from Didieln passed through recently after being attacked by bandits and sold most of his goods here before heading back, and you can always get Rothberry Black stout due to the close proximity to the Dwarven brewery of Irongate. Some of the other drinks on the menu are Torquann Banner Gold Brandy and Yarne Winery Harvest Shipment Private Reserve.

The constant rain has turned to a light drizzle as you come into sight of the town's only inn, the Boar and Snore. The door squeaks a little as you push your way in, but other than that it appears to be fairly well kept. A balcony looks over the main tavern floor from the inn rooms above. The floor and tables are clean, and the food looks good. Behind the bar is a young man who looks like he has seen better days, and seems out of place in this immaculate dining area. His tunic is stained and wrinkled, and he looks as if he hasn't shaved in two or three days. He clutches what appears to be a holy symbol of Pholtus in his right hand and stares blankly at it. A plain looking girl appears to be doing most of the work from taking orders to heading back to cook. She smiles wearily and waves you to a seat when she sees you come in.

This is Maret, the innkeeper, and his serving maid, Gwendiline. Also in the inn are several local families who are having dinner at the inn. Maret was a firm believer in Pholtus and still pays lip service to him but has deviated from his lawful ways to bordering on chaotic. Some mannerisms may tip off the change to players as will a *detect law* spell.

Gwendiline doesn't know any more about the whole incident than the other families but is more willing to talk about it. She is also more likely to accept wild theories about evil, the gods, and fate than a simple natural cause of death like drowning, so she will tend to color everything with her views. Gwendiline and the inn patrons know the following which can be gleaned with a Gather Information check (DC10+APL):

- Maret and Melaine loved each other very much, and no one has any reason to harm either one of them.
- Maret has only lived here for about a year and fell in love with Melaine shortly after moving here.
- They were to be married this summer.

- Melaine drowned in a nearby pond. She is the second person to drown there this year. The first drowning occurred shortly after the Spring thaw about a month ago.
- There was no evidence of foul play when Laris drowned earlier this year; he was just a bad swimmer, and picked a bad time to try and learn. The water was still near freezing from the recent winter.
- Melaine's parents have caused quite a stir by claiming that they have seen Melaine alive outside their window. No one really believes them, but the strain on poor Maret must be awful.

If specifically asked about other weird happenings, in the past 6 months, two other people have disappeared. An elderly farmer, who had no remaining relatives, and a dwarven woman who worked at the brewery (their bodies can be found in encounter seven).

- They disappeared several months ago and do not appear to be related to the two recent accidental drownings.
- The Pond was searched 2 months ago when the elderly farmer disappeared, but nothing was found.
- The Dwarven woman disappeared 6 months ago and was new to town. She had no friends or family.

Maret is a bit more informative but at the same time he won't tell the full truth about everything. He is not evil but has deviated from Lawful Good to Neutral as a result of his trials. If approached by the party about the death of Melaine he would like to take them aside and request their help.

After leading you to a table well away from any other patrons, Maret speaks. "I must ask you not to tell anyone what I'm about to tell you. I don't know why she has left, but Melaine isn't dead. I helped her fake her death and dug her up after everyone had left the graveyard. Once she was out she ran away. I knew that she was trying to escape something and I promised not to tell anyone, but I had just assumed that when she ran she would take me with her. I believe that her parents have really seen her and as such I believe she is still around town. Please, find her and bring her back to me."

Maret would prefer that her being alive be kept a complete secret from everyone including her parents until the party can learn why she has gone into hiding from everyone.

A *detect lie* or *zone of truth* can reveal a lot of information here and as such Maret will attempt to give as much truthful information up front to avoid suspicion and harder questions later on. Do not recommend the party cast these, but it is a definite possibility. On a casting of a *zone of truth* or *detect lie* (which allow a saving throw), he will immediately volunteer the following

information. If no divinations are cast, he will still offer up this information but is willing to wait to be questioned. Also, remember that belief plays a big part in the results of a *detect lie*. Maret may say some lies, but because he believes them, they will not alert the party members through a *detect lie* or sense motive. If needed, Maret's Bluff modifier is +6.

- I did not kill Melaine nor did I have anything to do with her death. (True)
- I love her very much and she loves me just as much, I'm sure of it. (True)
- I saw her alive after her funeral when I dug her up. (True, sort of. While technically she is undead, Maret believes she is alive and even seeing her rotting form will not change his love for her or his belief that she is alive)
- I do not wish to harm her or let anyone else harm her. (True)
- If you find her and she really truly does not want to ever see me again, I won't pursue her. (False, he loves her and will do everything in his power without hurting her to convince her to stay.)

At this point, Maret will ask the party to go out and find her and make sure she is safe. He hopes that he has given enough information that the party will leave without asking further questions, but he will also answer the following questions if asked specifically.

- He was preparing a picnic while she was swimming, he did not know she was in trouble until she was all ready dead. (True)
- When was the last time you saw her?
Three nights ago in this very inn. It was shortly after I dug her up. (True)
- How did you fake her death?
She was given drugs to slow her heart rate and breathing. She assured him that she would not be harmed and even demonstrated it on her pet cat. (False, all lies but he feels the details about the cat make it more believable)
- Does he have any more of the drug?
No. (True)
- Does he know how Laris died?
He really did drown in the pond (true) and claiming that she died the same way made a convenient story. (False, she really did drown)
- If she loves you, why did she run away?
I don't know, maybe she really doesn't love me anymore, or maybe she was trying to protect me from whatever dark secret that caused her to want to fake her death. (True, he doesn't understand why she ran away even if he does know that she did not appreciate

the gift of life he got for her, and still believes she just needs some time to accept it)

- Why did she want to fake her death?
I don't know, she wouldn't tell me but told me that she had to do it. If you can find that out to, I would like to know. (False, blatant lie)

Development: It is quite possible that the players will pin Maret down well enough to find out he has done something wrong and may have him arrested or even provoke a fight. That's okay. The party will probably still want to find Melaine, and after hearing her story, find the gem back at the inn. Maret can break down now and reveal everything, and the module will still work. That being said, it's more dramatic for him to reveal everything at the end of the module so try to avoid giving it away now.

Maret: Male Human Com1. (See Appendix A)

Encounter Three: Exploring the Burbs

There are several places in town players may wish to explore. They do not all have a direct relation to the module, but where appropriate extra clues have been included. Where possible, numeric locations on the map relate to encounter numbers.

1. **Yareck's Farm** – See Encounter 1
2. **The Boar and Snore Inn** – See Encounter 2
3. **The Irongate Brewery** – The largest building in Rothberry, the Irongate Brewery is one of the largest importers of barley and rye in the region. The owner, Kir Irongate, and his family are well-known and liked throughout the area. Various mushrooms and fungi are grown underground here and are added to many of the different brews that the Irongate family makes. The most popular brew is the Rothberry Black Stout which can be found throughout much of the County of Urnst. The recipe is a secret, but many in the area claim that their farms supply some of those ingredients.

Kir knows very little about the deaths and disappearances of the humans, but knows the following about the dwarven woman mentioned in Encounter two at the inn.

- She had moved here about 6 months ago from Geoff and had no real friends or family.
- She only worked here for about a week before she disappeared.
- No one was really to concerned, and assumed she had abandoned her job and went back to Geoff.

Kir Irongate: Male dwarf Fig4/Rog3.

4. **The Graveyard** - See Encounter 4
5. **The Pond** – See Encounter 5
6. **River Crossing** – See Encounter 6
7. **Forest Clearing** – See Encounter 7
8. **Temple of Pholtus / Authorities** – This modest looking temple is run by an Oeridian man named Prelate Holbek. Holbek is a progressive member of the One True Faith, and while he believes Pholtus is the only true god, he is more interested in converting people to Pholtus than persecuting them for following someone else. Holbek is also an unofficial member of Rothberry's city guard. The people in this outlying area accept Hobek's authority.

Holbek knows the following about current events.

- Holbek presided over the funerals of both Melaine and Laris.
- Both bodies were inspected by him and it appears to have been death by natural causes.
- Laris was not a good swimmer, and often disruptive with his bad habits in church.
- Melaine wasn't a great swimmer, but swimming in the pond is something she had done last year, and isn't sure why she had problems this time.
- They investigated the pond about 2 months ago when an elderly farmer disappeared in the area, but didn't find anything unusual.
- They have not investigated the pond recently other than a quick look around the banks for signs of a struggle. (There were no signs)
- The old farmer worshipped here regularly. Holbek was a little concerned about his disappearance, but has given up hope searching for him.

Holbek is also the final approving authority if the party wishes to exhume the graves at some time, although he will be reluctant to grant permission without good reason. He has a few potions of *cure light wounds* that he will allow parties to use for an appropriate donation (at DMG cost).

Prelate Holbek: Male human Clr3.

9. **Tinlar's General Store** –Tinlar runs a small general store that supplies most of the goods in the area. While he does have some simple weapons for sale, he specializes in farming equipment and household goods and does not offer a lot of purely adventuring gear. Players may purchase only simple weapons and bows (plus ammunition) from Tinlar as well as any mundane equipment item in the PHB. Armor is not available. Tinlar was not close to anyone who has

disappeared although he did go to both funerals; it's a small community so everyone knows each other.

Tinlar: Male human Com1.

10. **Blacksmith** – Thole Hammerfrost, a hill dwarf, is the owner of this store. Like the General Store, he doesn't have much call for making weapons or armor, but can craft one if it's not too complex within a day if requested. Thole doesn't particularly care for the Irongate family of dwarves who run the Brewery, but they at least maintain the semblance of civility as he makes a lot of the parts for the stills. If asked, he knew the dwarf woman who disappeared, and asked her for a date, but was stood up. He figures it's because he's a Hill Dwarf and she was a Mountain Dwarf.

Thole Hammerfrost: Male dwarf War3.

11. **Laris's Farm** – Laris' was a young man of about 18 years when he drowned. He had a younger brother (Mitrik – 6 years old) and father (Galt) whom he lived with. Galt knows the following.
 - Galt did not know Melaine or Maret very well. Occasionally, Yareck would buy fresh vegetables and meats from Galt when important visitors were staying at the inn, but they mainly dealt with the general store for shopping.
 - Laris was a good kid, but often Galt wondered if Laris was touched by Zagy. He wasn't that smart and had some bad manners.
 - Laris was simple, but didn't have any enemies.

Laris may have had a crush on Melaine at one time or another, but he had a crush on lots of girls, and would never hurt any of them.

If the party alludes to the possibility of the innkeeper's fiancé being alive or the sighting of her ghost, the farmer is visibly scared. He is more than willing to blame the death of his son and Melaine on supernatural forces. He isn't that much smarter than his son was made out to be by the townspeople, and a lot more superstitious and will jump at any story no matter how illogical.

Encounter Four: The Graveyard

The cemetery is surrounded by a low stone wall in a pentagon shape. Several tiers of walls exist as the graveyard has grown over the years.

For such a small town, there sure seem to be a lot of graves in the local graveyard. Some of the headstones amazingly date back over 200 hundred years. It appears that all the newer headstones

radiate outwards from the older ones in the center in a pentagon shape.

Searching the Graveyard (DC20 search, DC15+APL Spot, or DC15 Track) the party can find two graves that appear to be freshly dug, one for the Melaine and one for Laris, the farmer. A successful spot check (DC10+APL) will reveal that the grave for the farmer has been disturbed slightly more recently than Melaine's, even though the farmer was buried a month before the innkeeper's fiancé. In addition, a survival check (DC20) also reveals that Melaine's grave has in fact been disturbed after she was buried. Town members will resist an attempt to exhume the graves without good cause, such as sightings of the woman from people other than the parents. If the party chooses to dig up the graves or manages to get permissions they will find that both corpses are missing.

If anyone asks or looks specifically at the ages of the tombstones, you can also provide the following information. The oldest headstones are about 230 years old, but the town has not been here as long as the graveyard. There are a disproportionately high number of graves for the years 400CY and 500CY. This doesn't pertain to the module, but could be used in a future plot as 600CY is quickly approaching.

Development: Maret had decided to bring an extra body on which to test the reanimation process before allowing it to be used on Melaine. Laris's corpse has since been killed again and buried outside of town.

Encounter Five: The Pond

The murky pond has swelled beyond its normal shores caused by the recent rains. Little ripples appear in the water from both the drops of rain falling from above and from the fish below biting at the small bugs at the surface. An old swing hangs out over the water from a tall oak nearby

A careful search near the edge of the water (Search DC12+APL) will reveal the sparkle of silver in the silt near the shore. The silver forms a roughly circular pattern in the mud. A spellcraft check (DC18) makes it apparent that this could have been used in casting of a *Magic Circle*. Identifying the circle isn't too much trouble, but there is no easy way to know that this was used during the casting of *Lesser Planar Ally* (or *Planar Ally* at higher APL's) to bind the Elemental for Laris's bargain. The silver also seems to be smeared out towards the center of the lake. Further searching will require the party to swim out into the pond.

Tactics: Swimming in the pond is enough to disturb the elemental that now resides here. The elemental prefers to rest near the middle of the pond 15' down and will become agitated whenever someone starts swimming. The preferred first round of combat for the elemental is

to try to grapple the person in the water and go for a pin. It will attempt to hold the person underwater until they drown and hopefully not alert anyone who might be watching from the surface that anything is going on. Only one elemental (if applicable) will engage prior to the party attacking. Remember that the pond is fairly murky, reasonably deep, and agitated from the rain so players on the surface may not see anything going wrong. They may become alarmed if their companion does not surface after a minute. In addition the murky water provides 50% concealment at 5 ft' and total concealment further away. The elemental will use its vortex ability if multiple opponents engage it in the water or if they ward themselves with *Protection* spells.

Note that *Protection* spells only protect players from bodily contact from natural weapons. Vortex is fully effective (as the damage is caused by the natural water of the pond) and the elemental can always resort to ripping a large branch off the tree and using it as a club of the appropriate size. The elemental will not pursue players onto dry land due to its water mastery unless it has all ready downed several characters and are sure that it can finish them off without drawing attention to itself from others in the area. It will fight at the edge of the pond where players may only be ankle deep in the water.

The elemental is aggressive but it is possible that party may try to converse with it in *Aquan* or with a *tongues* spell. A diplomacy check (DC25) or a *calm emotions* spell is enough to briefly stop the elemental from attacking. The party can learn a few things from the elemental.

- The elemental killed both a farmer about a month ago when it was summoned as well as a woman about a week ago for invading their new temporary home.
- The elemental is not planning to stay long, just through the end of the harvest season, several months away, as agreed in the deal.
- The deal was struck with an Arcanaloth who agreed to destroy a powerful fire elemental in return for answering the farmer's request for service for the year.
- The deal was struck with the Arcanaloth and not the farmer, and before departing the Arcanaloth suggested that if the farmer died it might find its time here more peaceful until it could return home.
- The elemental does not know anything about the missing dwarf or elderly farmer.
- The water elemental refuses to leave the pond unless the party is willing to return it home early, either through a *plane shift* or *dismissal*. These methods may be beyond the grasp of the party. It will also not agree to let people swim in its new home until it leaves at the end of the harvest season. Either the party can negotiate with the town to avoid the pond until then or the party will have to destroy the elemental.

DM Note: It is important to be familiar with the rules for drowning (page 304 DMG), underwater combat, (page 93 DMG) and grappling (page 156 PHB). The EL has been adjusted up 1 for the dangers of fighting in the water and probable surprise, so avoid the temptation to go easy on the party by coming out of the water.

APL 2 (EL4)

👉 **Water Elemental, Medium;** 30 hp (See MM pg 100)

APL4 (EL6)

👉 **Water Elemental, Large;** 68 hp (See MM pg 100)

APL6 (EL8)

👉 **Water Elemental, Huge;** 152 hp (See MM pg 100)

APL8 (EL10)

👉 **Water Elemental, Greater;** 199 hp (See MM pg 100)

APL10 (EL12)

👉 **Water Elemental, Elder;** 228 hp (See MM pg 100)

APL12 (EL14)

👉 **Water Elemental, Elder (2);** 240, 220 hp (See MM pg 100)

Event A: Ghost Sighting

DM Note: Insert this encounter sometime during the party's travel to or from town.

As you head back into town you notice a small, agitated crowd outside the local general store. Drawing closer you can make out something about a ghost.

Tinlar, the general store owner claims that he has just seen Melaine's ghost behind his shop. He describes her as dirty and disheveled, but he also thinks that there was a pale bluish tinge to her skin. His first thought was to run away and by the time he gathered the courage to confirm what he saw she was gone. If confronted for details, he has none to offer as he panicked and ran, but he is certain it was Melaine's face. Tracking Melaine is extremely difficult at this time. The county is known for its well-kept highway system and while it does make it easy to travel, it also makes tracking across hard stone difficult. Added with the constant rain, other villagers who have all ready gone looking for tracks themselves, it's a DC32 to get as far as the river, and impossible after that point. Even finding a scent is impossible after the river (DMG page 298).

Development: If the players have already run through all the encounters, it's acceptable to skip over Event B and allow them to track her over the river.

Event B: Mob Rule

Heading back into town once more, you see a large group of people standing near the outskirts of town. Several people carry pitchforks or torches that sputter in the constant rain. You can just make out the angry voices crying out for the destruction of the undead.

Lead by Tinlar (the general store owner) and Galt (Laris's father), an angry mob has decided to hunt down and kill the ghost before any more tragedy can be brought to town. Galt is easier to deal with, partially because of his stupidity, but Tinlar has worked the town into quite a frenzy and will demand that either the party find and destroy the ghost, or they will. The party can attempt to calm them down and learn the following.

- Two more locals think they have seen Melaine within the past 15 minutes up on the Blue Mounds (local name for the Glangirn Hills nearby). Unlike before, they can pinpoint exactly where she was and which way she was heading.
- They are willing to take the party up the sloping rise to the forest edge and show the party where she was and which way she was going. As this is recent, the track DC is not modified by the weather, and the ground is softer in this point reducing the track DC to 16. Players can take 20 to find this trail, even without the track feat as the DC is less than 20.

While discussing this with the party, something else happens that the party may or may not notice. Talaxasatha begins scrying on the party. Any character with an intelligence score of 12 can notice it with a successful Spot check (DC20).

Encounter Six: Over the River

Climbing up the muddy slope that is the Glangirn Hills is made easier by the trees growing all about which you can grab onto to prevent slipping back down. Moving through the dense foliage, you have no doubt that this time you will find the creature before it gets too far away from you. The heavy rain may be depressing on some level, but whatever it is you've seen is leaving foot prints that are hard to miss even in the this shadowy forest and overcast day. About 500 feet into the forest, the hills level out and you see a clearing ahead which reveals a fast flowing shallow river that has swelled from rains.

Obvious footprints lead up to the river, and then continue on the other side.

Melaine has crossed the river here, and not a minute too soon. Although shallow now, and only 20 ft. across, the waters are rising rapidly and anyone who makes a spot check (DC15) will notice this. In addition a listen check (DC12+APL) will reveal both the sound of something moving away across the river and the sound of rushing water. Finally a survival or knowledge nature check (DC15) by anyone who either sees the water raising or hears the water should be able to identify a flash flood. In this case, it is made worse by an irrigation dam breaking not too far up stream. The party has two options, either they must cross quickly and hope to get to the other side before the water becomes dangerous or they must try to find another way across the river.

As the players attempt to cross the river the flash flood hits. The players (or the first group to cross) are swept away.

- The width of the river increases to 40 feet.
- Each round a character is in the water, she must make a DC10+APL swim check to avoid going under.
- A DC15+APL swim check arrests movement by grabbing onto a branch or rock.
- It takes 3 DC15+APL swim checks to make it to shore.
- Players being swept down stream travel at 18 ft. plus 2 ft./APL per round. Smart players may run along the banks down stream and tie a rope across the river to catch characters swept away.
- Rules for holding your breath and drowning can be found on page 304 of the DMG.

Encounter Seven: Through the Woods

Another crash of lightning finally reveals your prey not too far ahead. It does in fact look like a young woman running away. Suddenly she stops running from you and lets out a scream of fear. Stumbling backwards over a fallen log, she instinctively raises her arms to shield herself as you see just in front of her the shadowy form of a man with sword raised about to sink his blade into her.

Give the party spot checks at this time and then immediately go into initiative. Read each success in order so a DC35 will give the players all information. Starting from DC15.

- DC15 – Surely this is Melaine. Patches of her hair appear to have fallen out, her clothes are in disrepair, and she does have a bluish tinge to her now pale skin, but otherwise she fits the description you received

from both Maret and her parents. (Players are surprised, 15' from Drizla.)

- DC20 – All of the above plus the following. Something is not quite right about the man poised above her ready to strike. The shadowy form doesn't appear to be moving at all, almost as if it is a statue. (Players who beat a DC20 may act in the surprise round, 20' from Drizla.)
- DC25 – All of the above plus the following. Following Melaine's eyes back you see she is not cowering from the statue, but the horrible creature that likely created it. (Players start 25' from Drizla.)
- DC35 – APL4 and above only. **Your eyes meet as it gazes over in your direction.** Make a Fortitude save vs. petrification. (Players who beat a DC35 and are not petrified may warn others and no one is surprised. Player may choose start distance from 10-30ft.)

This encounter could go very badly for the party with a few bad saves, so for APL 4 or greater parties, make sure you are fully aware of the how Gaze attacks work. (Page 309 MM). Note: The rules for Gaze are different from the SRD to the official DnD sources. Make sure you are using an official source. Once the party is aware of what they face, it would also be a good idea to explain to them the actions they can take to protect themselves.

DM Note: At APL 2, the cockatrice does not have a gaze attack.

APL2 (EL4)

☛ **Fiendish Cockatrice**; 27 hp (See Appendix A)

APL4 (EL6)

☛ **Fiendish Basilisk**; 45 hp (See Appendix A)

APL6 (EL8)

☛ **Drizla, Medusa Druid**; 48 hp (See Appendix A)

☛ **Snake, Medium Viper**; 9 hp (See MM pg 280)

APL8 (EL10)

☛ **Drizla, Half-Fiend Medusa Druid**; 55 hp (See Appendix A)

☛ **Snake, Medium Viper**; 9 hp (See MM pg 280)

APL10 (EL12)

☛ **Drizla, Half-Fiend Medusa Druid**; 69 hp (See Appendix A)

☛ **Snake, Medium Viper (Advanced)**; 22 hp (See Appendix A)

APL12 (EL14)

☛ **Drizla, Half-Fiend Medusa Fighter/Druid**; 77 hp (See Appendix A)

🐍 **Snake, Medium Viper (Advanced);** 22 hp (See Appendix A)

🐉 **Fiendish Assassin Vine;** 65 hp (See Appendix A)

Scattered about are several stone creatures, including the missing elderly farmer (arms shielding his eyes), a warrior with sword raised, the missing Dwarven woman looking up from picking flowers, and a large wolf. None of the humanoids are savable, as each different creature type has done some specific damage to each statue. The cockatrice has been sharpening its beak and talons on them, the basilisk actually eats its stone victims, and the medusa has taken to defacing her work, literally. She has also damaged any gear that may have been of value. The wolf is still recoverable if the party casts a *break enchantment* or *stone to flesh* spell. At higher APL's this was Drizla's previous animal companion. At lower APL's it is just a new victim and has not been damaged yet. Among the petrified statues can also be found a small gray bag (*bag of tricks*), previously owned by the warrior, which can be found with a spot or search check (DC 12+APL).

Development: During the combat, Melaine will continue to flee although if things go horribly wrong for the party, feel free to have her throw herself into melee. She is immune to both poison and the petrification and may be able to draw off some attacks from a struggling party.

Event C: The Arcanaloth

If someone was turned to stone, here is their chance to fix the problem. Talaxasartha will take this opportunity to appear, after all a person in need is a person to take advantage of. Talaxasartha has no desire to fight and under no circumstances will he attempt to go toe to toe with a party. He should be able to flee before any fight can start. It is advisable that you become familiar with his abilities in Appendix B, but a brief rundown of his tactics is provided here.

Tactics: Talaxasartha will first go *improved invisible* and then *teleport* in. He will cast *detect thoughts* to read whether party members are going to attack him or not. Finally he has a *contingency* precast to *dimension door* out if the party casts or attacks. Players are entitled to a save vs. *detect thoughts* but if Talaxasartha feels too many people saved he will just cast it again. For game purposes, if the party starts discussing plans to strike or tactics to take him down he will *plane shift* out. Fiends of corruption are immune to alignment detecting spells, but Talaxasartha sometimes enjoys dropping this ability in the presence of Paladins. Attempt to *detect evil* will likely stun the caster, since he is an overwhelming evil outsider with 21 HD.

Read the following as the party continues after Melaine or as they try to recover from combat.

A snap of a branch off to your left draws your head around. At first you see nothing and then materializing before your very eyes is an average sized humanoid with the head of a jackal. In one hand he holds a small forked metal rod, and in the other he carries a large tome. "Pardon me, but I couldn't help but notice you seemed to be in a bit of a bind. My name is Talas and I was wondering if there was anything I could do to help you out?"

Characters can identify Talaxasartha as a Yugoloth, a fiendish creature from the grey wastes of Gehenna, with a knowledge the planes check of DC20. A DC27 knowledge the planes check identifies it specifically as an Arcanaloth, and a DC31 will also alert them that it is advanced in some way.

Here's your chance to do some dealing. Understand that Talaxasartha wants souls more than anything else, but always has a use for gold, services, and items as well. Also, Talaxasartha has been at this for a VERY long time and will not make deals that do not benefit him. A list of available trades is listed in Appendix C and on the AR. In addition to the items listed feel free to haggle for intangibles, such as love, prosperity and the like. They can have no in game benefit but can be fun to role-play and the players are still required to pay for whatever he gives them. Mark GP costs on the other coin spent, mark service on TUs spent, and Soul on the AR. Additional lifestyle costs are not required for extra TUs spent in this way.

After Talaxasartha is done trading or if the party refuses to deal with him, he will teleport back to Maret and start working his next deal.

Development: Talaxasartha has nothing to hide; he does not try to disguise himself in any way (although he can) and is honest with what he says to the party. While he will not freely volunteer information, he may be willing to trade it if it seems valuable to the party. If not appropriate to encounter Talaxasartha in the forest, he can always be encountered on the road, in an Inn room, or the Graveyard.

Troubleshooting: Much of the access on the AR is granted in this encounter, and it may create some hostility if one person blows it for the entire party. If this happens, Talas can visit party members individually to offer them deals, away from hostile party members.

Encounter Eight: The Ghost

At this point the party should be able to catch up to Melaine who can only move 30' per round at full speed, she cannot double move as a zombie.

The creature that cowers before you was once what might have been considered a beautiful woman. Clumps of her long red hair have fallen out and her

once olive skin is now tinged pale blue with black splotches about. Her burial gown is stained and tattered from days of hiding in the rain soaked forest. Clutched tightly to her chest is a holy symbol of Pholtus to whom she now calls out to for protection.

Melaine has obviously had better days. She is now decaying at an alarming rate having been dead now for a week. She is not a threat to the party and is afraid they may just kill her without destroying the Gem that holds her soul. If the party makes any attempts at talking to her she has nothing to lose and will tell them everything.

- She remembers swimming in the pond and feeling some force pull her down to the bottom where she drowned.
- She remembers waking up in the basement of the Inn with Maret and a horrible dog-faced man standing over her.
- Maret explained that he had traded away ownership of the inn for her to be brought back from death.
- Melaine's soul is bound to this body through a small black gem, and she can only be freed if that gem is destroyed.
- She was confused and fled from Maret. Since that time she has ventured near town but did not plan on being seen. She did not want to scare her loved ones.
- She does still love Maret and knows that he is only misguided and not evil. She asks the party not to kill him.
- Melaine pleads with the party to find and destroy the gem so that she can return to the afterlife in the presence of Pholtus.

Some higher-level characters may have access to *resurrection* spells (or might even be able to haggle for one with Talaxasatha). Melaine will choose to pass on and does not wish to be resurrected.

Development: It is very possible that a cleric may turn and destroy Melaine without giving her a chance to speak. This will not break the module so let it happen. If she is destroyed, they will still need to return to the Inn in the next encounter to let the Innkeeper know what happened. In this case Maret will attack out of revenge and grief and not out of a desire to protect Melaine.

If Melaine has been destroyed, her soul is still bound to the gem. If the players do not seek the destruction of the gem, and Meret survives the module, he could still make yet another deal with Talas to return her soul to another body. Make note of this on the critical event summary and deduct the appropriate xp for failing to free Melaine's soul.

Encounter Nine: Back to the Inn

The Inn is empty at this time. Most people have chosen to stay home now due to the constant pounding rain. As you enter the inn you see Maret sitting at a table on the far end of the room, doing some paper work. He looks up as you enter. "Melaine? Have you found her?"

The innkeeper has recently talked to Talaxasatha and been convinced that the party now intends to take Melaine away from him. Talaxasatha has offered to protect the gem in return for Maret's soul and Maret is currently considering signing the document. Most likely, the party will allow Melaine to try and talk him out of his madness and to free her soul, but Maret is now convinced that the party is behind turning her against him. If either Maret finds that he is unable to convince Melaine to stay with him or if the party gets too close and he feels threatened, he finishes signing the document to protect Melaine. Talaxasatha is scrying on Maret and will *teleport* in along with some protectors the instant Maret signs the document. Talaxasatha then *plane shifts* out, no sense in getting in a fight himself. If the party attacks him before he can *plane shift* out, he still has a contingent *dimension door* active (or recast after the first encounter).

If Maret still lives after this encounter, he will hand the gem to Melaine in defeat. If he has been killed, Melaine will find it on his body.

APL2 (EL2)

☛ **Wererat**; 14 hp (See MM pg. 173)

☛ **Maret**; 6 hp (See Appendix A)

APL4 (EL6)

☛ **Troll**; 63 hp (See MM pg. 247)

☛ **Wererat**; 14 hp (See MM pg. 173)

☛ **Maret**; 6 hp (See Appendix A)

APL6 (EL8)

☛ **Troll Werewolverine**; 91 hp (See Appendix A)

☛ **Maret**; 6 hp (See Appendix A)

APL8 (EL10)

☛ **Troll Werewolverine Barbarian**₁; 109 hp (See Appendix A)

☛ **Wereboar** (2); 41, 34 hp (See MM pg. 172)

☛ **Maret**; 6 hp (See Appendix A)

APL10 (EL12)

👉 Troll Werewolverine Barbarian₃; 149 hp (See Appendix A)

👉 Wereboar (4); 45, 41, 34, 30 hp (See MM pg. 172)

👉 Maret; 6 hp (see Appendix A)

APL12 (EL14)

👉 Troll Werewolverine Barbarian₅; 179 hp (See Appendix A)

👉 Wereboar (4); 45, 45, 40, 35 hp (See MM pg. 172)

👉 Maret; 6 hp (See Appendix A)

Conclusion: Happy Endings

Melaine stands before you and a hint of a smile crosses her decaying face. She takes the black gem that holds her soul and places it on the ground. “Thhhhaaank Youu...” she can barely speak. Stepping down on the gem hard, there is a cracking sound and her body instantly slumps to the ground, all life energy dissipated.

If Maret is alive and conscious he wails in pain. He may not consider himself lucky, but by destroying the gem, his soul is free once again. The local priest of Pholtus volunteers to watch over him and will try to guide him back to the light.

Prologue

Special Lead-in material for *Secrets of Tsojcanth*

Gift of the Gnomes

At the conclusion of the adventure, after the characters have rested up and spent a night or two in a warm bed, each PC is visited individually by a gnome hailing from the Yatil Mountains. The gnome knows the identity of the character, and the read-aloud text below can be paraphrased to include that information. Read the following to the players:

Your last adventure complete, you spend a few days resting and relaxing, enjoying what comforts civilization offers. One day, as you are out walking about, a well-worn gnome traveler dressed in an earthen robe with stitchings of gold waves you down. As he approaches, his face beams with the delight of your attention.

“Good adventurer, I thank you for a moment of your precious time. Allow me to introduce myself. My name is Clegin, Master Illusionist of Gnome Vale. The Laird Gwaylar, our headman, has sent me to search for worthies that may be willing to aid our cause. Having heard of your recent exploits, I must say, I am quite impressed by your actions. You must be one of the stalwarts spoke of in the foretellings of our Chief Cleric. Thus, I have this gift for you, if you will accept it.”

Clegin pulls a polished green gemstone from one of his robe pockets. The gem has a symbol of arcane power etched in its face. “Please, take this. It is now but an interesting bauble, but I have the power to enchant it into something that would be of greater use than exchange for mere coin. When the time is right, you might find yourself on the path to my home, and then, as is foretold, you will aid my people who have been beset upon by evils thought vanquished. If you are successful in your task to be, I shall reward you by awakening the arcane power within the gem I offer. I and my people thank you for all you’ve done, and all you’ve yet to accomplish.”

If the character accepts the gemstone:

Clegin hands you the gemstone. The same smile plays upon his face as when he first greeted you. “I have others to seek out. Soon, our paths shall cross again, brave one.” He turns from you, and walks down the street, disappearing in the crowd.

If the character does not accept the gemstone:

A look of confusion furrows Clegin’s brow. “I am certain you are the one spoken of, yet you do not accept my gift? Are you sure you would not reconsider?”

Give the player another chance to think it over. If they accept, read the acceptance text above. If they continue to decline, read the following:

Clegin resigns himself to a slow smile. “Gift or no, our paths shall meet again. I am certain that something can be arranged at a later time. I must leave now; I have others to seek out. Good day to you, brave one.” He turns from you, and walks down the street, disappearing in the crowd.

Characters can make a DC 20 Knowledge (geography) skill check to know that Gnome Vale is a very isolated community of gnomes located deep within the Yatil Mountains.

Clegin has more errands to run, and can’t sit and chat any longer with the character. If pressed for more information, he simply says that all will be revealed in due time.

If a character accepts the gift, they receive the Gnome Vale Green Gemstone listed on the Adventure Record. If

they refuse, cross this item off the Adventure Record. Its purpose will become known at a later time.

If a character already has a gemstone, they may receive a second (or third) gemstone if it is of a different color than the ones already possessed by the character. A character may not possess more than one of the same color gemstone.

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 Five

Defeat the Water Elemental(s) or negotiate with the Town to avoid them

APL2 120 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp; APL10 360 xp; APL12 420 xp

Encounter Six

Water Hazard

APL2 60 xp; APL4 45 xp; APL6 30 xp;

APL8 15 xp; APL10 0 xp; APL12 0 xp

Encounter Seven

Defeat the Cockatrice

APL2 120 xp

Defeat the Basilisk

APL4 180 xp

Defeat the Medusa

APL6 240 xp; APL8 300 xp; APL10 360 xp; APL12 420 xp

Encounter Nine

Defeat the Arcanaloth's Minions

APL2 60 xp; APL4 180 xp; APL6 240 xp;

APL8 300 xp; APL10 360 xp; APL12 420 xp

Story Award

Freeing Melaine's Soul:

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

APL8 105 xp; APL10 135 xp; APL12 155 xp

Discretionary role-playing award

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

APL8 105 xp; APL10 135 xp; APL12 165 xp

Total possible experience:

APL2 450 xp; APL4 675 xp; APL6 900 xp;

APL8 1125 xp; APL10 1350 xp; APL12 1575 xp

Treasure Summary

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

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Seven: Through the Woods

APL 2: L: 0 gp; C: 150 gp; M: 70 gp

APL 4: L: 0 gp; C: 150 gp; M: 70 gp

APL 6: L: 0 gp; C: 100 gp; M: 270 gp

APL 8: L: 0 gp; C: 100 gp; M: 670 gp

APL 10: L: 0 gp; C: 100 gp; M: 1270 gp

APL 12: L: 0 gp; C: 100 gp; M: 1770 gp

Event Three: The Arcanaloth

APL 2-12: L: 0 gp; C: 5 gp; M: 25 gp

Encounter Nine: The Inn

APL 2: L: 16 gp; C: 200 gp; M: 0 gp

APL 4: L: 16 gp; C: 400 gp; M: 0 gp

APL 6: L: 16 gp; C: 125 gp; M: 500 gp

APL 8: L: 32 gp; C: 125 gp; M: 3000 gp

APL 10: L: 64 gp; C: 125 gp; M: 4300 gp

APL 12: L: 64 gp; C: 125 gp; M: 6600 gp

Total Possible Treasure

APL2: L: 16 gp; C: 355 gp; M: 95 gp - Total: 450 gp

APL4: L: 16 gp; C: 555 gp; M: 95 gp - Total: 650 gp

APL6: L: 16 gp; C: 230 gp; M: 595 gp - Total: 900 gp

APL8: L: 16 gp; C: 230 gp; M: 3695 gp - Total: 1300 gp

APL10: L: 16 gp; C: 230 gp; M: 5595 gp - Total: 2300 gp

APL12: L: 16 gp; C: 230 gp; M: 8095 gp - Total: 3300 gp

DM Note: (From an article posted at Wizard's Living Greyhawk website by Circle member, Steve Conforti)

There are many things you can use the gold above the cap for:

NPC Spellcasting Services – You can use the excess gold to pay an NPC, if available, to cast spells on your behalf. This is the most common use of this excess gold. Example: paying a local cleric to cast *raise dead* on your comrade at the end of the adventure.

NPC Services – You can use excess gold to pay an NPC for a room at the inn, to provide a bribe to a crooked guard or politician, to hire a tracker, or to pay a fine, for example. Example: paying the toll for your PC to cross a bridge during the adventure.

Temporary Purchase of Items – You can buy items, mundane and magical, that are available during the adventure for use during that adventure. Anything you purchase with excess gold in this way cannot be kept after the adventure ends; it converts back to gold if it hasn't been consumed. You can also use items you find during the adventure in this manner. Example: purchasing or finding a *potion of invisibility* during the adventure and using it in the same adventure.

Special

Fiend's Favor – As a sign of good will (and at no cost), Talaxasatha is more than willing to give a character a +3 unnamed bonus to the stat of their choice for 24 hours. At the end of the 24 hours, that player takes a –3 penalty to that stat for another 24 hours. Talas may only do this once per day, so if multiple players at a table hold and wish to use this favor, each must be used on different days. Availability – Used once then crossed off the AR. (Access: Regional)

Item Enhancement – *Bashing, Defending, Distance, Slick*. Cross this item off if the character did not meet Talas and pay either 500gp or 2TU's **at the table**. Only 1 of the enhancements may be chosen, and may only be used once. Cross this off once it is used. This fee only goes towards giving you access. You must still pay full price of any upgrades in addition to this fee. (Access: Regional)

Item Enhancement – *Blinding, Frost, Keen, Silent Moves*. Cross this item off if the character did not meet Talas and pay either 1000gp or 4TU's **at the table**. Only 1 of the enhancements may be chosen, and may only be used once. Cross this off once it is used. This fee only goes towards giving you access. You must still pay full price of any upgrades in addition to this fee. (Access: Regional)

Item Enhancement – *Chaotic, Etherealness, Icy Burst, Invulnerability, Unholy*. Cross this item off if the character did not meet Talas and pay 2000gp, 8TU's, or their soul at the table. Only 1 of the enhancements may be chosen, and may only be used once. Cross this off once it is used. This fee only goes towards giving you access. You must still pay full price of any upgrades in addition to this fee. (Access: Regional)

Feat – *Foe Specialist (MH), Reckless Charge (MH), Sudden Widen (MH)*. Cross this item off if the character did not meet Talas and pay either 1000gp or 4TU's **at the table**. Only 1 of the feats may be chosen, and may only be used when next appropriate level is gained. (Access: prerequisites apply)

Fame – +1 renown bonus to leadership score. Cross this item off if the character did not meet Talas and pay 2000gp, 8TU's, or their soul **at the table**. Character need not have the Leadership feat at this time.

Sold Your Soul – As part of a deal with Talas, this character has sold his soul. In game terms, this character may not be raised or reincarnated by any means without first having a *wish* or *miracle* cast. Cross this off if the character did not make this deal **at the table**.

Gnome Vale Green Gemstone: A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored green. Upon the face is etched a symbol of arcane magic signifying the school of transmutation; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one *Gnome Vale Green Gemstone*.

Items for the Adventure Record

Item Access

APL 2, 4 and 6:

Planar Fork (Gehenna) (*Adventure*; 200 gp)

Bag of Tricks (Gray) (*Adventure*; DMG; 900 gp)

APL 8:

All items for APL 6, plus:

Clear Spindle Ioun Stone (*Adventure*; DMG; 4,000 gp)

+2 *Leather Armor of Acid Resistance* (*Adventure*; DMG; 22,160 gp)

APL 10:

All items for APL 8, plus:

Pink Rhomboid Ioun Stone (*Adventure*; DMG; 8,000 gp)

+2 *Leather Armor of Fire Resistance* (*Adventure*; DMG; 22,160 gp)

APL 12:

All items for APL 10, plus:

+3 *Leather Armor of Acid and Fire Resistance* (*Adventure*; DMG; 45,160 gp)

Ring of Protection +2 (*Adventure*; DMG; 8,800 gp)

Appendix A — Creature Stats

APL 2

Encounter 7

Fiendish Cockatrice: cockatrice; CR4; Small Magical Beast, Extraplaner; HD 5d10; hp 27; Init +3; Spd 20ft., fly 60ft. (poor); AC 14 (touch 14, flat-footed 11) [+1 size, +3 dex]; BAB +5; Grapple -1; Atk +9 melee (bite, 1d4-2 plus petrification); SA Petrification, Smite good; SQ Darkvision 60 ft., DR 5/magic, Resistance to Cold and Fire 5, SR 10; AL N; SV Fort +4, Ref +7, Will +2; Str 6, Dex 17, Con 11, Int 3, Wis 13, Cha 9.

Skills and Feats: Listen +7, Spot +7, Alertness, Dodge, Weapon Finesse (bite).

Petrification (Su): Turn to stone permanently, bite, Fortitude save (DC12).

Smite Good (Su): 1/day – The creature can make one attack dealing 5 pts extra damage against a good foe.

Tactics: The cockatrice possesses limited intelligence and doesn't use any real tactics. The players have invaded its territory and it is trying to defend it. It will smite whoever is the closest the first round as it has no way to tell if they are good or neutral. If the cockatrice is reduced to 5 hp or less it will attempt to fly away.

Encounter 9

Maret: CR1; Human Commoner; HD 1d4+2; hp 6; Init +4; Spd 30ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; BAB +0; Grapple +0; Atk +0 melee (dagger, 1d4); AL CN; SV Fort +2, Ref +1, Will +2; Str 10, Dex 12, Con 14, Int 10, Wis 10, Cha 14.

Skills and Feats: Bluff +6, Spot +4; Iron Will.

Possessions: dagger.

Tactics: Maret is fighting for the one thing that is more important than his life — the life of his love. He will fight until he is knocked unconscious, killed, or until Melaine's soul is freed. Due to his last act of signing away his soul, Maret cannot be raised from the dead with anything short of a wish or miracle followed up by the raise dead.

Appendix A — Creature Stats

APL 4

Encounter 7

Fiendish Basilisk: basilisk; CR6; Medium Magical Beast, Extraplaner; HD 6d10+12; hp 45; Init -1; Spd 20ft.; AC 16 (touch 9, flat-footed 16) [-1 dex, +7 natural]; BAB +6; Grapple +8; Atk +8 melee (bite, 1d8+3); SA Petrifying gaze, Smite good; SQ Darkvision 60 ft., DR 5/magic, Resistance to Cold and Fire 5, SR 10; AL N; SV Fort +9, Ref +4, Will +3; Str 15, Dex 8, Con 15, Int 3, Wis 12, Cha 11.

Skills and Feats: Hide +4, Listen +7, Spot +7, Alertness, Blind-Fight, Great Fortitude

Petrifying Gaze (Su): Turn to stone permanently, range 30 ft, Fortitude save (DC13).

Smite Good (Su): 1/day – The creature can make one attack dealing 6 pts extra damage against a good foe.

Tactics: The basilisk possesses limited intelligence and doesn't use any real tactics but is very unhappy about being stuck in such a wet climate and is still quite dangerous with its gaze attack. This can be fairly deadly to low level parties so make sure players are made aware of their options to avoid its gaze. If the basilisk is reduced to 5 hp or less it will attempt to run away.

Encounter 9

Maret: CR1; Human Commoner; HD 1d4+2; hp 6; Init +4; Spd 30ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; BAB +0; Grapple +0; Atk +0 melee (dagger, 1d4); AL CN; SV Fort +2, Ref +1, Will +2; Str 10, Dex 12, Con 14, Int 10, Wis 10, Cha 14.

Skills and Feats: Bluff +6, Spot +4; Iron Will

Possessions: dagger.

Tactics: Maret is fighting for the one thing that is more important than his life — the life of his love. He will fight until he is knocked unconscious, killed, or until Melaine's soul is freed. Due to his last act of signing away his soul, Maret cannot be raised from the dead with anything short of a wish or miracle followed up by the raise dead.

Appendix A — Creature Stats

APL 6

Encounter 7

Drizla, Medusa Druid: medusa Drd 1; CR8; Medium-Size Monstrous Humanoid; HD 6d8+6 plus 1d8+1; hp 45; Init +2; Spd 30ft.; AC 18 (touch 13, flat-footed 16) [+2 dex, +3 natural, +2 leather, +1 ring]; BAB +6; Grapple +6; Atk +8/+3 (dagger, 1d4/19-20) and +3 melee (snakes, 1d4 + poison) or +8/+3 ranged (shortbow, 1d6/x3); SA Petrifying Gaze, Poison, Spells; SQ Darkvision 60 ft.; AL NE; SV Fort +5, Ref +7, Will +8; Str 10, Dex 14, Con 12, Int 12, Wis 14, Cha 15.

Skills and Feats: Bluff +9, Concentration +5, Diplomacy +4, Disguise +9, Handle Animal +6, Hide +4, Intimidate +4, Knowledge (nature) +3, Listen +6, Move Silently +8, Spot +8, Survival +8; Point Blank Shot, Precise Shot, Weapon Finesse (snakes).

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC15).

Poison (Ex): Injury, Fortitude save (DC14); initial damage 1d6 Strength, secondary damage 2d6 Strength.

Spells Prepared (3/2; base DC = 12 + spell level): 0 — [Create Water, Detect Magic, Read Magic]; 1st — [Entangle (2)].

Possessions: leather armor, shortbow, 20 arrows, ring of protection +1.

Tactics: Drizla will try to open up by casting an entangle spell to prevent players from engaging in melee. Remember that players must make a saving throw every round to avoid petrification whether she is actively trying to petrify them or not. Once she has the entangle spell off she will actively try to petrify anything that she finds as a threat and will have her animal companion attack anyone who has closed his or her eyes. Note that her animal companion is not immune to the petrifying effects of the medusa but will try to avert its eyes.

Encounter 9

Troll Werewolverine (Hybrid form): CR8; Large Giant (Shapechanger); HD 6d8+36 +3d8+15; hp 91; Init +2; Spd 30ft.; AC 23 (touch 13, flat-footed 19) [-1 size, +4 Dex, +7 natural, leather +3]; BAB +6; Grapple +18; Atk +13 melee (2 claws, 1d6+8) and +8 melee (bite, 1d6+4); Space/Reach 10 ft./10 ft.; SA Curse of lycanthropy, Rage, Rend 2d6+11; SQ Alternate form, Darkvision 90', DR 5/silver, low-light vision, regeneration 5, scent; AL CE; SV Fort +20, Ref +11, Will +6; Str 27, Dex 18, Con 31, Int 6, Wis 11, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Toughness, Track.

Rage (Ex): +4 Str, +4 Con (18HP), +2 Will, -2 AC.

Curse of Lycanthropy (SU): Any humanoid or giant hit by a werewolverine's attack may contract lycanthropy, Fortitude save (DC15).

Possessions: +1 leather armor, cloak of resistance +2.

Tactics: There isn't much room for tactics here. Talaxasartha has teleported the were-creature into the tavern and left removing its chance of escape. It is not very intelligent and will close with whatever character is closest and try to kill them. If it cannot hit for several rounds it will change targets to the next closest. It has a deal with Talaxasartha and will not surrender or negotiate.

Maret: CR1; Human Commoner; HD 1d4+2; hp 6; Init +4; Spd 30ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; BAB +0; Grapple +0; Atk +0 melee (dagger, 1d4); AL CN; SV Fort +2, Ref +1, Will +2; Str 10, Dex 12, Con 14, Int 10, Wis 10, Cha 14.

Skills and Feats: Bluff +6, Spot +4; Iron Will.

Possessions: dagger.

Tactics: Maret is fighting for the one thing that is more important than his life — the life of his love. He will fight until he is knocked unconscious, killed, or until Melaine's soul is freed. Due to his last act of signing away his soul, Maret cannot be raised from the dead with anything short of a wish or miracle followed up by the raise dead.

Appendix A — Creature Stats

APL 8

Encounter 7

Drizla, Half-Fiend Medusa Druid: medusa Drd 1; CR10; Medium-Size Outsider; HD 6d8+12 plus 1d8+2; hp 52; Init +4; Spd 30ft. fly 30 ft. (average); AC 23(touch 15, flat-footed 18) [+4 dex, +4 natural, +4 leather, ring +1]; BAB +6; Grapple +8; Atk +8/+8 (claws, 1d4+2), +5 melee (snakes, 1d4 + poison) and +3 melee (bite, 1d6+2) or +10/+5 ranged (shortbow, 1d6/x3); SA Petrifying Gaze, Poison, Spell-like abilities, Spells, Smite Good; SQ Darkvision 60 ft., immunity to poison, Resistance to Acid, Cold, Fire, and Electricity 10, DR 5/magic, SR 18; AL NE; SV Fort +6, Ref +9, Will +8; Str 14, Dex 18, Con 14, Int 12, Wis 14, Cha 16.

Skills and Feats: Bluff +12, Concentration +8, Diplomacy +7, Disguise +12, Handle Animal +7, Hide +8, Intimidate +8, Knowledge (nature) +5, Listen +6, Move Silently +12, Spot +10, Survival +8; Point Blank Shot, Precise Shot, Weapon Finesse (snakes).

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC16)

Poison (Ex): Injury, Fortitude save (DC15); initial damage 1d6 Strength, secondary damage 2d6 Strength.

Smite Good (Su): 1/day – The creature can make one attack dealing 7 pts extra damage against a good foe.

Spell-Like Abilities (Sp): 3/day – *darkness, poison*; 1/day – *desecrate, unholy blight*. These abilities are as the spells cast by a 6th-level sorcerer (save DC13+ spell level).

Spells Prepared (3/2; base DC = 12 + spell level): 0 — [Create Water, Detect Magic, Read Magic]; 1st — [Entangle (2)].

Possessions: +2 leather armor, shortbow, 20 arrows, ring of protection +1.

Tactics: Drizla will try to open up by flying 30' into the air and casting an entangle spell to prevent players from engaging in melee. Remember that players must make a saving throw every round to avoid petrification whether she is actively trying to petrify them or not. Once she has the entangle spell off she will cast unholy blight in an attempt to prevent spell casting. After that she will actively try to petrify anything that she finds as a threat and will have her animal companion attack anyone who has closed his or her eyes. Note that her animal companion is not immune to the petrifying effects of the medusa but will try to avert its eyes.

Encounter 9

Troll Werewolverine Barbarian1 (Hybrid form): CR9; Large Giant (Shapechanger); HD 6d8+36 + 1d12+6 +3d8+15; hp 109; Init +4; Spd 40ft.; AC 24 (touch 13, flat-footed 20) [-1 size, +4 Dex, +7 natural, leather +4]; BAB +7; Grapple +19; Atk +14 melee (2 claws, 1d6+8) and +9 melee (bite, 1d6+4); Space/Reach 10 ft./10 ft.; SA Curse of lycanthropy, Rage, Rend 2d6+11; SQ Acid resistance 10, Alternate form, Darkvision 90', DR 5/silver, fast movement, low-light vision, regeneration 5, scent; AL CE; SV Fort +22, Ref +11, Will +6; Str 27, Dex 18, Con 31, Int 6, Wis 11, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Combat Reflexes, Iron Will, Toughness, Track.

Rage (Ex): +4 Str, +4 Con (18HP), +2 Will, -2 AC.

Curse of Lycanthropy (SU): Any humanoid or giant hit by a werewolverine's attack may contract lycanthropy, Fortitude save (DC15).

Possessions: +2 leather armor of acid resistance, clear spindle ioun stone, cloak of resistance +2.

Tactics: There isn't much room for tactics here. Talaxasatha has teleported the were-creatures into the tavern and left removing their chance of escape. It is not very intelligent and will close with whatever character is closest and try to kill them. If it cannot hit for several rounds it will change targets to the next closest. It has a deal with Talaxasatha and will not surrender or negotiate.

Maret: CR1; Human Commoner; HD 1d4+2; hp 6; Init +4; Spd 30ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; BAB +0; Grapple +0; Atk +0 melee (dagger, 1d4); AL CN; SV Fort +2, Ref +1, Will +2; Str 10, Dex 12, Con 14, Int 10, Wis 10, Cha 14.

Skills and Feats: Bluff +6, Spot +4; Iron Will.

Possessions: dagger.

Tactics: Maret is fighting for the one thing that is more important than his life — the life of his love. He will fight until he is knocked unconscious, killed, or until Melaine's soul is freed. Due to his last act of signing away his soul, Maret cannot be raised from the dead with anything short of a wish or miracle followed up by the raise dead.

Appendix A — Creature Stats

APL 10

Encounter 7

Drizla, Half-Fiend Medusa Druid: medusa Drd 3; CR12; Medium-Size Outsider; HD 6d8+12 plus 3d8+6; hp 66; Init +4; Spd 30ft. fly 30 ft. (average); AC 24(touch 16, flat-footed 18) [+4 dex, +4 natural, +4 leather, +2 ring]; BAB +8; Grapple +10; Atk +10/+10 (claws, 1d4+2), +7 melee (snakes, 1d4 + poison) and +5 melee (bite, 1d6+2) or +12/+7 ranged (shortbow, 1d6/x3); SA Petrifying Gaze, Poison, Spell-like abilities, Spells, Smite Good; SQ Darkvision 60 ft., immunity to poison, Resistance to Acid, Cold, Fire, and Electricity 10, DR 5/magic, SR 18; AL NE; SV Fort +8, Ref +11, Will +10; Str 14, Dex 18, Con 14, Int 12, Wis 14, Cha 16.

Skills and Feats: Bluff +12, Concentration +10, Diplomacy +7, Disguise +12, Handle Animal +9, Hide +10, Intimidate +8, Knowledge (nature) +2, Listen +6, Move Silently +13, Spot +10, Survival +8; Ability Focus (Petrifying Gaze), Point Blank Shot, Precise Shot, Weapon Finesse (snakes).

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC18).

Poison (Ex): Injury, Fortitude save (DC15); initial damage 1d6 Strength, secondary damage 2d6 Strength.

Smite Good (Su): 1/day – The creature can make one attack dealing 9 pts extra damage against a good foe.

Spell-Like Abilities (Sp): 3/day – *darkness, poison*; 1/day – *contagion, desecrate, unholy blight*. These abilities are as the spells cast by a 6th-level sorcerer (save DC13+ spell level).

Spells Prepared (4/3/2; base DC = 12 + spell level): 0 — [Create Water (2), Cure Minor Wounds, Detect Magic]; 1st — [Entangle (2), Faerie Fire]; 2nd — [Barkskin, Summon Swarm].

Possessions: +2 leather armor, shortbow, 20 arrows, ring of protection +2, cloak of resistance +1.

Tactics: Drizla will try to open up by flying 30' into the air and casting an entangle spell to prevent players from engaging in melee. Remember that players must make a saving throw every round to avoid petrification whether she is actively trying to petrify them or not. Once she has the entangle spell off she will cast either summon swarm or unholy blight in an attempt to prevent spell casting. After that she will actively try to petrify anything that she finds as a threat and will have her animal companion attack anyone who has closed his or her eyes. Note that her animal

companion is not immune to the petrifying effects of the medusa but will try to avert its eyes.

Snake, Medium Viper (Advanced): CR-; Medium Animal; HD 4d8; hp 18; Init +3; Spd 20ft., climb 20ft., swim 20ft.; AC 19 (touch 14, flat-footed 15) [+4 dex, +5 natural]; BAB +3; Grapple +2; Atk +7 melee (bite, 1d4-1 plus poison); SA Poison; SQ Scent; AL N; SV Fort +3, Ref +7, Will +1; Str 9, Dex 18, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +11, Hide +13, Listen +5, Spot +5, Swim +7; Evasion, Weapon Finesse (bite).

Poison (EX): Bite, Fortitude save (DC11); initial damage 1d6 Con, secondary damage 1d6 Con.

Tactics: Although not immune to the effects of her petrifying gaze, Drizla has trained her companion to avert its gaze from her giving it a 50% chance each round of not having to make a save. Once it has found a target it closes its eyes and strikes where it believes the target is. If the player moves less than 10 ft. away the snake will follow it by scent and not have to open its eyes.

Encounter 9

Troll Werewolverine Barbarian3 (Hybrid form): CR11; Large Giant (Shapechanger); HD 6d8+42 + 3d12+18 +3d8+21; hp 149; Init +4; Spd 40ft.; AC 24 (touch 13, flat-footed 20) [-1 size, +4 Dex, +7 natural, +4 leather]; BAB +9; Grapple +21; Atk +16 melee (2 claws, 1d6+8) and +11 melee (bite, 1d6+4); Space/Reach 10 ft./10 ft.; SA Curse of lycanthropy, Rage, Rend 2d6+11; SQ Alternate form, Darkvision 90', DR 5/silver, fast movement, fire resistance 10, low-light vision, regeneration 5, scent, uncanny dodge; AL CE; SV Fort +24, Ref +13, Will +8; Str 27, Dex 18, Con 31, Int 6, Wis 11, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Combat Reflexes, Iron Will, Toughness, Track.

Rage (Ex): +4 Str, +4 Con (18HP), +2 Will, -2 AC.

Curse of Lycanthropy (SU): Any humanoid or giant hit by a werewolverine's attack may contract lycanthropy, Fortitude save (DC15).

Possessions: +2 leather armor of fire resistance, pink rhomboid ioun stone, clear spindle ioun stone, cloak of resistance +3.

Tactics: There isn't much room for tactics here. Talaxasrtha has teleported the were-creatures into the

tavern and left removing their chance of escape. It is not very intelligent and will close with whatever character is closest and try to kill them. If it cannot hit for several rounds it will change targets to the next closest. It has a deal with Talaxasatha and will not surrender or negotiate.

Maret: CR1; Human Commoner; HD 1d4+2; hp 6; Init +4; Spd 30ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; BAB +0; Grapple +0; Atk +0 melee (dagger, 1d4); AL CN; SV Fort +2, Ref +1, Will +2; Str 10, Dex 12, Con 14, Int 10, Wis 10, Cha 14.

Skills and Feats: Bluff +6, Spot +4; Iron Will.

Possessions: dagger.

Tactics: Maret is fighting for the one thing that is more important than his life — the life of his love. He will fight until he is knocked unconscious, killed, or until Melaine's soul is freed. Due to his last act of signing away his soul, Maret cannot be raised from the dead with anything short of a wish or miracle followed up by the raise dead.

Appendix A — Creature Stats

APL 12

Encounter 7

Drizla, Half-Fiend Medusa Druid: medusa Ftr 1/Drd 3; CR13; Medium-Size Outsider; HD 6d8+12 plus 3d8+6, 1d10+2; hp 74; Init +8; Spd 30ft. fly 30 ft. (average); AC 25(touch 16, flat-footed 19) [+4 dex, +4 natural, +5 leather, +2 ring]; BAB +9; Grapple +11; Atk +11/+11 (claws, 1d4+2), +8 melee (snakes, 1d4 + poison) and +6 melee (bite, 1d6+2) or +13/+8 ranged (shortbow, 1d6/x3); SA Petrifying Gaze, Poison, Spell-like abilities, Spells, Smite Good; SQ Darkvision 60 ft., immunity to poison, Resistance to Acid, Cold, Fire, and Electricity 10, DR 5/magic, SR 18; AL NE; SV Fort +8, Ref +11, Will +10; Str 14, Dex 18, Con 14, Int 12, Wis 15, Cha 16.

Skills and Feats: Bluff +12, Concentration +10, Diplomacy +7, Disguise +12, Handle Animal +9, Hide +10, Intimidate +11, Knowledge (nature) +2, Listen +6, Move Silently +13, Spot +10, Survival +8; Ability Focus (Petrifying Gaze), Improved Initiative, Point Blank Shot, Precise Shot, Weapon Finesse (snakes).

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC18).

Poison (Ex): Injury, Fortitude save (DC15); initial damage 1d6 Strength, secondary damage 2d6 Strength.

Spell-Like Abilities (Sp): 3/day – *darkness, poison*; 1/day – *contagion, desecrate, unholy blight*. These abilities are as the spells cast by a 6th-level sorcerer (save DC13+ spell level).

Smite Good (Su): 1/day – The creature can make one attack dealing 10 pts extra damage against a good foe.

Spells Prepared (4/3/2; base DC = 12 + spell level): 0 — [Create Water (2), Cure Minor Wounds, Detect Magic]; 1st — [Entangle (2), Faerie Fire]; 2nd — [Barkskin, Summon Swarm].

Possessions: +3 leather armor, shortbow, 20 arrows, ring of protection +2, cloak of resistance +1.

Tactics: Drizla will try to open up by flying 30' into the air, preferably over the Assassin Vine. Remember that players must make a saving throw every round to avoid petrification whether she is actively trying to petrify them or not. Assuming that the Assassin Vine will entangle the players, she will cast either summon swarm or unholy blight in an attempt to prevent spell casting. After that she will try to petrify anything that she finds as a threat and will have her animal companion attack anyone who has closed his or her eyes. Note that her animal companion is not immune

to the petrifying effects of the medusa but will try to avert its eyes.

Fiendish Snake, Medium Viper (Advanced): Viper; Medium Animal; HD 4d8; hp 18; Init +4; Spd 20ft., climb 20ft., swim 20ft.; AC 19 (touch 14, flat-footed 15) [+4 dex, +5 natural]; BAB +3; Grapple +2; Atk +7 melee (bite, 1d4-1 plus poison); SA Poison, Smite Good; SQ Darkvision 60 ft., Resistance to Cold and Fire 5, Scent, SR 9; AL N; SV Fort +3, Ref +7, Will +1; Str 9, Dex 18, Con 11, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +12, Climb +11, Hide +13, Listen +5, Spot +5, Swim +7; Evasion, Weapon Finesse (bite).

Poison (EX): Bite, Fortitude save (DC11); initial damage 1d6 Con, secondary damage 1d6 Con.

Smite Good (Su): 1/day – The creature can make one attack dealing 4 pts extra damage against a good foe.

Tactics: Although not immune to the effects of her petrifying gaze, Drizla has trained her companion to avert its gaze from her giving it a 50% chance each round of not having to make a save. Once it has found a target it closes its eyes and strikes where it believes the target is. If the player moves less than 10 ft. away the snake will follow it by scent and not have to open its eyes.

Fiendish Assassin Vine, Huge Extraplaner Plant (Advanced): CR6; Huge Plant; HD 8d8+43; hp 65; Init -1; Spd 5ft.; AC 16 (touch 7, flat-footed 16) [-1 dex, -2 size, +9 natural]; BAB +6; Grapple +21; Atk +13 melee (slam, 1d8+11); Space/Reach 10 ft./10 ft.(20 ft. with vine); SA Constrict, entangle, improved grab; SQ Blindsight 30 ft., camouflage, DR5/magic; immunity to electricity, low-light vision, plant traints, resistance to cold and fire 10, SR13; AL NE; SV Fort +9, Ref +3, Will +4; Str 28, Dex 8, Con 20, Int 3, Wis 13, Cha 9.

Constrict (EX): 1d8+11 damage with a successful grapple check.

Entangle (SU): Animate plants within 30ft as a free action. Lasts until the Assassin Vine dies or wills it away. Otherwise similar to entangle spell. Reflex save DC13.

Improved Grab (EX): On a successful slam can start a grapple as a free action without provoking an attack of opportunity.

Blind Sight (EX): Assassin Vines have no visual organs but can ascertain all foes within 30' by sound, scent and vibration. This also makes it immune to gaze attacks.

Camouflage (EX): DC20 spot (or Survival or Knowledge Nature) to notice the Assassin Vine before it attacks.

Smite Good (Su): 1/day – The creature can make one attack dealing 8 pts extra damage against a good foe.

Tactics: Being a slightly intelligent plant, the Assassin Vine attacks the nearest creature other than Drizla. Aside from not attacking Drizla (who feeds it) it has no real tactics.

Encounter 9

Troll Werewolverine Barbarian₅ (Hybrid form): CR13; Large Giant (Shapechanger); HD 6d8+42 + 3d12+18 +5d8+35; hp 179; Init +4; Spd 40ft.; AC 25 (touch 13, flat-footed 21) [-1 size, +4 dex, +7 natural, +5 leather]; BAB +11; Grapple +24; Atk +19 melee (2 claws, 1d6+9) and +14 melee (bite, 1d6+4); Space/Reach 10 ft./10 ft.; SA Curse of lycanthropy, Rage, Rend 2d6+12; SQ Alternate form, Darkvision 90', DR 10/silver, fast movement, fire and acid resistance 10, improved uncanny dodge, low-light vision, regeneration 5, scent, uncanny dodge; AL CE; SV Fort +25, Ref +13, Will +8; Str 28, Dex 18, Con 33, Int 6, Wis 11, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Combat Reflexes, Iron Will, Power Attack, Toughness, Track.

Rage (Ex): +4 Str, +4 Con (18HP), +2 Will, -2 AC.

Curse of Lycanthropy (SU): Any humanoid or giant hit by a werewolverine's attack may contract lycanthropy, Fortitude save (DC15).

Possessions: +3 leather armor of fire and acid resistance, pink rhomboid ioun stone, clear spindle ioun stone, cloak of resistance +3.

Tactics: There isn't much room for tactics here. Talaxasatha has teleported the were-creatureS into the tavern and left removing their chance of escape. It is not very intelligent and will close with whatever character is closest and try to kill them. If it cannot hit for several rounds it will change targets to the next closest. It has a deal with Talaxasatha and will not surrender or negotiate.

Maret: CR1; Human Commoner; HD 1d4+2; hp 6; Init +4; Spd 30ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; BAB +0; Grapple +0; Atk +0 melee (dagger, 1d4); AL CN; SV Fort +2, Ref +1, Will +2; Str 10, Dex 12, Con 14, Int 10, Wis 10, Cha 14.

Skills and Feats: Bluff +6, Spot +4; Iron Will.

Possessions: dagger.

Tactics: Maret is fighting for the one thing that is more important than his life — the life of his love. He will fight until he is knocked unconscious, killed, or until Melaine's soul is freed. Due to his last act of signing away his soul, Maret cannot be raised from the dead with anything short of a wish or miracle followed up by the raise dead.

Appendix B

Talaxasartha and Melaine

Talaxasartha: Male Arcanaloth Fiend of Corruption 4; CR 21; Medium-Size Outsider (Evil); HD 12d8 (Arcanaloth) plus 4d6 (Fiend of Corruption); hp 70; Init 7; Spd 30 ft., fly 50 ft. (poor); AC 28 (touch 13, flat-footed 25) (+3 Dex, +15 Natural); Atk +12 melee (1d4+poison, 2 claws) and Atk +7 melee (1d6, bite); Face/Reach 5 ft. by 5 ft./5 ft.; SA Poison, spell-like abilities, suggestion (3x day); SQ DR15/good, outsider traits, partial immunity to spells, yugoloth traits, alternate form, fiend's favor, mind shielding, mark of justice, fiendish graft, major creation (3x per day); SR 24; AL NE; SV Fort +8, Ref +11 Will +14; Str 11, Dex 16, Con 11, Int 20, Wis 18, Cha 18.

Skills and Feats: Bluff +21, Concentration +18, Diplomacy +20, Disguise +14, Gather Information +20, Innuendo +19, Intimidate +20, Knowledge (arcana) +20, Knowledge (the planes) +20, Perform +9, Professions (scribe) +19, Sense Motive +23, Spellcraft +20; Empower Spell, Improved Initiative, Iron Will, Spell Focus (Abjuration), Spell Focus (Enchantment).

Alternate Form (Su): A fiend of corruption has the ability to assume any humanoid form of Small to Large size as a standard action. This ability is similar to the polymorph self spell but allows only humanoid forms. While using this ability, the fiend gains a +10 circumstance bonus to Disguise checks.

Fiend's Favor (Su): Once per day, a fiend of corruption can grant a touched creature a +3 bonus to one of the creature's ability scores. This bonus stacks with any other bonus the creature may already have, and lasts for one day. When the spell expires, the creature takes a -3 penalty to the same ability score for one day. Another application of Fiend's Favor not only negates the penalty, but also restores the full bonus.

Partial Immunity to Spells: Mind-affecting spells have no effect on arcanaloths. In addition a Fiend of Corruption has complete immunity to detect thoughts, discern lies, and any attempt to magically discern alignment.

Poison (Ex): An arcanaloth's claws are coated with poison. It delivers this poison (Fortitude save DC16) with each successful claw attack. The initial and secondary damage is the same (1 point of Strength damage).

Spell-Like Abilities: At will – darkness, fly, heat metal, invisibility (self only), magic missile, shapechange, telekinesis, warp wood; 3/day – major creation, suggestion; 1/day – fear, major image, mark of justice. Caster level 12th; save DC14+ spell level.

Spells: An arcanaloth can cast arcane spells as a 12th-level sorcerer (Known Spells: 0: Prestidigitation, Detect

Magic, Detect Poison, Daze, Ghost Sound, Mage Hand, Arcane Mark, Read Magic, Dancing Lights; 1st: Alarm, Shield, Ray of Enfeeblement, Expeditious Retreat, Reduce; 2nd: Detect Thoughts, Locate Object, Misdirection, Alter Self, Obscure Object; 3rd: Magic Circle against Good, Haste, Clairaudience/Clairvoyance, Lightning Bolt; 4th: Scrying, Improved Invisibility, Dimension Door; 5th: Magic Jar, Break Enchantment; 6th: Contingency; spells/day 6/7/7/7/6/5/3; save DC14 + spell level, or 16 + spell level for Abjuration or Enchantment spells.)

Summon Yugoloth (Sp): Once per day, an arcanaloth can summon another arcanaloth with a 40% chance of success.

Possessions: Planar Forks (Prime Material, Gehenna)

Physical Description: Talaxasartha is an Arcanaloth, an average sized humanoid with the head of a jackal and the body of a man. Talaxasartha (or Talas as he will not give out his true name) tends to dress in current fashions, but rarely hides his true form. He prefers those who he deals with to know exactly what they are getting into.

Melaine: Female ensouled zombie; CR 1/2; Medium Undead; HD 2d12+3; hp 16; Init -1; Spd 30 ft.(can't run); AC 11 (touch 9, flat-footed 11) (-1 Dex, +2 Natural); Atk +2 melee (1d6+1, slam); SQ darkvision 60', DR5/slashing, single actions only, undead traits; AL NG; SV Fort +0, Ref -1 Will +3; Str 12, Dex 8, Con -, Int 10, Wis 10, Cha 10.

Skills and Feats:Toughness.

Appendix C

Wheeling and Dealing

Listed below are the services and costs that Talaxasartha is willing to trade for. If a player wants access to something on the Services Available list, she must also pay one of the prices listed on the Price for Services list. For example, if a player needed to get a break enchantment for a fellow party member that was stoned, they must pay the moderate cost of either 4TU's or 1000gp.

Note: A player cannot deal for the exact same service twice. For example, a player could not take the low service wealth, and the high service wealth, and just pay extra TUs. It's one or the other. Gold above the cap may not be used for anything other than healing (Cure Wounds, Restoration, Break Enchantment, Raise Dead).

Services Available

Free Services (*No cost*)

Fiend's Favor – As a sign of good will, Talaxasartha is more than willing to give a character a +3 unnamed bonus to the stat of their choice for 24 hours. At the end of the 24 hours, that player takes a –3 penalty to that stat for another 24 hours. Talas may only do this once per day, so if more than one player at a table holds and wishes to use this favor, each use must take place on a different day. **Availability – Used once then crossed off the AR.** (*Access: Regional*)

Low Services (*2 TUs or 500 gp coin or items*)

Cure Wounds/Restoration – Talaxasartha can call in favors to have any ill effects removed from a party member such as healing. **Availability – This module only.**

Wealth – 250gp. **Availability – This module only.**

Item Enhancement (*Bashing, Defending, Distance, Slick*) – Talaxasartha can arrange to put the character in touch with someone who can help enhance an item. Players are still required to pay for the upgrade themselves, but this meets the prerequisites for upgrading. This favor can only be used once on one item. It cannot be used to give two items one ability enhancement each nor can it be used to give one item two ability enhancements. (*Access: Regional; DMG item limits apply*)

Moderate Services (*4 TUs or 1000 gp coin or items*)

Break Enchantment/Raise Dead – Although Talaxasartha cannot cast *Raise Dead* himself, he will call in a favor to have some other creature cast the spell. **Availability – This module only.**

Wealth – 500gp. **Availability – This module only.**

Item Enhancement (*Blinding, Frost, Keen, Silent Moves*) – Talaxasartha can arrange to put the character in touch with someone who can help enhance an item. Players are still required to pay for the upgrade themselves, but this meets the prerequisites for upgrading. This favor can only be used once on one item. It cannot be used to give two items one ability enhancement each nor can it be used to give one item two ability enhancements. (*Access: Regional; DMG item limits apply*)

Training [*Foe Specialist (MH), Reckless Charge (MH), Sudden Widen (MH)*] – Talaxasartha can track down a trainer for the player. This gives the player access to one of the feats listed on the AR. The feat must be chosen **before leaving the table** even if they later decide they don't want this feat. Choice of feat may only be used when next appropriate level is gained. (*Access: prerequisites apply*)

High Services (*Your soul, or 8 TUs or 2000 gp coin or items or soul*)

Wealth – 1000gp. **Availability – This module only.**

Fame – This player gains great renown and gains a +1 bonus to his leadership score. This bonus stacks with other renown bonuses but cannot raise a renown bonus above its maximum of +2. Character need not have the Leadership feat at this time. **Availability – This module only.**

Item Enhancement (Etherealness, Invulnerability, Icy Burst, Unholy, Chaotic) – Talaxasartha can arrange to put the character in touch with someone who can help enhance an item. Players are still required to pay for the upgrade themselves, but this meets the prerequisites for upgrading. This favor can only be used once on one item. It cannot be used to give two items one ability enhancement each nor can it be used to give one item two ability enhancements. (Access: Regional; DMG item limits apply)

Prices for Services – Must be paid at the end of the module

Low Services

Service – Talaxasartha will take 2 weeks of service to him or someone else whom he has promised a favor. Talaxasartha promises that he will not they will not have to break any moral codes to due this. (2 TUs)

OR

Gold – 500gp worth of items or cash. This fee only goes towards giving you access. You must still pay full price of any upgrades in addition to this fee.

Moderate Services

Service - Talaxasartha will take one month of service to him or someone else whom he has promised a favor. Talaxasartha makes no guarantees as to what may be requested of the character (4 TUs)

OR

Gold – 1000gp worth of items or cash. This fee only goes towards giving you access. You must still pay full price of any upgrades in addition to this fee.

High Services

Your Soul – Game terms. Players who have this price noted on their AR are not eligible to receive the casting of *Raise Dead, Resurrection, True Resurrection, Reincarnate, or True Reincarnation* spells.

OR

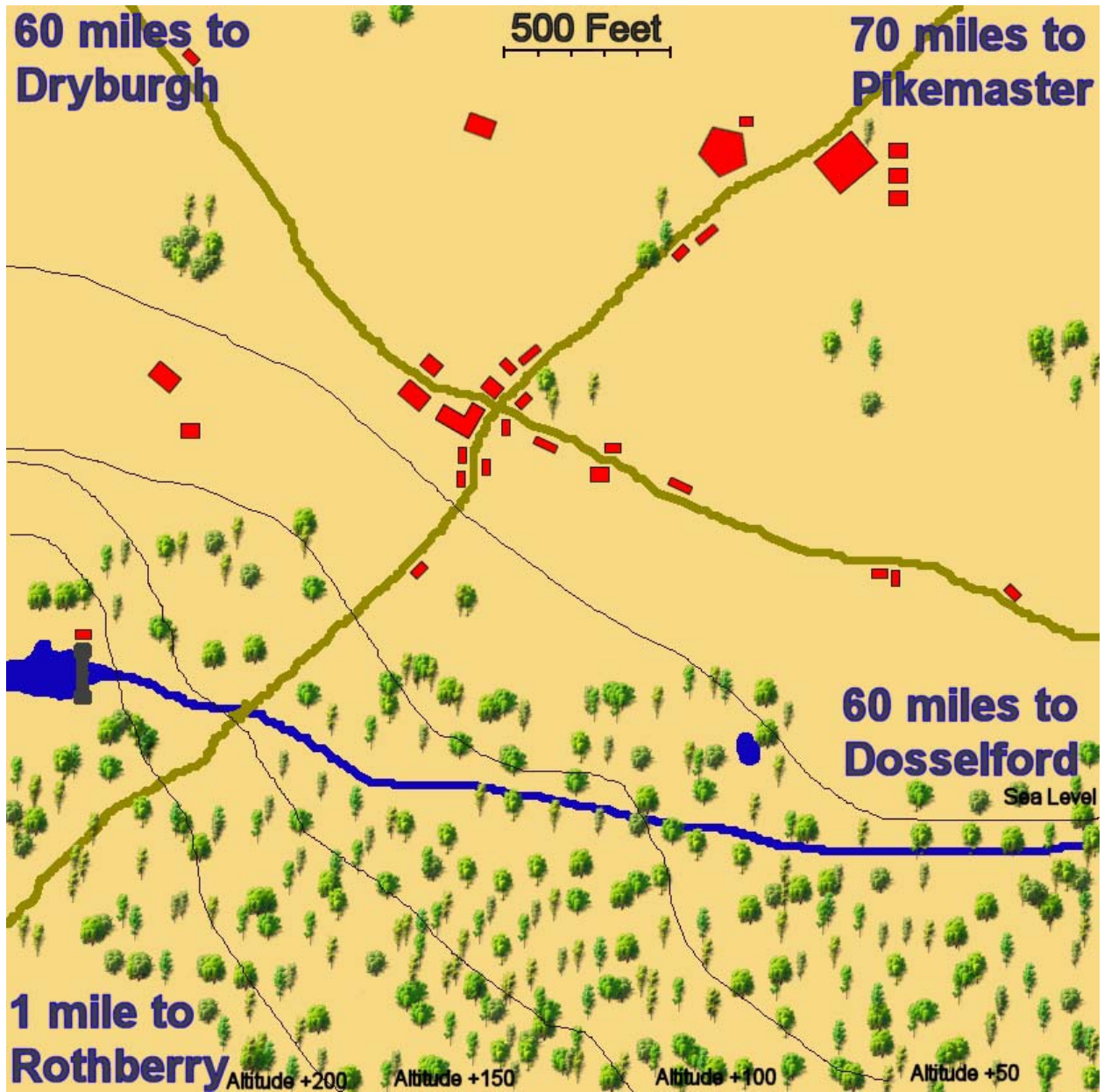
Service - Talaxasartha will take 2 months of service to him or someone else whom he has promised a favor. Talaxasartha makes no guarantees as to what may be requested of the character (8 TUs and Cleric's and Paladins must also seek Atonement before using their abilities again)

OR

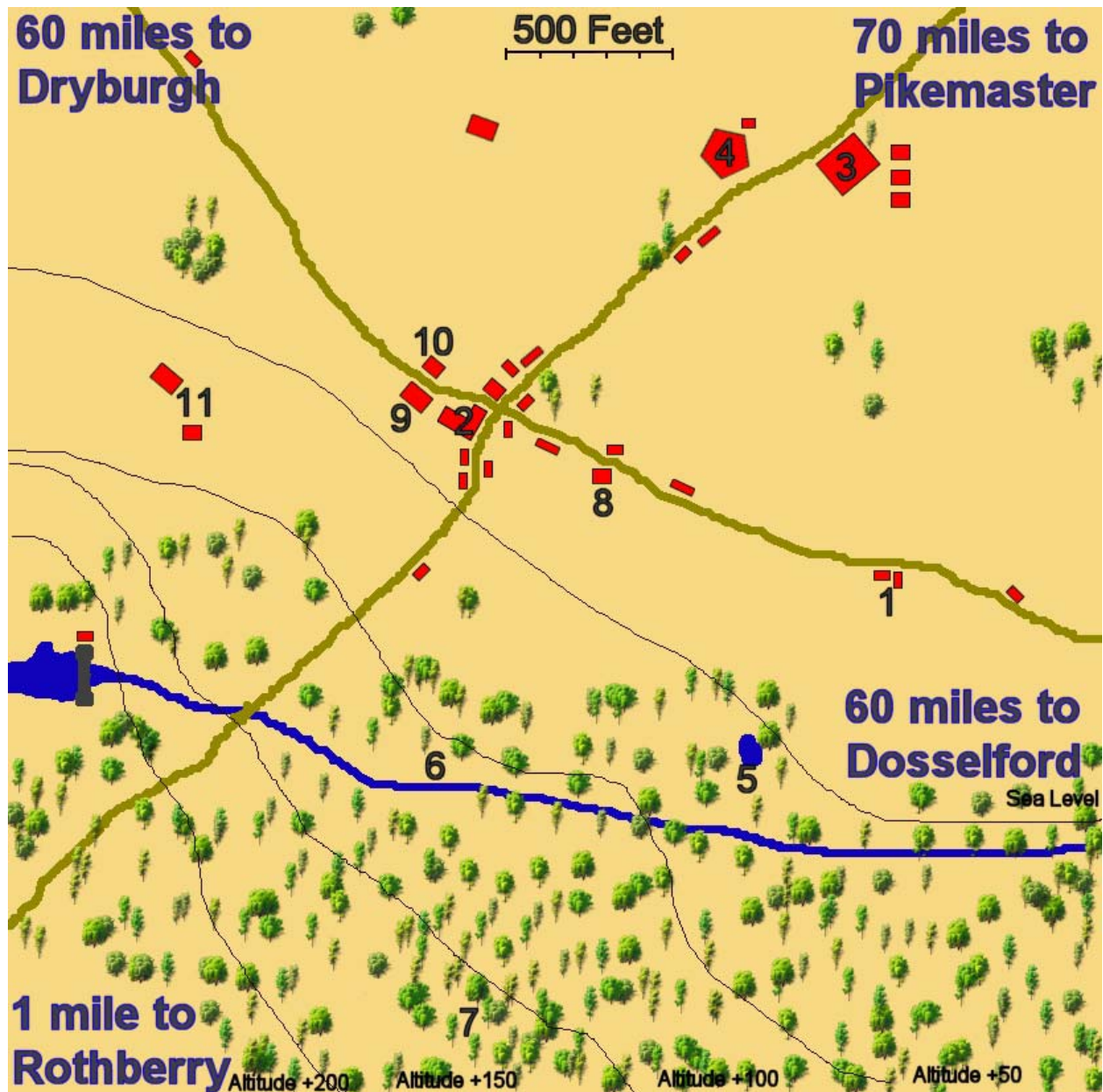
Gold – 2000gp worth of items or cash. This fee only goes towards giving you access. You must still pay full price of any upgrades in addition to this fee.

Appendix D Maps

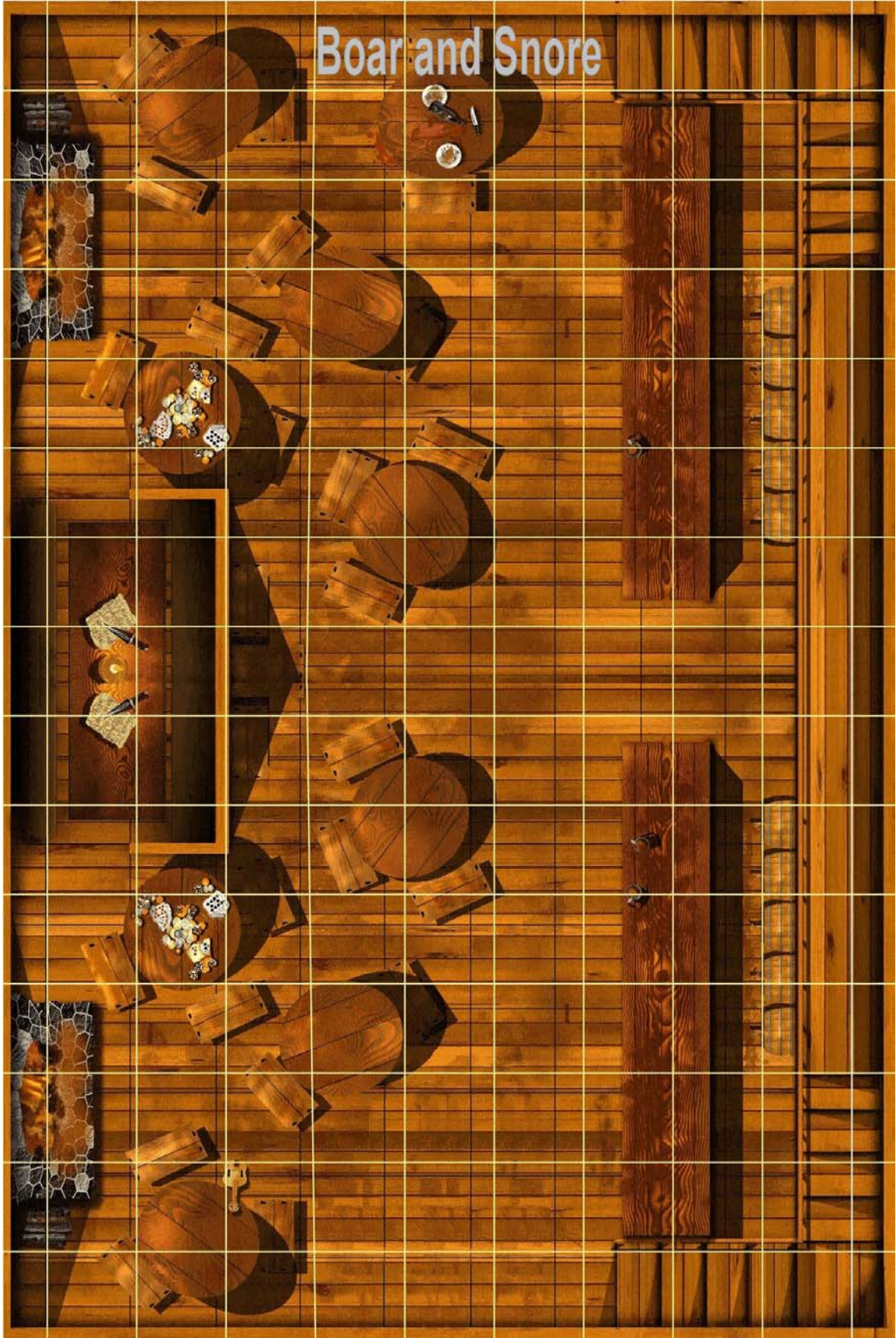
Rothberry Surrounding Area (Players)



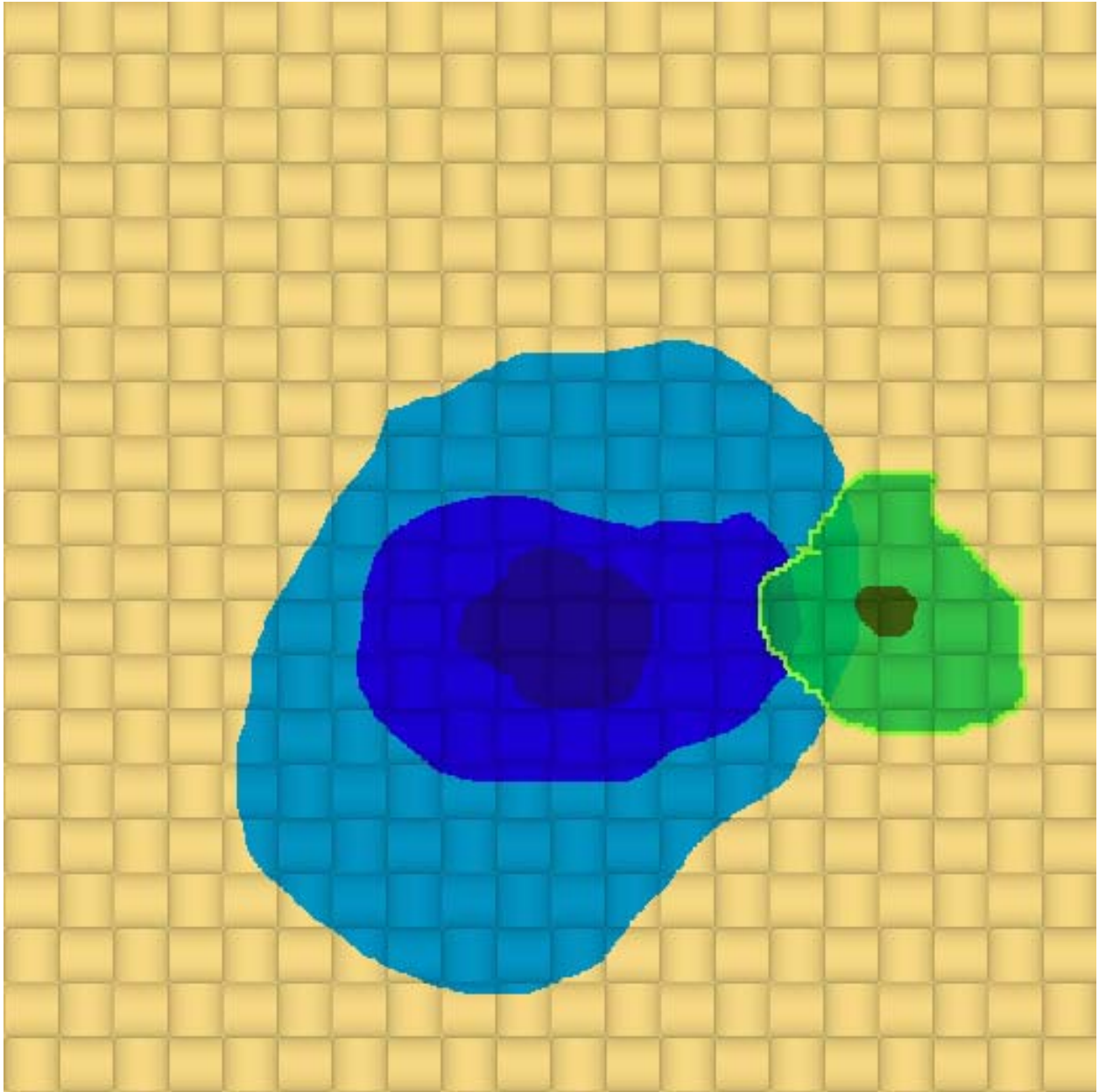
Rothberry Surrounding Area (DMs)



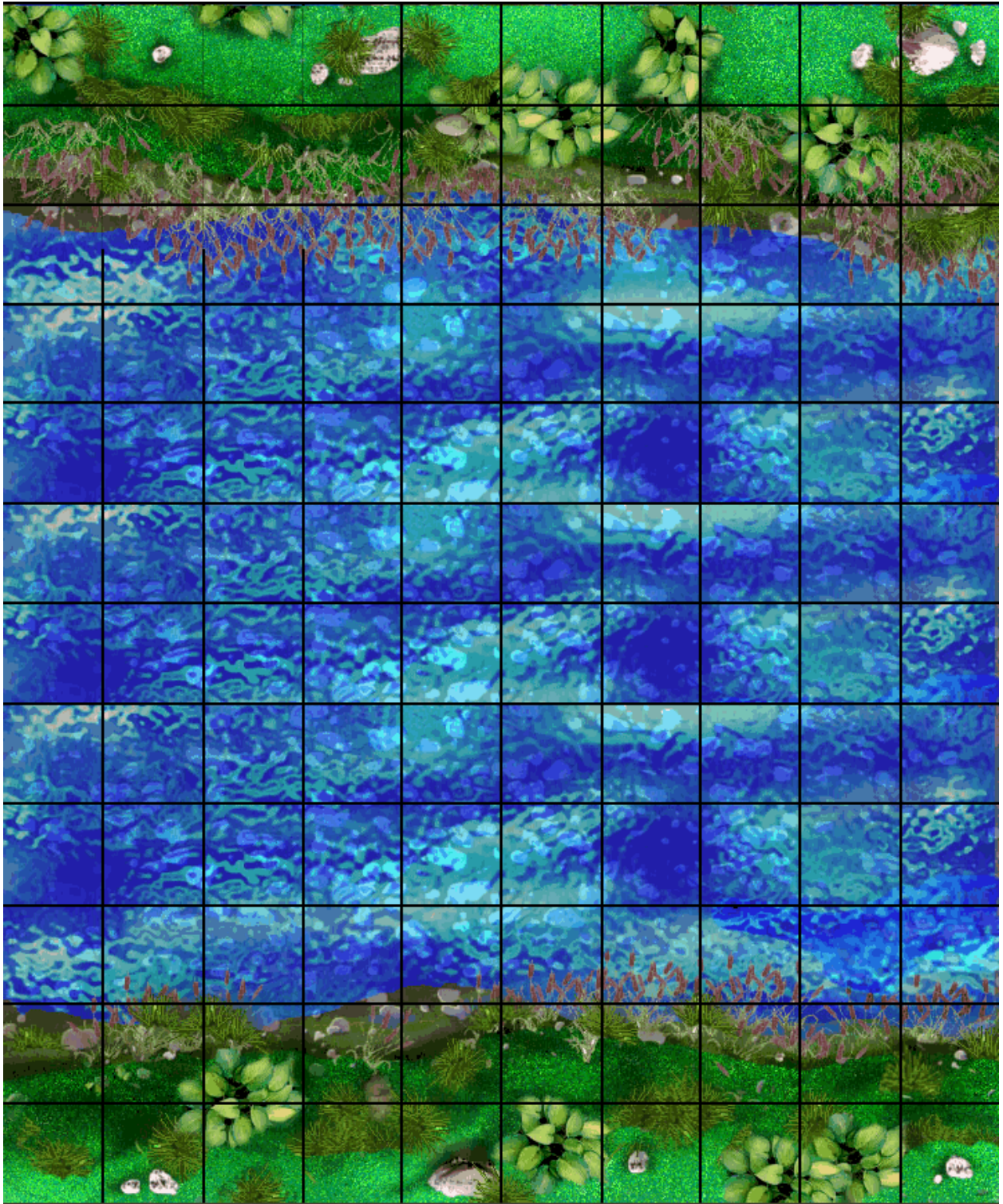
- | | |
|-----------------------|------------------|
| 1. Yareck's Farm | 10. Blacksmith |
| 2. Boar and Snore Inn | 11. Laris's Farm |
| 3. Irongate Brewery | |
| 4. Graveyard | |
| 5. Pond | |
| 6. River Crossing | |
| 7. Forest Clearing | |
| 8. Temple of Pholtus | |
| 9. General Store | |



The Pond



Flooded River Section



The Clearing

