

# Circles

## A One–Round Dungeons & Dragons® Living Greyhawk™

### Regional Adventure set in Ratik

Version 1.0

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Round and round, spinning in the dark. Many little lights but none of them a spark that can light the way forward or back from whence she came. Who sets the rules and who calls this a game?

An investigative one-round regional adventure set in Ratik, primarily concerning Clan Ukaloa and Houses Abonhoth and Keth, for characters of level 1-11 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Barker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], RTK6-01 *The Fate of Alain* [Greg Dreher, Mark Somers], RTK7-03 *Strange Days in the Timberway* [Greg Jones, Frank Mikes], *Ratik Noble Houses* (<http://ratik.rpga-apac.com/content/blogcategory/18/35/>) [James Dempsey, Mark Somers, Chris Gammage], and the *Spell Compendium* [Jeff Grubb, Mike McArtor, Matthew Sernett].

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

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## RPGA® SANCTIONED PLAY

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

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

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

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

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### Players Read No Farther

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

### Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in appendix 1 and appendix 2. For your convenience, appendix 1 is split by APL. Appendix 2

contains details of NPCs that do not vary with the APL played.

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

## LIVING GREYHAWK LEVELS OF PLAY

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

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

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on

an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

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

## ROUNDS AND UPKEEP

This is a standard one-round regional adventure, set in Ratik. Characters from Ratik pay one (12 gp per round for Adventurer's Standard Upkeep and all others pay 24 gp per round.

Rich and Luxury Upkeep cost 75 gp per round for Ratik characters and 150 gp per round for all others. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

## ADVENTURE BACKGROUND

Tharizdun is an old and evil god of uncertain origin, imprisoned by the concerted efforts of all the other gods. If freed, it is said that the gods would again unite to lock him away, as he wishes no less than to unravel the fabric of the universe.

Such a powerful being is difficult to contain. Sites keyed to Tharizdun still exist, and he is occasionally able to exert influence on the world. This is the story of one such instance.

Out in the vastness of space Tharizdun had been able to infuse the comet Beltar's Claw with a part of his essence, and to give the lump of rock and ice a 'push' so that it deviated ever so slightly from its normal course. Rather than passing close by Oerth in its usual spectacular display, on 14 Ready'reat 560 CY the comet crash landed into the mountains west of Abonoth in a fiery conflagration.

Three groups of pilgrims who had come to observe the passing of the comet were killed. These were groups from the temples of Celestian, Delleb and the Oeridian agricultural gods. An expedition sent out by Baron Lexnol III found a large crater and a substantial area of blasted forest, but no survivors within a nine mile radius of the crash site. Traces of star-metal were found in the area, but it appeared that the innermost core of the comet had already been located and removed.

In the summer of 594 CY some armor with an unusual symbol on it began appearing amongst the low life citizens of Keth and Abonoth. More recently armour with the same symbol has been found in Marner. The symbol looks like a plain circle about six inches across, located over the heart. When the circle is examined it appears to contain traces of Star Metal. A *Detect Magic* spell reveals an *Arcane Mark* within the circle in the design of a cut-away section of a sea shell – a Nautilus – rendered in exquisite detail.

The armour appears to be of dwarven manufacture and it is always mildly Chaotic in nature, as if it had originated in a place that was aligned with Chaos. Those of a Lawful nature who wear the armour find it vaguely uncomfortable (in game terms, it imposes a –2 circumstance penalty on all Charisma-based checks for those of Lawful alignment).

The armour is being created by a dwarven follower of Tharizdun, Ostriik Gabilmor, in a remote location in the Rakers. Put simply, Ostriik is mad. He suffers from dissociative identity disorder, a mental illness in which a single person displays multiple distinct identities. Ostriik and his "friend" Puluke inhabit the same body, and each routinely takes control of the individual's activities. The other identity may remember actions done by the other, as if remembering a dream of actions done by someone else, but this is rare and may be for something significant or something that seems entirely trivial. Mostly Ostriik/Puluke is a very confused, angry and unbalanced individual. Ostriik is the dominant identity and has a passionate dislike of arcane magic - at higher levels he is an Occult Slayer.

Ostriik discovered the remains of the Beltar's Claw comet and has hoarded the metal that he recovered from the site for more than 30 years. During that time he has become more and more unbalanced. Fifteen years ago he started preaching of the evils of magic. His teachings found like-minded people and Ostriik became the leader of a small group of fanatics. Eight years ago Ostriik

produced his first set of armour incorporating some of the star metal, and five years ago he began distributing the armour outside his immediate group of followers.

It is Ostriik that creates the Nautilus armour, but it is Puluke (a mage) that creates the arcane mark that appears on each set of armour. Ostriik and Puluke don't even know of the existence of the other, they just suffer from strange memory lapses and loathe themselves for their aberrant behaviour and the dreams they have. It is Ostriik that the PCs have to face when they reach the smithy where the armour is created.

Lady Demarie Morlin, a young knight of House Abonhoth and Paladin of Atroa, decided to investigate the source of this strange armour. Questions around Abonhoth and Marner revealed that some of the armour was coming from the trade town of Frostcrown in Clan Ukaloa territory. She told her father, Lord Lerin Morlin, that she would travel to Frostcrown to continue her enquiries, accompanied by her friend Fjirin Snerev (an NPC from RTK6-01 *The Fate of Alain*). That was five months ago and neither Lady Demarie nor Fjirin have been seen or heard from since.

Fjirin and Lady Demarie managed to track down Ostriik and joined the cult of the Nautilus willingly, in an effort to learn more about the organisation. Unfortunately for them they were in too deep before they realised what was happening, and they could not escape. They were imprisoned, given new names, beaten and subjected to degradation and humiliation. Their minds were not strong enough to resist the brainwashing of the cult and the influence of Tharizdun, and they have both become somewhat crazy.

They both gradually earned 'privileges' by following orders they were given and have become brainwashed cultists. Fjirin lived for a while at the complex where Ostriik Gabilmor inducts his cultists, then got sent on several seemingly meaningless errands, such as to take a package into the mountains and bury it in a particular spot, or to steal small items from various locations, such as an ale mug from a temple of Wenta. Lady Demarie still resides at the complex, acting as Ostriik's housemaid and general servant. Neither remembers what they are doing there, or even who they were before they became cultists.

Now winter is approaching and Lord Lerin is getting worried. He has approached an old friend of his, Lord Mandris Ratik, with the story. Lord Mandris promised to look into the matter and has started investigations of his own.

## ADVENTURE SUMMARY

The PCs begin the adventure in the town of Abonhoth on the 1<sup>st</sup> of Ready'reat 597 CY.

**Introduction:** The PCs find are delivered a note from Lord Mandris Ratik seeking adventurers to help find some missing women.

**Encounter 1 - Abonhoth:** The PCs meet with Lord Mandris. He is looking for a group to travel to Frostcrown to search for Lady Demarie Morlin and Fjirin

Snerev, who went into the mountains and have disappeared. Lord Mandris tells the PCs that there are four weeks before the first heavy snows are expected. If they can't find Demarie and Fjirin before 1 Sunsebb then they could be stuck in the mountains till next spring. The PCs are given a locket that belongs to Demarie. It is heart shaped with the glyph for Air stamped on it - which is the same symbology used in holy symbols of Atroa. The obvious place to begin looking is in the trade town of Frostcrown.

**Encounter 2 – Frostcrown Arrivals:** The PCs arrive in Frostcrown and have a chance to ask around after Fjirin and Lady Demarie. There are no real leads, but they learn that the evening before they arrived there was raid on a trader's warehouse and the place was burnt to the ground. The raiders were wearing Nautilus armour.

**Encounter 3 – Frostcrown Exploration:** Talking to the local watch, the PCs learn that a dwarf raider was killed in the fire at the warehouse and Fjirin was captured. Fjirin can not remember any details of the raid and doesn't even remember how she got to Frostcrown. A crumpled note points to *The Fatted Calf* in Keth as a possible location for further investigation. The PCs can either travel to Keth or proceed further into the mountains to Orokeep.

**Encounter 4 – Orokeep – Take 1:** If the PCs come to Orokeep straight from Frostcrown then there is a chance that they are able to follow the trail to Hennel Rockhammer and thence to Ostriik Gabilmor in his smithy at Ollaku, but the chance is very small. It is far more likely that they have to investigate the lead in Keth first.

**Encounter 5 – Keth – *The Fatted Calf*:** Following up the lead from Frostcrown, the PCs make their way to the Fatted Calf in Keth. This is one of a number of businesses that receives 'protection' from the Amaryllis family – a group of halflings that run a number of legitimate and not-so-legitimate businesses in Keth. The proprietor knows nothing of Fjirin and Lady Demarie, and initially denies all knowledge of the armour with the circle over the heart. The proprietor can be convinced to take the PCs to see a member of the Amaryllis family.

**Encounter 6 – Understanding tactics:** This encounter takes place in one of two situations. Either the PCs have talked to the proprietor at the *Fatted Calf* in Keth, and she tips them off to the Amaryllis family. Or the PCs learn enough from Hennel Rockhammer to decide to investigate Ollaku. The PCs are accosted and warned off by Rens Amaryllis – one of the Amaryllis stand-over halflings. From there, the PCs get a lead to either Baruk Ironbeard in Frostcrown (a false lead) or to Hennel Rockhammer in Orokeep – a supplier to the Amaryllis Family.

**Encounter 7 – Frostcrown – Take 2:** If the PCs follow up the false lead they find that the dwarf they are directed to (Baruk Ironbeard) is actually a business rival of the Amaryllis family. He sells armour and Rens was hoping the PCs would go and trash his place looking for clues that aren't there. This may not be entirely successful, as the dwarf has his own sources of

information and has heard of a supply of unusual armour coming out of the Rakers somewhere to the north of Clan Ukaloa territory. He can direct the PCs to Hennel Rockhammer in Orokeep – a supplier to the Amaryllis family.

**Encounter 8 – Orokeep - Take 2:** The PCs go talk to Hennel Rockhammer. They know that Hennel supplies armour to the Amaryllis family. Hennel can be “convinced” to reveal that he is supplied from a small dwarven settlement north of Orokeep called Ollaku.

**Encounter 9 - Ollaku:** The PCs go to the smithy at Ollaku. They find Demarie working as a housekeeper for the dwarven smith, Ostriik Gabilmor. Demarie has lost all memory of who she was or why she came here. She is completely accepting of her position. When shown her locket that the PCs were given she begins to remember, but she is in no fit state to help them out when they confront Ostriik.

**Encounter 10 – What’s Behind Door #1:** On the way to the underground smithy the PCs go past a door that is blocked by a jumble of old bottles, tins and crates. Hidden behind the unused looking door is the stash of metal from which the Nautilus armour is being manufactured. The jumble is actually a carefully crafted trap that may be set off if disturbed by the PCs.

**Encounter 11 - Darkness:** The PCs find Ostriik in his smithy. He does not take kindly to being disturbed and attacks the PCs. Ostriik is somewhat unbalanced.

**Conclusion:** Taking Demarie back to Abonhoth, Lord Mandris rewards the PCs. He can arrange for Fjirin to be released and for both Fjirin and Demarie to receive suitable medical care. The immediate problem is solved, but there are still an unknown number of fanatics in the mountains – fanatics wearing Nautilus armour and carrying holy symbols of Tharizdun...

## PREPARATION FOR PLAY

This adventure involves a lot of travel between different places in Ratik. It is possible for the PCs to fail the adventure if they can not complete their investigation before the heavy snows set in. The GM should familiarise themselves with the rules for overland movement on page 164 of the Players Handbook.

**Sense Motive:** The PCs will likely be asking a lot of questions in this adventure. As such, GMs are recommended to have each player pre-roll 10 or more sense motive checks and record the results before play begins. These rolls can then be used during play so the players only know the result of a sense motive check if they successfully discover deception.

## INTRODUCTION

For reasons of their own, the PCs are once again in Abonhoth. For once, this adventure has nothing to do with Lady Harrina Abonhoth (RTK-03 *Strange Days in the Timberway* and RTK7-06 *Horror in the Timberway*).

Note that any of the PCs that took part in RTK6-01 *The Fate of Alain* will have previously met Fjirin Snerev. It

is possible that Fjirin died during their particular instance of that adventure – but she survived at the majority of the tables played.

*The weather is cold and already there has been snow in the mountains. It is the first day of Ready’reat (Autumn) and it feels like winter is just around the corner. But it seems that the job of an adventurer is never done, as the note from Lord Mandris Ratik summons adventurers to the Five Lamps Inn in Abonhoth.*

Any PC that makes a DC 10 Knowledge (local - Nyrrond meta-region) knows that Lord Mandris Ratik is second cousin of Lexnol and a potential claimant to the position of Archbaron. He is not a person to be ignored. The PCs can either answer the note, or the adventure ends here.

## ENCOUNTER 1: ABONHOTH

When the PCs arrive they find that a number of people have responded to the note.

*At the Five Lamps Inn, Lord Mandris is not yet present, there are a number of people that have arrived in response to the note and ale is available from the bar. Perhaps you should introduce yourselves?*

Give the PCs a chance to introduce themselves.

*Soon an older gentleman with piercing eyes, black hair and a greying beard arrives. He has an unmistakable air of authority and quickly calls the meeting to order.*

*“Thank you for coming. I don’t believe I have met most of you. I am Lord Mandris Ratik, and I have a job that needs doing”.*

*“A couple of young ladies have disappeared, and I want them found. They are Lady Demarie Morlin and her friend and travelling companion Fjirin Snerev. Lady Demarie is a knight of House Abonhoth and a Paladin of Atroa, and Fjirin is a veteran of the battle of Fort Bredivan in 596. Both are competent and reliable and it is unlike them to have not been in touch.”*

*“They went to Frostcrown five months ago to investigate the source of some strange armour that is being used by various low life citizens of Keth and Abonhoth – they have not been heard of since. The armour has a Nautilus symbol inscribed as an Arcane Mark over the heart.”*

*“I commissioned a divination spell to try and find Lady Demarie and received the following response”:*

*Like Summer in Winter  
Or Fall in Spring  
The lady is trapped,  
Yet free to roam.*

*Seek seashells in the mountains  
Seek fire and stone  
The touch of a cleric  
Can bring the lady home.*

*“Results of a Divination spell to find the source of the Nautilus armour, received the following response”:*

*What you seek is what you get,  
But what you get is not what you seek.  
A less conventional approach is required.*

*“This is where you lot come in. You are my solution for ‘a less conventional approach’. Are you interested in the job?”*

The PCs will no doubt have some questions. Below are some of the answers that they can receive:

**Q. How much are you offering for the job?**

A. Lord Mandris is offering 25gp x APL each to travel to Frostcrown to search for Lady Demarie Morlin and Fjirin Snerev. A bonus equivalent to the initial amount will be paid if the PCs are successful in finding and returning both of the woman alive. Plus they get to keep any loot they find along the way – provided the loot is obtained legally. If either of the woman is dead – “let’s cross that bridge if we come to it”.

**Q. What if either of the women is dead?**

A. An *augury* spell indicates that both women are currently alive. Let’s try and keep it that way. If either of the women is dead when you find her, then learn what you can and report back to me. I will then have to consider what is to be done.

**Q. What does Lady Demarie Morlin look like?**

A. Demarie is a human woman of Suel heritage. She is in her early twenties, with pale skin, light blue eyes and blonde hair. She has an athletic build, being above average height and broad of shoulder. She is a paladin of Atroa and can usually be seen wearing a prominent holy symbol of that god – heart shaped with the glyph for Air stamped on it.

**Q. What does Fjirin look like?**

A. Fjirin is a lean human woman of Fruztii heritage. She is about twenty years old, with pale freckled skin, light grey eyes, reddish blonde hair and an attractive but hard countenance. She often wears a cloak made of arctic fox fur and has fox tails tied into her braided hair.

**Q. Where is Frostcrown?**

A. Frostcrown is a freehold town in the foothills of the Rakers, north-west of Cormik. It is Clan Ukaloa territory, and it is through Frostcrown that most of the goods produced by the dwarfs of Clan Ukaloa make their way to the rest of Ratik and beyond.

**Q. What is the armour that they were investigating?**

A. In the summer of 595 some armour with an unusual symbol on it began being used by various of the thieves of Keth and Abonhoth. At first it was thought to be a new gang, but more recently armour with the same symbol has been found in Marner, and is being used by various different thieves guilds, as well as people that do not appear to be associated with any particular organisation. The symbol on the armour looks like a plain circle about six inches across, located over the heart and containing traces of Star Metal. A *Detect Magic* spell reveals an *Arcane Mark* within the circle in the design of a cut-away section of a sea shell – a Nautilus – rendered in exquisite detail. The armour appears to be of dwarven manufacture and it is always mildly Chaotic in nature, as if it had originated in a place that was aligned with Chaos. (Give the players **Player Handout 1**).

**Q. Why were Lady Demarie and Fjirin investigating the armour?**

A. As far as I have been able to determine, they were doing so on their own initiative.

**Q. What were the results of their investigation?**

A. To answer that we would need to be able to ask Lady Demarie or Fjirin. The trail for the source of the armour would appear to lead back to Frostcrown.

**Q. Were do we bring the women if we find them?**

A. Bring them to me here in Abonhoth. I have business in town and will be staying here for several weeks.

**Q. Has Lady Harrina Abonhoth been informed?**

A. Lady Demarie’s father is Lord Lerin Morlin, a cousin of Lord Thellon Abonhoth (head of House Abonhoth). It was Lord Lerin who brought the disappearance of the two ladies to my attention. This investigation has nothing to do with Lady Harrina, and has been sanctioned by Lord Thellon.

**Q. What dangers are we likely to encounter along the way to Frostcrown?**

A. \*shrugs\* “There has been a lot of activities in the mountains of late, with orcs, gnolls and even giants being very aggressive. But the road to Frostcrown is well travelled and it is unlikely that you will encounter bandits or raiders. As for the weather, it is forecast to be fine but cold, with light snow around Frostcrown in a few days time. However, the longer you take the worse the weather will become.

**Q. Why have you waited till now to begin an investigation?**

A. The two ladies were on a quest. Who is to say how long the quest would last? I have begun this investigation at the request of Lord Lerin, Lady Demarie’s father, who is worried with winter drawing near. If you haven’t found the missing woman before the first heavy snows of

winter they are likely to be stuck in the mountains till next spring.

Assuming that the PCs accept the assignment Lord Mandris gives the PCs a final word of warning:

***"If you can find Lady Demarie and Fjirin in Frostcrown that would be excellent, but your investigations could well lead you elsewhere. It is two days ride to Frostcrown but you best keep in mind that once the heavy snows fall then travel in the mountains becomes much more difficult. It is still four weeks before the first heavy snows are expected, but they often come early. If you can't find Lady Demarie and Fjirin before the start of Sunsebb then they could be stuck in the mountains till next spring."***

***"Here is a locket that belongs to Lady Demarie. If you present it to her it should help prove your authenticity. I wish you luck in your investigations."***

***The locket is heart shaped with the glyph for Air stamped on it - which is the same symbol as used in holy symbols of Atroa.***

Sunsebb is still 28 days away. The PCs would be wise to purchase mounts at this point if they do not have them, although it is possible to complete the adventure on foot if the party does not get sidetracked.

Mounts are available in Abonhoth for the standard PHB prices. Any PC that has the AR items of Appreciation of House Abonhoth, Further Appreciation of House Abonhoth, or Gratitude of Lady Harrina, can get a 10% discount on this price.

Proceed with Encounter 2: Frostcrown Arrivals.

**Treasure:** The PCs are paid in advance if they accept the assignment, as they may need to purchase supplies for the trip. The amount is as follows.

APL 2: Coin – 50 gp;

APL 4: Coin – 100 gp;

APL 6: Coin – 150 gp;

APL 8: Coin – 200 gp.

The PCs will receive the same amount again if they are successful in finding both Lady Demarie and Fjirin Snerev. They receive the extra 25 gp \* APL at the end of the adventure if both woman are found alive and are not killed in the rescue.

## ENCOUNTER 2: FROSTCROWN ARRIVALS

From Abonhoth to Frostcrown is sixty miles of hilly track, equivalent to eighty miles of travel on the flat. This would take a human walking at normal speed (30 ft movement rate) four days travel. See Appendix 4: Standard Travel Times and Distances for example travel times.

Frostcrown (population 1,500 to 2,500) is a major trading centre. The population waxes and wanes with the seasons – many choose not to endure the winters this high in the mountains. Built on ordered lines, the town has a large square as its centre and focus. Permanent stone buildings stand as walls around the square, whilst temporary structures create an orderly pattern that is favoured by the dwarves.

It has several inns to cater for its temporary population. These provide for all comers and are run by nearly every type of owner imaginable. However, each business tries to build a reputation for something distinctive that sets it apart a little – the Broad Axe, for example, sells the best of the dwarven ales, whilst the Golden Boughs is known for its fine elven cuisine. Competition between the inns is friendly but vigorous.

The entire town is under guard by a number of different armed forces. Each trader seems to bring his own small force. The Crown has an established garrison, a Stone of the Stoneguard is kept here on permanent duty and a small unit of Guild troops, referred to by the Crown as mercenaries, also takes station during trading times. There is little obvious crime within the town boundaries, but getting to and from Frostcrown can sometimes prove more awkward.

***Travel from Abonhoth to Frostcrown is uneventful. The weather is mild for this time of year, staying just above freezing.***

***When you arrive in Frostcrown you find the place in turmoil. It seems that the warehouse of the Bagrand Trading Company was raided last night and burnt to the ground, and the owner is now missing.***

If the PCs ask around about the Nautilus armour they learn nothing. If they ask about the fire at the warehouse, or about the missing people, they can learn any of the information in the following table with a DC 12 or below with a bit of judicious questioning. Anything DC 12 and above requires them to actually make a Gather Information check:

**DC 5:** There was a raid at the Bagrand trading company last night. The place caught fire and was badly burnt.

**DC 7:** Gusbert Tookly-Bagrand – he's a gnome, owner and operator of the Bagrand trading company. Well liked around town. He is a hard bargainer, but always has quality merchandise. Sells general goods but can get in almost anything – for a price – including adventuring supplies, weapons and armour.

**DC 9:** There was a body amongst the ruins. It was badly burnt and hardly recognisable but some say it was a dwarf, or maybe a gnome. Don't know who it is.

**DC 10:** The fire is being investigated by Halin Stona – a dwarf from the local watch.

**DC 12:** There was a person taken in to 'assist the watch with their enquiries'. Some human woman – not from around here.

**DC 14:** Bagrand was more accomplished at magic than just the usual gnome parlour tricks. He had a fine voice that could make people happy, and he was well liked by the ladies for his cheerful nature and charming disposition. I reckon it was a disgruntled husband what lit the fire.

**DC 16:** Both the prisoner and the dead dwarf were wearing some weird armour with a circle on the front. I hear the armour is magical.

**DC 18:** The prisoner is one of those northern barbarians. She isn't being helpful, but I'm sure the watch will get the truth out of her.

**DC 20:** The prisoner is claiming amnesia. As if that's going to save her. She was wearing a cloak made of arctic fox fur, which is not exactly common. Someone must know who she is.

**DC 22:** A couple of the Amaryllis family out of Abonhoth have been seen in Frostcrown in the last few months. That can't be good news. Those halflings are a rough bunch – into all sorts of illegal trading. Maybe they had something to do with the fire?

**DC 25:** Yeah – I think I remember seeing those two ladies. Came to Frostcrown a few months back. Asked around town about some weird armour or some such then headed up north towards Orokeep.

## ENCOUNTER 3:

### FROSTCROWN EXPLORATION

Once the PCs make their way to the local watch house they can talk with Watchman Stona. He is a gruff dwarf and is not having a good day as his investigations are not going as he would like them to. His initial attitude to the PCs is *Indifferent*. The PCs can learn any of the information in the following table with a DC 12 or below with a bit of judicious questioning. Anything DC 12 and above requires them to make a DC 15 Diplomacy check to shift his attitude to *Friendly*. Any PC that is a member of Clan Ukaloa gets a +2 circumstance bonus to their check. Any PC that is a member of the Order of the Silk Garter gets a +2 circumstance bonus to their check. Any party that has a member of the Marner Foxes in it gets a -2 circumstance penalty to their check (if it is in any way obvious). The GM may also award a +2 circumstance bonus for intelligent questioning, or a -2 circumstance penalty for annoying Watchman Stona.

**Watchman Stona:** male dwarf warrior1/rog2; LG; hp 22; Int 14, Wis 12, Cha 11; Bluff +5, Gather Information +7, Intimidate +8, Knowledge (Nyrond meta-region) +5, Sense Motive +6.

**DC 5:** Watchman Stona is investigating the fire at the Bagrand trading company last night.

**DC 7:** Bagrand – he's a gnome. Well liked around town. He is a hard bargainer, but always has quality merchandise. Sells general merchandise but can get in

almost anything – for a price – including adventuring supplies, weapons and armour.

**DC 9:** There was a dwarf body amongst the ruins, too badly burnt to be recognisable. Don't know who it is.

**DC 10:** There was a gnome body amongst the ruins. My guess is that it is Bagrand, but there is not enough of it left to properly identify.

**DC 11:** There was a human woman taken in to 'assist the watch with their enquiries'. Fruztii heritage, about twenty years old, pale skin, reddish blonde hair – not from around here. The prisoner is not co-operating with the investigation, giving vague, incomprehensible answers or no answers at all.

**DC 12:** The prisoner was found at the scene of the crime, battered, burnt, bloody and wandering around in a daze. She was obviously a person of interest to the investigation and was taken in for questioning. She was not armed but would not or could not answer questions on what she was doing there, or even how she came to be in the neighbourhood.

**DC 14:** The Watch has information that some members of the Amaryllis family out of Keth have been seen in Frostcrown in the last few months. Those halflings are a rough bunch – said to be into all sorts of illegal trading. I wouldn't have thought they were involved in this, except that the prisoner had a scrap of paper in her possession that says 'Fatted Calf, Keth'. If you want to 'investigate' how about you make yourselves useful and go talk to the Amaryllis family in Keth.

**DC 15:** Both the prisoner and the dead dwarf were wearing armour with a circle on the front.

**DC 16:** The prisoner seems to be suffering from amnesia. She was wearing a cloak made of arctic fox fur, which is not exactly common. That should help to identify her.

**DC 18:** Bagrand was more accomplished at magic than just the usual gnome parlour tricks. There are a number of husbands around town that didn't approve of Bagrand's ability to charm the ladies. And there have been a few complaints against him using 'unfair business practices' – although when investigated the use of singing in the shop to lift people's spirits was not deemed to be against the law, or even particularly unfair. None of those who made the complaints seem the type to actually want him dead.

**DC 20:** A priest from the temple of Moradin examined the prisoner and the armour. They said the woman is healthy enough to be questioned, and doesn't seem to be under any form of magical constraint.

**DC 24:** The armour is a breastplate of masterwork quality. It gives off a faint aura of universal magic and is inscribed with an *arcane mark* depicting a nautilus shell.

### Talking with Fjirin:

The prisoner is Fjirin Snerev. It is possible that some PCs remember her from RTK6-01 *The Fate of Alain*. They may also recognise the description of the fox fur cape, mentioned by Lord Mandris if they asked for a description of Fjirin.



Any group that managed to shift Watchman Stona's attitude to *Friendly* is allowed to talk to Fjirin and can examine the armour. If the PCs failed on the initial check they may try again with a +2 circumstance modifier if they tell Watchman Stona what they know of Fjirin and Lady Demarie and the Nautilus armour.

♣ **Fjirin Snerev:** Female human Bbn2/Rog2; hp 33, currently 12; alignment CN.

Fjirin has been brainwashed by prolonged exposure to the Nautilus armour, the corrupted starmetal and the cult. She lives life on a day-to-day basis and has trouble remembering what happened yesterday, let alone her time before her mind was altered.

Fjirin is suffering from damage across the whole range of physical and mental attributes – her force of personality has been beaten down and she is undernourished. Her Charisma has been reduced to 3, and her other mental characteristics are both well below normal. A *lesser restoration* or *restoration* spell would help Fjirin recover some of her personality, but it will take years for her to completely recover from her ordeal, if she ever does.

A Heal check reveals the following information:

**DC 10:** She is suffering from extensive burns from exposure to the fire. She is also suffering from several large slashing wounds as if she'd been in a sword fight in the last 24 hours.

**DC 14:** She is undernourished and has been so for weeks and possibly months. She also has scarring on her wrists and ankles consistent with being manacled or chained in the past, but the wounds have healed.

**DC 17:** She would appear to have a genuine case of amnesia, although there is no obvious wound that may have caused such a state.

**DC 20:** Her self-will is well below what may be considered 'normal', allowing her to be easily led. A *restoration* spell may help treat this – or it may not as the situation may be her normal state.

Use of *detect magic* cast on Fjirin reveals no traces of magic. Fjirin was not magically influenced to take part in the raid – she was acting of her own (limited) volition.

Use of *detect magic* cast on the armour reveals an *arcane mark* in the shape of a nautilus shell – see **Player Handout 1**.

Fjirin responds to questions in a confused manner, or with silence. Those questions to which she has a known response are answered in a sing-song voice, like it is something that she learnt by rote, rather than something that she understands. She does not look at her questioners, but looks at the ground or closes her eyes:

**Q. Who are you?**

A. U. I am U.

**Q. Are you Fjirin Snerev?**

A. U. I am U.

**Q. Where is (or who is) Lady Demarie?**

A. (silence)

**Q. Are there others like you?**

A. We are the Nautilus. We exist to serve.

**Q. How many are the Nautilus?**

A. (sadly) We are alone.

**Q. Whom do you serve?**

A. We serve the master.

**Q. Who is the Master? Can you describe the master?**

A. He is the Master. He exists in all time and all space and his wrath shall cleanse the world.

**Q. What does the Master want?**

A. He wants Freedom and his anger is without limit.

**Q. Who is the Master angry with?**

A. Those who do not serve.

**Q. Where is the Master?**

A. He is everywhere, and nowhere.

**Q. How did you find the Master? Can you take us to him?**

A. (silence)

**Q. What were you doing here?**

A. I don't know. I live to serve. Where is here?

**Q. How did you get here?**

A. I walked.

**Q. Where did you come from?**

A. All things come from the master, whose will must be obeyed.

**Q. Did you start the fire/kill the dwarf/murder Bagrand?**

A. (silence)

**Q. What were you to do (where were you to go) next?**

A. All things must return to the master, whose will must be obeyed.

**Q. What is this note (did you write this note) about the Fatted Calf?**

A. (silence)

**Q. How were you to return to the master (How do you find the Master)?**

A. I don't remember. I am lost, floating, alone. I am doomed! Where is my master? Master? Master...

**Q. Do you recognise this locket?**

A. (silence)

The reason that Fjirin does not answer questions is because she can't. Her self-will is almost nonexistent and her memory is patchy at best.

If the PCs cast a *lesser restoration* then Fjirin recovers some of her physical condition but her mental health does not improve.

A *restoration* spell recovers some of Fjirin's mental condition and she remembers a few things. She remembers: pain from being beaten (but not who beat her); hunger – relieved by the occasional bowl of gruel; being chained in pitch dark, either by herself or with others – but not who the others were; a pair of deep black eyes and a droning voice telling her of the evils of magic; and that she must do what the Master says, or it will count against her for ever and ever and ever even past death. She does not remember such things as how she got to Frostcrown, or where she came from, or even who she is. She is puzzled by any talk of Lady Demarie or Fjirin, as if it is something that maybe she should remember, but she can't.

A *heal spell* can restore Fjirin's mental and physical attributes, but it can not wipe away the mental trauma of the last few months, nor restore her memory of what she has been doing for the last couple of months. It is something that she would rather not remember.

### **What really happened:**

The following information is background for the GM, to explain why things appear as they do.

Bagrand had a few levels of bard and was not above using his bardic music ability to create a cheery atmosphere in the shop, or to help charm difficult customers. Bagrand was also a direct competitor of the Amaryllis' clan distribution network for 'previously owned' adventuring supplies.

Ostrik Gabilmor decided that he wanted to remove a competitor, one who was known to use arcane magic. He sent a couple of his cultists to 'deal with' Bagrand. Fjirin was one of those sent, but, when it came down to actually killing the gnome once he was beaten up, she could not do it. She rebelled and got into a fight with the other cultist. In the resulting clash Fjirin was injured, the dwarf cultist was killed, and the shop set alight.

Fjirin escaped the fire, but her brief rebellion against her programmed obedience left her even more confused than she had been, as she had gone against the wishes of the master. She was then unable to decide where to go or what to do, and was found in this state soon after the fire alarm was raised.

The note about the *Fatted Calf* is something that Fjirin wrote to herself weeks back as a place that had

connections to the Nautilus cult, but at this stage she has now forgotten what it meant or why she wrote it.

### **Examining the ruins of the warehouse?**

If the PCs wish to examine the remains of the warehouse a DC 20 Search check will reveal the melted remains of various metal implements (spades, rakes, hammers, etc) as well as ruined weapons and armour. A DC 30 Search check will reveal a stash of 10 gold coins hidden below a brick in the fireplace. There is nothing magical.

### **Where to next?**

Watchman Stona will not release Fjirin or the armour into the custody of the PCs. Fjirin is needed for his investigation, and to potentially stand trial for arson and murder. It is more than his job is worth to release her at this stage.

The PCs may decide to head north to Orokeep (go to Encounter 4: Orokeep – Take 1) or to Keth (go to Encounter 5: Keth – The Fatted Calf).

If the PCs travel to Keth then the quickest path is via Abonhoth. At Abonhoth they can report back to Lord Mandris, who begins the process of getting Fjirin the medical/magical help that she needs. The PCs should at this stage realise that there is potentially a *lot* more travelling involved in finding Lady Demarie. If they are desperate for funds to purchase mounts then Lord Mandris pays each of them the fee for finding Fjirin, 25 gp x APL, when they report Fjirin being in custody in Frostcrown.

## **ENCOUNTER 4: OROKEEP – TAKE 1**

From Frostcrown to Orokeep is a journey of twenty miles of mountainous trail, equivalent to twenty-seven miles of travel on the flat. This can be accomplished by a human on foot with a slightly longer day's travel than normal. See Appendix 4: Standard Travel Times and Distances.

Orokeep (population 1,900) is the centre of the clan holdings for Clan Ukaloa, and its most "dwarven" centre. Built into the heart of the mountain itself, Orokeep began its life many centuries ago as a small dwarven keep providing a gateway to the outside world. Since then it has developed into a massive construction – at its heart an apparently impenetrable fortress. The whole town could be quartered within the mountain should the need arise.

The majority of the town, however, is located in front of the fortress. Here things are perhaps more sensible and ordered than you would expect a mountain town to be. The use of living rock in its outer walls hint at its construction by dwarven hand. There are smartly appointed quarters for honoured guests, and inns serving various forms of beverage and foods. It is here also that you may encounter a fair number of gnomes and halflings, more rarely elves and half-orcs, as well as human guests and visitors.

The atmosphere of the town is a friendly and ordered one. The residents are keen to ensure that harmony and peace are to the forefront, and guests are treated with honour. Visitors are expected to obey the local laws and treat others with dignity. There is little petty crime – a testament to the care taken by the various guard elements, mainly dwarven and halfling, that patrol the city.

If the PCs come to Orokeep straight from Frostcrown then there is a chance that they can follow the trail to Hennel Rockhammer and thence to Ostrik Gabilmor in his smithy at Ollaku, but the chance is very small. The reason that Ostrik employed the Amaryllis family in Keth to act as the prime distributors of the Nautilus armour was to muddy the trail of anyone trying to locate his smithy.

Asking around about Fjirin and Lady Demarie or the Nautilus armour reveals the following information on a successful Gather Information check:

**DC 22:** A couple of the Amaryllis family out of Abonhoth have been seen in Frostcrown in the last few months. That can't be good news. Those halflings are a rough bunch – into all sorts of illegal trading. They may have something to do with your missing people or your dodgy armour.

**DC 25:** Yeah – I think I remember seeing those two ladies. Came to Orokeep a few months back. Asked around town about some weird armour or something. They were all kitted up for a trek into the mountains.

**DC 30:** Yeah, I remember those two. Saw them talking to Hennel Rockhammer at his shop. They were having an argument about a suit of armour with a circle on the front.

### **Where to next?**

At this stage the PCs can either head off to Keth (go to Encounter 5: Keth – *The Fatted Calf*), or if they got enough information they can bypass all of that travel and go see Hennel Rockhammer at his shop (go to Encounter 8: Orokeep – Take 2).

## **ENCOUNTER 5: KETH – THE FATTED CALF**

From Frostcrown to Keth is a journey of one hundred and eighty miles. This would take a human walking at normal speed (30 ft movement rate) seven-and-a-half days' travel. See Appendix 4: Standard Travel Times and Distances.

*Travel from Frostcrown to Keth is uneventful apart from a slight snowstorm as you leave the mountains.*

*The Fatted Calf in Keth is easy enough to find. It is an up-market inn and restaurant near the centre of Keth. Although run by Halflings, it caters to a*

*mixed clientele, and is popular for lunch and dinner with the well-to-do locals.*

The Amaryllis family is a well known organisation, like a Halfling mafia - DC 15 Knowledge (local - Nyronde meta-region). They have their fingers in many of the legitimate businesses in the city, and many of the illegitimate ones as well. Their activities range from extortion rackets and dealing in stolen goods to support for civic concerts and local school fetes. They can be a very supportive organisation, if you support them in turn. On the other hand, they can get very nasty if you cross them.

The PCs can approach the Fatted Calf at any time of day. The proprietor is a halfling, Tirianne Mobriet. She is not a member of the Amaryllis family, but she does receive "protection" from them, in exchange for any unusual gossip that she overhears.

Tirianne's outlook on life is that others are there for her benefit. She starts with an initial attitude of Indifferent. If the PCs can make a DC 15 Diplomacy check to shift her attitude to Friendly, she still sees any dealings with them as a business arrangement, and a high risk business arrangement once they start discussing the Nautilus armour and potential kidnapping or even murder done by the Amaryllis family.

🔮 **Tirianne Mobriet:** female halfling expert 3; N; hp 17; Int 12, Wis 12, Cha 14; Fort +3, Ref +3, Will +5; Appraise +5, Bluff +7, Diplomacy +13, Gather Information +7, Intimidate +6, Knowledge (Nyronde meta-region) +4, Knowledge (Nobility) +4, Listen +6, Profession (inn keeper) +9, Sense Motive +8.

Tirianne is happy to talk to the PCs, but does her best to learn what she can from them and give back little information in return. She is however amenable to bribery. She then passes on what information she can to her contact – Rens Amaryllis – including the fact that they tried bribery.

Tirianne knows nothing of Fjirin and Lady Demarie. She does know that the Amaryllis family have been dealing in armour with a circle located over the heart, but not the significance of the circle.

Some sample answers that she may give are as follows, with their truthfulness noted in brackets. If the PCs have given her payment for information of at least 10gp \* APL the PCs receive answer B instead of answer A to their questions:

**Q. What do you know of Fjirin and Lady Demarie?**

A/B. Nothing (true).

**Q. Fjirin and Lady Demarie could have been murdered. Won't you help us?**

A. That's terrible! Someone should do something! (false sentiment).

B. And I care because? (true sentiment)

**Q. Do you think that the Amayllis family are involved in the disappearance of Ejirin and Lady Demarie?**

A/B. Many things are possible, It could be so but I know nothing of such a thing. (true).

**Q. What do you know of the Amaryllis family?**

A/B. They are a local halfling family. They are very active in this city, supporting the arts and social institutions. They run the Amaryllis trading company. (true – but with a favourable bias).

**Q. What does the Amaryllis Trading Company trade in?**

A/B. (shrugs) They have a wide ranging business, trading in all sorts of things, from salt pork to sofas. (true – but not the whole story; they also trade in information).

**Q. Do the Amayllis family support your establishment?**

A/B. (haughtily) I'll have you know that the Fatted Calf is one of the finest eating establishments in the whole of Keth, perhaps in the whole of Ratik! I do not need support from philanthropists. (true – but not the whole story).

**Q. Are you a member of the Amayllis family?**

A/B. No (true).

**Q. Do you support the Amayllis family?**

A/B. I have made some donations in the past to their fund-raising efforts. They do a lot of good in this community. (true – but with a favourable bias).

**Q. What do you know of armour with a circle over the heart?**

A. Nothing (false).

B. I know that the Amaryllis trading company has had some dealings in such armour. I believe the armour is magical, but I don't know what the magic does. They seem to be selling it very cheaply if it is truly magical. (true).

**Q. What do you know of the Nautilus symbol on the armour?**

A. Nothing (false).

B. I have heard of a group of magic hating fanatics. I think they use a Nautilus symbol, but I'm not sure. (part truth – she knows the Amaryllis family sells Nautilus armour for the cult, and members of the cult occasionally use her establishment as a meeting place, although there are no meetings currently planned that she knows of).

**Q. Where are the offices of the Amaryllis trading company?**

A/B. What, you think they have a flashy office somewhere? They don't operate that way. They are a family, not a public company. They operate by word of mouth and family gatherings at people's homes. If you

want to deal with them you have to know who to speak to. (true).

**Q. Can you take us to (put us in touch with) the Amaryllis family?**

A. I could, for a price. (true – the price being the bribe of at least 10gp x APL required to get Tirianne to be more forthcoming with her answers).

B. I have some things to do here first but give me fifteen minutes and I will be able to take you. What do you want to talk to them about? (true).

If the PCs accept the offer to be taken to a meeting with Rens Amaryllis, Tirianne sends off a note to Rens informing that the PCs are on their way. She then delays their departure for a short while, after which she says that she is sorry but something has come up and she can't take them after all. She returns half of any money that they paid her, and provides them with directions to an address in a poorer part of town where they can go to meet Rens. She knows the PCs are trouble, and wants no more to do with them.

### **Where to next?**

The PCs can either follow directions provided by Tirianne Mobriet (if they are prepared to pay the appropriate 'finders fee') on how to find Rens Amaryllis, or they can ask around town trying to find the Amaryllis Trading Company or one of the Amaryllis family. Either way, Tirianne gets word to Rens about their interest (or they are seen talking to her by another of the spies). Proceed to Encounter 6: Understanding Tactics.

## **ENCOUNTER 6: UNDERSTANDING TACTICS**

Rens Amaryllis is an 'enforcer' and stand-over man for the family – although at 2' 11" tall he prefers to be called an 'understanding man'. He has spies all over the city, including Tirianne at the Fatted Calf, and of course he has spies that watch the spies, and watch each other, to report any possibly lack of loyalty. Rens received word from Tirianne (or from one of the spies watching Tirianne) and is waiting for the PCs to give them a harsh message about messing in his family's affairs. Rens is accompanied by his riding dog, named Slobber. At APL 6 Rens has another riding dog 30 feet away, out of sight of the PCs but set to guard Rens. At APL 8 Rens has two more riding dogs 30 feet away, out of sight of the PCs but set to guard Rens.

*As you head to your meeting you notice there are several halflings that seem to be watching you. Before you arrive at the designated address you are accosted in a 20 feet wide alleyway. Stepping out from a side alley 50 feet in front of you is a halfling with a mean looking countenance. He is wearing everyday cloths but he has a shortsword sheathed at his hip and is holding a javelin in each hand.*

At APL 6 and 8 Rens has already consumed an *elixir of flaming fists*.

*His hands are wreathed in flame.*

At APL 8 Rens has used his *amber amulet of vermin* and summoned a giant stag beetle. The beetle guards Rens and they act on the same initiative.

*Beside the halfling is a giant stag beetle.*

At all APLs Rens is accompanied by a riding dog with the *defend* trick.

*In front and to the side of the halfling is a dog that is taller than its owner. They both look in your direction and grin.*

*"Greetings adventurers, I hear you have been asking questions. Too many questions about things best left alone. My Family don't like people who ask too many questions..."*

Time to roll initiative.

#### APL 2 (EL 4)

☛**Rens Amaryllis:** male halfling rogue 2/monk 2, hp 24; Appendix 1.

☛**Slobber:** riding dog, hp 13; *Monster Manual* 272; Tricks known are: attack, attack, defend, down.

#### APL 4 (EL 6)

☛**Rens Amaryllis:** male halfling rogue 3/monk 3, hp 35; Appendix 1.

☛**Slobber, Clobber:** riding dogs; hp 13, 13; AC 20; *Monster Manual* 272, includes extra AC from a *potion of mage armor* already consumed; Tricks known are: attack, attack, defend, down.

#### APL 6 (EL 8)

☛**Rens Amaryllis:** male halfling rogue 4/monk 4, hp 46; Appendix 1.

☛**Slobber, Clobber, Dobber:** riding dogs; hp 13, 13, 13; AC 20; *Monster Manual* 272, includes extra AC from a *potion of mage armor* already consumed; Tricks known are: attack, attack, defend, down.

#### APL 8 (EL 10)

☛**Rens Amaryllis:** male halfling rogue 5/monk 5, hp 57; Appendix 1.

☛**Slobber, Clobber, Dobber:** riding dogs; hp 13, 13, 13; AC 20; *Monster Manual* 272, includes extra AC from a *potion of mage armor* already consumed; Tricks known are: attack, attack, defend, down.

**Tactics:** Because both groups are aware of each other there is no surprise round. In the first round Rens throws his javelin, trying to get a sneak attack, and then uses his tumble ability to get into flanking positions. Slobber will

not attack others unless he is attacked or to defend his master.

At APL 4 and above Rens and his dogs have already consumed *potions of mage armor* before confronting the PCs.

At APL 4 Rens has a second riding dog waiting in the alley. At APL 6 and 8 Rens has two riding dogs waiting in the alley.

At APL 6 and 8 Rens uses a *javelin of lightning* in the first round, trying to get as many PCs as possible in the line of effect. Also at these APLs Rens has already consumed a *potion of barkskin* +2, and *elixir of flaming fists*, as well as has a second riding dog waiting in the alley.

At APL 8 Rens has already summoned a giant stag beetle from his *amber amulet of vermin*, and can use it as a potential flank buddy. At APL 8 Rens has also already consumed an *electric eel elixir* and his skin is slightly silvery. He can deliver a once-off attack dealing an extra 1d8+1 points of electricity damage on top of his normal unarmed damage.

**Treasure:** The PCs can gain the following treasure here:

☛**APL 2:** Loot 15 gp; Magic 250 gp; *cloak of resistance* +1 (83 gp), *ring of protection* +1 (167 gp); Total 265 gp.

☛**APL 4:** Loot 15 gp; Magic 416 gp; *cloak of resistance* +1 (83 gp), *ring of protection* +1 (167 gp), *silkslick belt* (167 gp); Total 431 gp.

☛**APL 6:** Loot 27 gp; Magic 442 gp; *cloak of resistance* +1 (83 gp), *elixir of flaming fists* (25), *ring of protection* +1 (167 gp), *silkslick belt* (167 gp); Total 469 gp.

☛**APL 8:** Loot 27 gp; Magic 575 gp; *amber amulet of vermin* (*giant stag beetle*) (100), *cloak of resistance* +1 (83 gp), *electric eel elixir* (33), *elixir of flaming fists* (25), *ring of protection* +1 (167 gp), *silkslick belt* (167 gp); Total 602 gp.

#### Where to next?

If the PCs do not kill Rens they can question him. Rens does not know a lot about the Nautilus armour but he can be forced to tell what he does know, either by:

- using magical compulsion
- using Diplomacy, DC 25 to shift his attitude from unfriendly to friendly
- using intimidation, opposed by 1d20 + Rens' Hit Dice + Rens' Wisdom bonus. Ignore the +4 size bonus that medium sized PCs would normally have when dealing with halflings but add a +4 bonus for the fact that Rens is at the mercy of the PCs.

Rens is not particularly afraid of the PCs. His job is to intimidate people and he knows their type. They are not as ruthless as his own family, which is why the PCs do not get their normal +4 to Intimidate when dealing with halflings. Rens also knows that if he is taken to the authorities that he will receive lenient treatment due to family connections. He also has life insurance from the Family if the PCs decide to kill him outright.

What Rens knows about the Nautilus armour is that there is a supplier in Orokeep – a dwarf merchant by the name of Hennel Rockhammer. Hennel doesn't make the stuff, but he should know who does. Go to Encounter 8: Orokeep – Take 2.

If Rens wins the battle of wills with the PCs he sends them to Frostcrown rather than Orokeep. There is a merchant named Baruk Ironbeard from the Ironbeard Trading Company that is a rival to the Amaryllis family. Go to Encounter 7: Frostcrown – Take 2. Rens wants the PCs to cause some damage to Baruk or his shop, so exaggerates his dangerousness.

If the PCs go to the address given they find an abandoned house. There is no sign that anyone lives there, although a DC 20 Search check will reveal signs that it is used as a meeting place.

***Be careful of Baruk. He is a mean one - used to be an adventurer before he settled down and he is handy with his fists. Best to hit him hard and then ask questions.***

If the PCs kill Rens before he can reveal any information to them all is not lost. The PCs can go back to see Tirianne Mobriet at the Fatted Calf. She will then remember hearing something about a man named Baruk in Frostcrown who had something to do with armour that the Amaryllis family were selling, although she doesn't have a surname and doesn't know what he does or where in Frostcrown that he can be found. Add two days to the PCs investigation time as they search for the right Baruk in Frostcrown.

## ENCOUNTER 7: FROSTCROWN – TAKE 2

If the PCs follow up the false lead they will find that the dwarf they are directed to (Baruk Ironbeard) is actually a business rival of the Amaryllis. He sells armour and Rens was hoping the PCs would go and trash his place, looking for clues that aren't there. This may not be entirely successful, as the dwarf has his own sources of information and has heard of a supply of unusual armour coming out of the Rakers somewhere to the north of Clan Ukaloa territory. He can also direct the PCs to a Hennel Rockhammer in Orokeep – a supplier to the Amaryllis family.

***You can find the Ironbeard Trading Company in Frostcrown easily enough. It is a general store that caters to adventurers. As you enter you see a dwarf wearing a tough leather apron standing behind a 2.5 foot high counter. He glances in your direction, casually reaches down below the counter and pulls out a loaded heavy crossbow.***

See Appendix 6: Map of the General Store. The shopkeeper is Baruk Ironbeard. The counter is 5 ft. wide and 2.5 ft tall. The crossbow is magical.

Baruk used to be an adventurer (albeit not a very good one) and some habits never go away. He is paranoid that someone who he upset during his adventuring days may come visiting, and he always keeps a loaded crossbow below the counter. He also knows that a couple of the Amaryllis family out of Abonhoth have been seen in Frostcrown and that they are always looking to expand their influence. He expects that they will come calling, or at least send a representative. When a group of armed and armoured people enter his store he acts to defend himself – but he does not fire the crossbow unless attacked. Time to roll initiative.

♣ **Baruk Ironbeard:** male dwarf rogue 1/expert 1; LN; hp 16; Appendix 2.

If the PCs actually talk to Baruk without attacking him he is happy to tell them about Hennel Rockhammer in Orokeep. Baruk knows that Hennel is a trader with links to the Amaryllis family and there are rumours that they have been selling armour on the cheap.

**Treasure:** The PCs gain no treasure here. Taking from Baruk would be theft.

## ENCOUNTER 8: OROKEEP – TAKE 2

The PCs go talk to Hennel Rockhammer. They know that Hennel supplies armour to the Amaryllis family. Hennel can be 'convinced' to reveal that he is supplied from a small dwarven settlement north of Orokeep called Ollaku.

The shop has the same layout as for the previous encounter. See Appendix 6: Map of the General Store. The shopkeeper is Hennel Rockhammer. The counter is 5 ft. wide and 2.5 ft tall. The crossbow is magical.

***You can find the Rockhammer Trading Company in Orokeep easily enough. It is a general store that caters to adventurers. As you enter you see a dwarf wearing a tough leather apron standing behind a 2.5 foot high counter. He glances in your direction, casually reaches down below the counter and pulls out a loaded heavy crossbow.***

♣ **Hennel Rockhammer:** male dwarf rogue 1/expert 3; CN; hp 26; Appendix 2.

Hennel runs the Rockhammer trading establishment in Orokeep. He starts out with an attitude of unfriendly to the PCs where the Amaryllis family are concerned, due to the fact that he is more scared of them than he is of the PCs. He can be convinced to provide directions to the smithy at Ollaku using the following skills:

- Diplomacy DC 25
- Intimidate DC 20

- Paying 50 gp x APL.

### **Where to next?**

At this stage the PCs can go to Ollaku. If they have already been to Keth then go to Encounter 9: Ollaku. If they made the DC 30 Gather Information check in Encounter 4 to bypass the trip to Keth and back then they still get to meet Rens Amaryllis, only he is in Orokeep, not Keth - go to Encounter 6: Understanding Tactics, but modify the boxed text appropriately, before proceeding on to Encounter 9.

**Treasure:** The PCs gain no treasure here. Taking from Hennel would be theft.

## **ENCOUNTER 9: OLLAKU**

*Ollaku is a scattered dwarven settlement of about 300 people that services the families that make their living mining the surrounding hills and hunting the animals of the mountains. The main businesses of the community are: a combined pub, hotel and bath house; a general store; a furrier and tanner; a bakery; and of course a smithy.*

### **General Gather Information:**

If the PCs ask around Ollaku before approaching the smithy they can learn the following:

- The Smithy is in the side of the hill over yonder (gives directions). You can't miss it.
- Ostrik Gabilmor is the local smith. He was born in the village and has lived here all his life. Must be 150 years or so.
- Ostrik is a strange one and getting stranger. Started calling himself The Speaker or some such. "The crazy" is what I'm thinking.
- Keeps very much to himself, him and his brother or cousin or something and their cronies. They all live up at the smithy.
- Don't bother asking Ostrik to supply you with anything magical. Not unless you want an hour lecture on the evils of magic and how the world would be much better off without it.
- The cousin Puluke is pretty strange too. You don't see much of him. I guess he does a lot of travelling.
- Ostrik and Puluke are similar in appearance, which is why I think they are brothers or cousins or something – although they will never admit it, even to the extent of refusing to talk of the other. You never see them together.
- Ostrik and Puluke are very different in nature. Where Ostrik is always dour and plainly dressed and never buys anything fancy, Puluke likes the finer things in life. He imports exotic food and drink and cigars. He even sometimes comes down to the bathhouse – and I mean more than once a year.

- You sometimes see the cronies wandering around the village. Pasty skin, dead eyes, not much conversation. Mainly dwarves, but some other races as well. They come and go. It's hard to tell exactly how many people live there as they seem to be come and go. I don't think living there's many there at the moment.

- Sure I've seen a human woman around town. She works for Ostrik – does his shopping and washing and cleaning and the like. Thin, dirty blond hair, pasty skin like the rest of them. Been here a couple of months.
- I don't know anything about any Nautilus.
- Secret cult? Well I guess you could call Ostrik and his cronies a cult, but they are hardly secret, and it's not as if they are out to destroy the world or anything.

### **Talking with Demarie:**

The PCs find Demarie working as a housekeeper for the dwarf smith, Ostrik Gabilmor. Demarie has lost all memory of who she was or why she came here. She is completely accepting of her position.

The smithy is built into the side of a hill. There is only the one door. See Appendix 7: Map of Ostrik's Smithy. Assuming that the PCs approach it openly they are met at the door by a very bedraggled and worn out Demarie.

*You are met at the door to the smithy by a bedraggled-looking woman, whom you would guess may be in her mid twenties. She has dirty blond hair and is wearing a thick cotton smock. She opens the door and looking at the ground rather than at you she says "Yes?"*

The PCs have found Demarie, although they may not recognise her from the description they were given. She looks a few years older than the early twenties they were told. She stoops and looks at the ground rather directly at them, so they may not initially see her blue eyes or realise that she is taller than average for a human female. Also, she has been undernourished and ill treated for the last three months and has lost much of her muscular build.

**Demarie Morlin:** Female human Ari2/Pal2; hp currently 15; alignment LG.

Demarie is in the same sort of state as Fjirin and provides similar sorts of responses to when they spoke to Fjirin at Frostcrown. They have both been brainwashed by prolonged exposure to the Nautilus armour, the corrupted starmetal and the cult. She lives life on a day-to-day basis and has trouble remembering what happened yesterday, let alone her time before her mind was altered.

Demarie is suffering from damage across the whole range of physical and mental attributes – her force of personality has been beaten down and she is undernourished. Her Charisma has been reduced to 5, and her other mental characteristics are both well below normal. A *restoration* or *lesser restoration* spell would help Demarie recover some of her personality, but it will take

years for her to completely recover from her ordeal, if she ever does.

A Heal check reveals the following information:

**DC 14:** She is undernourished and has been so for weeks and possibly months. She also has scarring on her wrists and ankles consistent with being manacled or chained in the past, but the wounds have healed.

**DC 17:** She would appear to have a genuine case of amnesia, although there is no obvious wounds that may have caused such a state.

**DC 20:** Her self-will is well below what may be considered 'normal', allowing her to be easily led. A *lesser restoration* spell may help treat this – or it may not as the situation may be her normal state.

Use of *detect magic* cast on Demarie reveals no traces of magic. Demarie is not under any form of magical compulsion – she has been brainwashed using traditional methods of deprivation and rewards. She is acting as housekeeper for Ostriik of her own (limited) volition.

Demarie responds to questions in a confused manner, or with silence. Those questions to which she has a known response are answered in a sing-song voice, like it is something that she learnt by rote, rather than something that she understands. She does not look at her questioners, but looks at the ground or closes her eyes:

**Q. Who are you?**

A. I.

**Q. Are you Lady Demarie?**

A. I. I am I.

**Q. Where is (or who is) Lady Demarie?**

A. (silence)

**Q. Are there others like you?**

A. We are the Nautilus. We exist to serve.

**Q. How many are the Nautilus?**

A. (sadly) We are alone.

**Q. Whom do you serve?**

A. We serve the master.

**Q. Who lives here?**

A. The Speaker lives here.

**Q. Who is the Speaker?**

A. He is the Speaker.

**Q. We are here to have some work done. Can we see the Speaker?**

A. Leave a note. The Speaker will be in touch.

**Q. Who is the Master? Can you describe the master? Is the Master in?**

A. He is the Master. He exists in all time and all space and his wrath shall cleanse the world.

**Q. What does the Master want?**

A. He wants Freedom and his anger is without limit.

**Q. What are you doing here?**

A. I cook. I clean. I serve.

**Q. How did you get here?**

A. (silence).

**Q. Where did you come from?**

A. All things come from the master, whose will must be obeyed.

The reason that Demarie does not answer questions is because she can't. Her self-will is almost nonexistent and her memory is patchy at best. She will not allow the PCs to enter, asking that they leave a note. If they push past her she just watches.

If the PCs cast a *lesser restoration* on Demarie she recovers some of her physical condition but her mental health does not improve.

A *restoration* spell recovers some of Demarie's mental condition and she remembers a few things. She remembers: pain from being beaten (but not who beat her); hunger – relieved by the occasional bowl of gruel; being chained in pitch dark, either by herself or with others – but not who the others were; a pair of deep black eyes and a droning voice telling her of the evils of magic; and that she must do what the Master says, or it will count against her for ever and ever and ever even past death. She does not remember such things as how she got to Ollaku, or where she came from, or even who she is. She is puzzled by any talk of Lady Demarie or Fjirin, as if it is something that maybe she should remember, but she can't.

A *heal spell* can restore Demarie's mental and physical attributes, but it can not wipe away the mental trauma of the last few months, nor restore her memory of what she has been doing for the last couple of months. It is something that she would rather not remember. She is in no fit state to help them out when they confront Ostriik.

If Demarie is shown the locket that the PCs were given by Lord Mandris, it is equivalent to casting a *restoration* spell and she will begin to remember.

*When you show the locket to the woman a marked change comes over her. Somehow she seems to solidify, as if she wasn't really there before, and now she is. She smiles, showing the first emotion that you have seen her display, then she murmurs "In Spring the world wakes from its slumber". She then walks outside and sits in the sun, completely ignoring you. She seems to be meditating.*



No amount of prompting will get Demarie to say more.

### Where to next?

The PCs can look around the residence. The vast majority is sparsely furnished, with the only light source being a small pot of some sort of glowing fungus in the guest area. The place is designed for dwarfs, and Ostriik does not allow the use of magic for lighting. The forge area is off-limits to everyone except Ostriik and is protected by two locked doors – see Appendix 7: Map of Ostriik's Smithy.

The forge is protected by a permanent alarm *spell* to alert Ostriik of anyone entering his domain. The spell covers the 15 by 15 foot space behind the first locked door that protects the inner area of the smithy (see map in Appendix 7: Map of Ostriik's Smithy). All doors marked on the map are locked but not trapped.

🔒 **Reinforced Wooden Door:** 2 in. thick; hardness 5; hp 20; AC 5; Open lock DC 25; Break DC 23.

🔔 **Alarm Trap:** CR 0; magical; touch trigger; automatic reset; Search DC 30; Disable Device DC 30; Caster level 9, moderate aura of Universal magic; Market value 450 gp

## ENCOUNTER 10: WHAT'S BEHIND DOOR #1

The star metal that is being used to create the nautilus pattern on the armour is in a store room behind a trapped door. The store room is depicted in Appendix 7: Map of Ostriik's Smithy.

The trap (location T on the map) is a series of precariously balanced bottles, jars and tins containing a mixture of chemicals such as acids and paints, that when combined together cause the whole lot to explode in a fireball-like reaction of corrosive material and sharp objects. This trap was constructed by the Amaryllis clan and Ostriik gets them to disable the trap every couple of months so that he can access some more of the metal.

*This corridor contains a jumble of old pots, jars, bottles and tins. From the smell and the look of the tins it appears that some of them contain the remnants of paint or dye. From the amount of dust and cobwebs it appears the pile has not been disturbed in a month or more. Partly visible behind the jumble is a door.*

Because of the nature of the trap it does not have any magic aura. If the PCs cast *detect chaos* when examining the door there is a faint trace behind the door, from the metal stored there. The metal does not detect as magical.

Unbeknownst to Ostriik and Demarie the dwarf's residence contains an uninvited guest. Snap the quasit moved in a few months back. He is lost, after

unintentionally finding his way to the Prime Material plane when he was pushed through an open portal as a prank. Recently he has been hiding out in the bat cave, often taking on his alternate bat form and playing tricks on the other bats. He can move around the residence by going *invisible* and making use of doors when other people open them. There are also various fissures in the rock that a tiny creature can crawl through. The only part of the residence he has not been able to access is the room with the star-metal.

Snap suspects that there is something interesting behind the trapped door and as a being of chaotic evil he would love to see what is in there. But he is also a coward and he has not yet summoned up the courage to try and bypass the trap, even though he figures any man-made fire isn't going to harm him.

If the PCs look like they are going to investigate what is behind the door Snap waits till they set off the trap then goes in and has a look.

At APLs 2 and 4, if the PCs fail to set off the trap, Snap triggers it just to see what it does, catching several people in the blast if he can.

### APL 2 (EL 4)

🐉 **Snap:** quasit; hp 13; *Monster Manual* 46.

🔥 **Exploding Alchemical Trap:** CR 2; alchemical; touch trigger; manual reset; effect similar to spell (*burning hands*, 4th-level wizard, 4d4 damage - half fire and half acid, DC 11 Reflex save half damage); multiple targets (all targets within 15 ft.); Search DC 20; Disable Device DC 20. Market value 500 gp

### APL 4 (EL 6)

🐉 **Snap:** quasit; hp 13; *Monster Manual* 46.

🔥 **Exploding Alchemical Trap:** CR 5; alchemical; touch trigger; manual reset; effect similar to spell (*fireball*, 5th-level wizard, 5d6 damage - half fire and half acid, DC 14 Reflex save half damage); multiple targets (all targets within 20 ft.); Search DC 20; Disable Device DC 20. Market value 4,000 gp

### APL 6 (EL 7)

🐉 **Snap:** quasit; hp 13; *Monster Manual* 46.

🔥 **Exploding Alchemical Trap:** CR 7; alchemical; touch trigger; manual reset; effect similar to spell (*chain lightning*, 11th-level wizard, 11d6 damage to target nearest centre of trigger area plus 5d6 damage to all others within 20 ft - half fire and half acid, DC 19 Reflex save half damage); multiple targets (all targets within 25 ft.); Search DC 24; Disable Device DC 24. Market value 9,000 gp

### APL 8 (EL 9)

🐉 **Snap:** quasit; hp 13; *Monster Manual* 46.

🔥 **Exploding Alchemical Trap:** CR 9; alchemical; touch trigger; manual reset; effect similar to spell (*chain lightning*, 13th-level wizard, 13d6 damage to target nearest centre of trigger area plus 6d6 damage to all others within 30 ft - half fire and half acid, DC 20 Reflex save half

damage); multiple targets (all targets within 30 ft.); Search DC 26; Disable Device DC 26. Market value 15,000 gp

*Behind the door is a 20 by 20 foot room containing a coal scuttle and an assortment of broken and discarded tools. There are also various stacks of iron ingots, and a shelf holding several large chunks of a fused and twisted dark green-black metal. From the way the metal is stacked you would guess that there used to be much more of it.*

An Alchemy, or Craft (weaponsmith) or Craft (armorsmith) check DC 15 identifies the twisted lumps as star-metal. The metal has been infused with the will of Tharizdun. It does not detect as magical but does detect as faintly chaotic.

## ENCOUNTER 11: DARKNESS

The PCs find Ostrik in his smithy. He does not take kindly to being disturbed and attacks them once he has completed his buffing. Ostrik is armed and ready for battle. He will likely have been warned by the *alarm* spell, if not the explosion of the trap outside the star-metal room. If the PCs set off the explosion outside the star-metal room (or if Snap sets it off for them) and Ostrik has already had time to cast all his buffing spells, give them three rounds to recover from the explosion then Ostrik comes and attacks them. Adjust the boxed text below if Ostrik comes out of the smithy or the PCs come in to him.

*As you enter the forge room the heat is intense and the room is awash with red light from the fire. Before you stands a dwarf in heavy armour and war axe at the ready.*

*"So it has come at last. I knew I would be found eventually. Now prepare for the endless night, for doom is at hand for all magic lovers..."*

APL 2 (EL 4)

☛ **Ostrik Gabilmore:** male dwarf (hill) bbn 1/clr 2 /ftr 1; hp 40; Appendix 1.

APL 4 (EL 6)

☛ **Ostrik Gabilmore:** male dwarf (hill) bbn 2/clr 3 /ftr 1; hp 58; Appendix 1.

APL 6 (EL 8)

☛ **Ostrik Gabilmore:** male dwarf (hill) bbn 2/clr 3 /ftr 1/occult slayer 2; hp 74; Appendix 1.

APL 8 (EL 10)

☛ **Ostrik Gabilmore:** male dwarf (hill) bbn 2/clr 3 /ftr 1/occult slayer 4; hp 90; Appendix 1.

Ostrik is somewhat unbalanced. If the PCs are able to interrogate Ostrik he can reveal the following:

- Ostrik found the star metal about 30 years ago in a crater in the Rakers. He dug it up and has hung on to it for years, not wanting to let go of it. About 5 years ago he decided to incorporate some of it into a suit of armour he was making for himself, and he has been making similar armour ever since.

- Ostrik has never met The Master. He can't remember when the Master first contacted him but it was about 20 years ago. Communication was always via a voice in his head telling him to do things.

- Ostrik has always hated magic. It is responsible for many of the evils in this world. Most people are too irresponsible to wield magic, and that those who dare to do so must be controlled, or slain. He knows himself to be one of those aware of its evils and thus able to wield it responsibly.

- Demarie and Fjirin came to see Ostrik about four months ago. They were not travelling together, but arrived about the same time. They were looking for work and agreed with his opinion of magic. At first Demarie seemed to ask a lot of questions but they both got more and more listless as time went on and they had been suitably educated.

- All cultists "education" requires periods of sensory deprivation and physical confinement – so what? They must know the darkness as it will consume the light.

- Ostrik makes the armour but he does not enchant it. It is enchanted by one of those never-to-be-trusted wizards who sneaks into the workshop when Ostrik is not around. Ostrik accepts this as it is the will of the master.

- The wizard Puluke lives in the smithy. He moved in uninvited many years ago, and no matter how many times Ostrik changes the locks or throws his gear outside, Puluke always moves back in. The master says Ostrik must accept the situation, but it is just another example of why mages are not to be trusted.

- Ostrik has never met Puluke and would not care to. Why would he want to willingly associate with a person whose prime role in life seems to be to inconvenience Ostrik – always making a mess or stealing food or breaking things or using equipment that does not belong to him....

- If the idea is stated that Ostrik and Puluke are one and the same person Ostrik will vehemently deny it. The very idea of him being a mage or wizard is against his most fundamental view of life.

If the PCs investigate the rest of the complex they find that in all areas the equipment is plain and serviceable, with the one exception being Puluke's room. There the furnishings are luxurious, with a large bed, a thick bear-skin rug on the floor, a continual flame lamp for reading, and a bookshelf full of books of magical research with an emphasis on planar travel and communication. Surprisingly, there is no wizard's spell book.

**Treasure:** The PCs can gain the following treasure here:

👑**APL 2:** Loot 29 gp; Magic 83 gp; *cloak of resistance* +1 (83 gp); Total 112 gp.

👑**APL 4:** Loot 29 gp; Magic 180 gp; *cloak of resistance* +1 (83 gp), *heavy steel shield* +1 (97 gp); Total 209 gp.

👑**APL 6:** Loot 2 gp; Magic 374 gp; *cloak of resistance* +1 (83 gp), *dwarven waraxe (magic +1)* (194), *heavy steel shield* +1 (97 gp); Total 376 gp.

👑**APL 8:** Loot 2 gp; Magic 874 gp; *cloak of resistance* +1 (83 gp), *dwarven waraxe (magic +1 dispelling)* (694), *heavy steel shield* +1 (97 gp); Total 876 gp.

The Nautilus armour is not included in the above figures as it will be destroyed by Lord Mandris to remove the area containing the *arcane mark*. The raw star-metal is also confiscated, with a reduced price weapon made of star-metal offered as compensation. The PCs can keep any of the other gear that Ostriik was using when they fought.

## CONCLUSION

The PCs should have found Fjirin and rescued Lady Demarie by this stage. If not, adjust the boxed text to suite.

*Returning to Abonhoth with Lady Demarie you are met at the Five Lamps Inn by Lord Mandris. He congratulates you on your efforts and assures you that he will arrange for release of Fjirin. It is good to have the situation cleared up, and he shall do all in his power to round up and dispose of all of the suits of Nautilus armour that he can find. It obviously has an unsettling influence on people, which is not good for the stability of the nation.*

**Treasure:** The PCs are rewarded for finding both Fjirin and Lady Demarie. The amount is as follows, with only half this figure given out if Lady Demarie dies during the rescue.

👑APL 2: Coin: 50 gp

👑APL 4: Coin: 100 gp

👑APL 6: Coin: 150 gp

👑APL 8: Coin: 200 gp

PCs who rescue both Lady Demarie and Fjirin Snerev receive the **Favour of Lord Mandris Ratik** and **Accentuating the Chaotic**. PCs who rescue Lady Demarie receive the **Favour of House Abonhoth**.

## EXPERIENCE POINT SUMMARY

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

### Encounter 4

Defeat Rens Amaryllis

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP

### Encounter 9

Encounter the trap

APL 2	120 XP
APL 4	180 XP
APL 6	210 XP
APL 8	270 XP

### Encounter 10

Defeat Ostriik Gabilmor

APL 2	120 XP
APL 4	180 XP
APL 6	270 XP
APL 8	330 XP

### Story Award

Rescued Fjirin Snerev:

APL 2	20 XP
APL 4	30 XP
APL 6	40 XP
APL 8	50 XP

Rescued Lady Demarie:

APL 2	20 XP
APL 4	30 XP
APL 6	40 XP
APL 8	50 XP

### Discretionary roleplaying award

APL 2	50 XP
APL 4	75 XP
APL 6	100 XP
APL 8	125 XP

### Total possible experience:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP

## TREASURE SUMMARY

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

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

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

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

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

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

### Encounter 1: Abonhoth

**APL 2:** Coin: 50 gp

**APL 4:** Coin: 100 gp

**APL 6:** Coin: 150 gp

**APL 8:** Coin: 200 gp

### Encounter 5: Understanding tactics

**APL 2:** Loot 15 gp; Magic 250 gp; *cloak of resistance +1* (83 gp), *ring of protection +1* (167 gp); Total 265 gp.

**APL 4:** Loot 15 gp; Magic 416 gp; *cloak of resistance +1* (83 gp), *ring of protection +1* (167 gp), *silkslick belt* (167 gp); Total 431 gp.

**APL 6:** Loot 27 gp; Magic 442 gp; *cloak of resistance +1* (83 gp), *elixir of flaming fists* (25), *ring of protection +1* (167 gp), *silkslick belt* (167 gp); Total 469 gp.

**APL 8:** Loot 27 gp; Magic 575 gp; *amber amulet of vermin* (*giant stag beetle*) (100), *cloak of resistance +1* (83 gp), *electric eel elixir* (33), *elixir of flaming fists* (25), *ring of protection +1* (167 gp), *silkslick belt* (167 gp); Total 602 gp.

### Encounter 11: Darkness

**APL 2:** Loot 29 gp; Magic 83 gp; *cloak of resistance +1* (83 gp); Total 112 gp.

**APL 4:** Loot 29 gp; Magic 180 gp; *cloak of resistance +1* (83 gp), *heavy steel shield +1* (97 gp); Total 209 gp.

**APL 6:** Loot 2 gp; Magic 374 gp; *cloak of resistance +1* (83 gp), *dwarven waraxe (magic +1)* (194), *heavy steel shield +1* (97 gp); Total 376 gp.

**APL 8:** Loot 2 gp; Magic 874 gp; *cloak of resistance +1* (83 gp), *dwarven waraxe (magic +1 dispelling)* (694), *heavy steel shield +1* (97 gp); Total 876 gp.

### Conclusion

**APL 2:** Coin: 50 gp

**APL 4:** Coin: 100 gp

**APL 6:** Coin: 150 gp

**APL 8:** Coin: 200 gp

### Total Possible Treasure

**APL 2:** Loot: 44 gp; Coin: 100 gp; Magic: 333 gp; Total: 477 gp (max 450 gp)

**APL 4:** Loot: 44 gp; Coin: 200 gp; Magic: 596 gp; Total: 840 gp (max 650 gp)

**APL 6:** Loot: 29 gp; Coin: 300 gp; Magic: 816 gp; Total: 1145 gp (max 900 gp)

**APL 8:** Loot: 29 gp; Coin: 400 gp; Magic: 1449 gp; Total: 1878 gp (max 1300 gp)

### Special

☛ **Favour of Lord Mandris Ratik:** You have performed a valuable service for Lord Mandris. In appreciation, he arranges for you to have access to enough of the recovered starmetal to have one weapon crafted. This starmetal is supplied at a 10% discount to the standard cost. This favour counts only as access and the PC must pay the market value for the weapon, less 10% of the cost of the material component.

☛ **Accentuating the Chaotic:** Your exposure to the Cult of the Nautilus has brought out your chaotic nature. This acts as campaign documentation allowing you to take levels in either the Wild Mage prestige class (CAr) or the Wild Soul prestige class (CM).

**Favour of House Abonhoth:** Lord Lerin Morlin arranges access for you to purchase a trained hippogriff and suitable exotic saddle (cost 4,000gp) as a mount or special mount. You may not purchase the hippogriff until you reach 6th level, as the trainer will not deem you ready to care for it until then. Cross off this favour once used.

## ITEMS FOR THE ADVENTURE RECORD

### Item Access

APL 2:

- None

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

- *Silkslick belt* – maximum of 1 per PC (Adventure; MIC 136)

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

- *Elixir of flaming fists* (Adventure; MIC 159)
- *javelin of lightning* (Adventure)

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

- *Amber amulet of vermin* (*Giant stag beetle*) – maximum of 1 per PC (Adventure; MIC 68)
- *Electric eel elixir* (Adventure; MIC 158)
- *+1 dispelling dwarven waraxe* (Adventure, MIC 33)

## APPENDIX 1: NPCs BY APL

### APL 2

#### 5: UNDERSTANDING TACTICS

**RENS AMARYLLIS**

**CR 4**

Male Halfling (Lightfoot) Rogue 2/Monk 2

LE Small Humanoid (Halfling)

**Init** +3; **Senses** Listen +4, Spot +4

**Languages** Ancient Suel, Common, Dwarven, Halfling

**AC** 17, touch 17, flat-footed 14

(+1 size, +3 Dex, +2 Wis, +1 deflection)

**hp** 24 (4 HD);

**Fort** +6, **Ref** +11, **Will** +7

**Speed** 20 ft. (4 squares)

**Melee** unarmed strike +5 (1d4+2) or unarmed strike +3/+3 (1d4+2) with flurry of blows

**Ranged** javelin +7 (1d4+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +0

**Atk Options** Flurry of blows, stunning fist (2 per day, DC 14 Fort save or be stunned for 1 round), sneak attack +1d6

**Combat Gear** dagger, javelin \* 3, shortsword – cold iron

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

**SQ** Flurry of blows, unarmed strike, evasion

**Feats** Combat Reflexes, Deflect Arrows, Deft Opportunist (CA), Improved Unarmed Strike, Stunning Fist

**Skills** Appraise +2, Balance +10, Bluff +5, Climb +4, Diplomacy +1, Escape Artist +10, Gather Information +4, Hide +12, Intimidate +8, Knowledge (local – Nyrond meta-region) +6, Listen +4, Move Silently +10, Sense Motive +5, Spot +4, Tumble +10

**Possessions** combat gear plus monk's robes, cloak of resistance +1, ring of protection +1

#### 10: DARKNESS

**OSTRIK GABILMOR**

**CR 4**

Male Dwarf (Hill) Barb 1/Clr 2/Ftr 1

CE Medium Humanoid (Dwarf)

**Init** +1; **Senses** Listen +7, Spot +2

**Languages** Common, Dwarven, Terran

**AC** 21, touch 13, flat-footed 20

(+8 armour, +2 shield, +1 Dex)

**hp** 40 (4 HD);

**Fort** +11, **Ref** +2, **Will** +6

**Speed** 20 ft. (4 squares)

**Melee** dwarven waraxe (m/w) +7 (1d10+2, 20/x3) or warhammer +5 (1d8+2, 20/x3)

**Ranged** dagger (thrown) +4 (1d4+2, 19-20/x2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +5

**Atk Options** spells, power attack, rage

**Combat Gear** dagger, dwarven waraxe (m/w), warhammer, full plate armour (with the usual Nautilus symbol on the front)

**Cleric Spells Prepared:**

base DC = 13 + spell level;

0 — *cure minor wounds*, *detect magic*, *guidance* (2);

1 — *protection from law*\*, *bless*, *cause fear*, *divine favor*;

\*Domain spell. Deity [Tharizdun]; *Domains:*

[Chaos (cast Chaos spells at +1 caster level); Madness (Subtract 1 from all Wisdom based skill checks and Will saves; once per day add 2 to a single Wisdom based skill checks or Will save)].

**Abilities** Str 14, Dex 12, Con 16, Int 12, Wis 16, Cha 6

**SQ** Rage, Aura of evil (moderate), Spontaneous casting (inflict spells)

**Feats** Parrying shield (LoM 181), Power attack, Weapon focus (dwarven waraxe)

**Skills** BalanceCraft (armorsmith) +6, Intimidate +2, Knowledge (arcana) +3, Knowledge (religion) +3, Listen +6, Move silently Sense motive +2, Spellcraft +5, Survival +7

**Possessions** combat gear plus cloak of resistance +1, star-metal amulet with a depiction of a Nautilus with the spiral of the shell emphasized (being used as a holy symbol).

#### Power-Up Suite: Rage

**AC** 19, touch 11, flat-footed 18

**hp** 48 (4 HD);

**Fort** +13, **Ref** +2, **Will** +8

**Melee** dwarven waraxe (m/w) +9 (1d10+4, 20/x3) or warhammer +7 (1d8+4, 20/x3)

**Ranged** dagger (thrown) +4 (1d4+4, 19-20/x2)

**Abilities** Str 18, Con 20

## APL 4

### 5: UNDERSTANDING TACTICS

**RENS AMARYLLIS**

**CR 6**

Male Halfling (Lightfoot) Rogue 3/Monk 3

LE Small Humanoid (Halfling)

**Init** +3; **Senses** Listen +4, Spot +7

**Languages** Ancient Suel, Common, Dwarven, Halfling

**AC** 21, touch 17, flat-footed 18

(+1 size, +3 Dex, +2 Wis, +1 deflection, +4 armour)

**hp** 35 (6 HD);

**Fort** +7, **Ref** +11, **Will** +8

**Speed** 30 ft. (6 squares)

**Melee** unarmed strike +7 (1d4+2) or unarmed strike +5/+5 (1d4+2) with flurry of blows

**Ranged** javelin +9 (1d4+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +0

**Atk Options** Flurry of blows, stunning fist (3 per day, DC 15 Fort save or be stunned for 1 round), sneak attack +2d6

**Combat Gear** dagger, javelin \*3, shortsword – cold iron, *silkslick belt*, *potion of mage armor* (already consumed)

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

**SQ** Flurry of blows, unarmed strike, evasion, still mind, fast movement (+10 ft.)

**Feats** Close-Quarters Fighting (CW), Combat Reflexes, Deflect Arrows, Deft Opportunist (CA), Improved Unarmed Strike, Stunning Fist

**Skills** Appraise +2, Balance +10, Bluff +5, Climb +4, Diplomacy +3, Escape Artist +12, Gather Information +4, Hide +12, Intimidate +9, Jump +9, Knowledge (local – Nyron meta-region) +6, Listen +4, Move Silently +11, Sense Motive +7, Spot +7, Tumble +12

**Possessions** combat gear plus monk's robes, cloak of resistance +1, ring of protection +1

### 10: DARKNESS

**OSTRIK GABILMOR**

**CR 6**

Male Dwarf (Hill) Barb 2/Clr 3/Ftr 1

CE Medium Humanoid (Dwarf)

**Init** +5; **Senses** Listen +7, Spot +2

**Languages** Common, Dwarven, Terran

**AC** 22, touch 14, flat-footed 22

(+8 armour, +3 shield, +1 Dex)

**hp** 58 (6 HD);

**Fort** +12, **Ref** +3, **Will** +6

**Speed** 20 ft. (4 squares)

**Melee** dwarven waraxe (m/w) +9 (1d10+2, 20/x3) or warhammer +7 (1d8+2, 20/x3)

**Ranged** dagger (thrown) +6 (1d4+2, 19-20/x2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +5; **Grp** +7

**Atk Options** spells, power attack, rage

**Combat Gear** dagger, dwarven waraxe (m/w), warhammer, full plate armour (with the usual Nautilus symbol on the front), heavy steel shield +1

**Cleric Spells Prepared:**

base DC = 13 + spell level;

0 — *cure minor wounds*, *detect magic*, *guidance* (2);

1 — *protection from law\**, *bless*, *cause fear*, *divine favor*;

2 — *touch of madness\**, *protection from energy*, *spiritual weapon*;

\*Domain spell. Deity [Tharizdun]; *Domains*: [Chaos (cast Chaos spells at +1 caster level); Madness (Subtract 1 from all Wisdom based skill checks and Will saves; once per day add 2 to a single Wisdom based skill checks or Will save)].

**Abilities** Str 14, Dex 12, Con 16, Int 12, Wis 16, Cha 6

**SQ** Rage, Uncanny dodge, Aura of evil (moderate), Spontaneous casting (inflict spells)

**Feats** Improved initiative, Parrying shield (LoM 181), Power attack, Weapon focus (dwarven waraxe)

**Skills** BalanceCraft (armorsmith) +9, Intimidate +3, Knowledge (arcana) +6, Knowledge (religion) +3, Listen +7, Move silently Sense motive +2, Spellcraft +7, Survival +7

**Possessions** combat gear plus cloak of resistance +1, star-metal amulet with a depiction of a Nautilus with the spiral of the shell emphasized (being used as a holy symbol).

### Power-Up Suite: Rage

**AC** 20, touch 12, flat-footed 20

**hp** 70 (6 HD);

**Fort** +14, **Ref** +3, **Will** +8

**Melee** dwarven waraxe (m/w) +11 (1d10+4, 20/x3) or warhammer +9 (1d8+4, 20/x3)

**Ranged** dagger (thrown) +6 (1d4+4, 19-20/x2)

**Abilities** Str 18, Con 20

## APL 6

### 5: UNDERSTANDING TACTICS

**RENS AMARYLLIS**

**CR 8**

Male Halfling (Lightfoot) Rogue 4/Monk 4

LE Small Humanoid (Halfling)

**Init** +3; **Senses** Listen +4, Spot +10

**Languages** Ancient Suel, Common, Dwarven, Halfling

**AC** 23, touch 17, flat-footed 23

(+1 size, +3 Dex, +2 Wis, +1 deflection, +4 armour, +2 natural)

**hp** 46 (8 HD);

**Fort** +8, **Ref** +13, **Will** +10

**Speed** 30 ft. (6 squares)

**Melee** unarmed strike +9/+4 (1d6+2)+(1d6 fire) or unarmed strike +7/+7/+2 (1d6+2)+(1d6 fire) with flurry of blows

**Ranged** javelin +11/+6 (1d4+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +4

**Atk Options** Flurry of blows, stunning fist (4 per day, DC 16 Fort save or be stunned for 1 round), sneak attack +2d6

**Combat Gear** dagger, javelin \* 3, shortsword – cold iron, *elixir of flaming fists* (already consumed), *silkslick belt*, *potion of mage armor* \* 2 (already consumed), *potion of barkskin* +2 (already consumed)

**Abilities** Str 15, Dex 16, Con 12, Int 12, Wis 14, Cha 8

**SQ** Flurry of blows, unarmed strike, evasion, still mind, fast movement (+10 ft.), Ki strike (magic), slow fall (20 ft.), uncanny dodge

**Feats** Close-Quarters Fighting (CW), Combat Reflexes, Deflect Arrows, Deft Opportunist (CA), Improved Unarmed Strike, Stunning Fist

**Skills** Appraise +3, Balance +10, Bluff +5, Climb +4, Diplomacy +3, Escape Artist +14, Gather Information +5, Hide +12, Intimidate +10, Jump +11, Knowledge (local – Nyrond meta-region) +6, Listen +4, Move Silently +11, Sense Motive +9, Spot +10, Tumble +16

**Possessions** combat gear plus monk's robes, cloak of resistance +1, *elixir of flaming fists* (in addition to the one already consumed), ring of protection +1

### 10: DARKNESS

**OSTRIK GABILMOR**

**CR 8**

Male Dwarf (Hill) Barb 2/Clr 3/Ftr 1/Occ 2

CE Medium Humanoid (Dwarf)

**Init** +5; **Senses** Listen +7, Spot +2

**Languages** Common, Dwarven, Terran

**AC** 23, touch 14, flat-footed 23

(+9 armour, +3 shield, +1 Dex)

**hp** 74 (8 HD);

**Fort** +12, **Ref** +3, **Will** +9

**Speed** 20 ft. (4 squares)

**Melee** dwarven waraxe (magic +1) +11/+6 (1d10+3, 20/x3) or

warhammer +10/+5 (1d8+2, 20/x3)

**Ranged** dagger (thrown) +8 (1d4+2, 19-20/x2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +7/+2; **Grp** +9

**Atk Options** spells, power attack, rage, mind over magic, vicious strike

**Combat Gear** dagger, dwarven waraxe (magic +1), warhammer (m/w), full plate armour +1 (with the usual Nautilus symbol on the front), heavy steel shield +1

**Cleric Spells Prepared:**

base DC = 13 + spell level;

0 — *cure minor wounds*, *detect magic*, *guidance* (2);

1 — *protection from law\**, *bless*, *cause fear*, *divine favor*;

2 — *touch of madness\**, *protection from energy*, *spiritual weapon*;

\*Domain spell. Deity [Tharizdun]; *Domains*: [Chaos (cast Chaos spells at +1 caster level); Madness (Subtract 1 from all Wisdom based skill checks and Will saves; once per day add 2 to a single Wisdom based skill checks or Will save)].

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

**SQ** Rage, Uncanny dodge, Aura of evil (moderate), Spontaneous casting (inflict spells), Magical defense (+1 bonus to saving throws v. spells), Weapon bond (+1d6 damage against spell casters), Mind over magic (reflect 1 spell per day), Vicious strike (readied action to disrupt a spell does double damage)

**Feats** Improved initiative, Parrying shield (LoM 181), Power attack, Weapon focus (dwarven waraxe)

**Skills** BalanceCraft (armorsmith) +10, Intimidate +3, Knowledge (arcana) +6, Knowledge (religion) +3, Listen +7, Move silently Sense motive +4, Spellcraft +10, Survival +7

**Possessions** combat gear plus cloak of resistance +1, star-metal amulet with a depiction of a Nautilus with the spiral of the shell emphasized (being used as a holy symbol).

### Power-Up Suite: Rage

**AC** 21, touch 12, flat-footed 21

**hp** 90 (8 HD);

**Fort** +14, **Ref** +3, **Will** +11

**Melee** dwarven waraxe (magic +1) +13/+8 (1d10+5, 20/x3) or

warhammer +12/+7 (1d8+4, 20/x3)

**Ranged** dagger (thrown) +8 (1d4+4, 19-20/x2)

**Abilities** Str 19, Con 20



**5: UNDERSTANDING TACTICS****RENS AMARYLLIS****CR 10**

Male Halfling (Lightfoot) Rogue 5/Monk 5

LE Small Humanoid (Halfling)

**Init** +3; **Senses** Listen +4, Spot +11**Languages** Ancient Suel, Common, Dwarven, Halfling**AC** 24, touch 18, flat-footed 25

(+1 size, +3 Dex, +3 Wis, +1 deflection, +4 armour, +1 class, +2 natural)

**hp** 57 (10 HD);**Fort** +8, **Ref** +13, **Will** +10**Speed** 30 ft. (6 squares)**Melee** unarmed strike +9/+4 (1d6+2)+(1d6 fire) or unarmed strike +8/+8/+3 (1d6+2)+(1d6 fire) with flurry of blows**Ranged** javelin +11/+6 (1d4+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +4**Atk Options** Flurry of blows, stunning fist (5 per day, DC 17 Fort save or be stunned for 1 round), sneak attack +3d6, electric eel elixir attack (once only) at +3 to the attack roll if the target is wearing metal armor and doing an extra 1d8+1 electricity damage**Combat Gear** dagger, javelin \* 3, shortsword – cold iron, *electric eel elixir* (already consumed), *elixir of flaming fists* (already consumed), *silkslick belt*, *potion of mage armor* \* 2 (already consumed), *potion of barkskin* +2 (already consumed), amber amulet of vermin (giant stag beetle)**Abilities** Str 15, Dex 16, Con 12, Int 12, Wis 16, Cha 8**SQ** Flurry of blows, unarmed strike, evasion, still mind, fast movement (+10 ft.), Ki strike (magic), slow fall (20 ft.), purity of body, uncanny dodge**Feats** Close-Quarters Fighting (CW), Combat Reflexes, Deflect Arrows, Deft Opportunist (CAD), Improved Unarmed Strike, Stunning Fist**Skills** Appraise +4, Balance +10, Bluff +7, Climb +4, Diplomacy +3, Escape Artist +16, Gather Information +7, Hide +12, Intimidate +10, Jump +11, Knowledge (local – Nyrond meta-region) +6, Listen +4, Move Silently +12, Sense Motive +11, Spot +11, Tumble +18**Possessions** combat gear plus monk's robes, cloak of resistance +1, electric eel elixir (in addition to the one already consumed), elixir of flaming fists (in addition to the one already consumed), ring of protection +1**10: DARKNESS****OSTRIK GABILMOR****CR 10**

Male Dwarf (Hill) Barb 2/Clr 3/Ftr 1/Occ 4

CE Medium Humanoid (Dwarf)

**Init** +5; **Senses** Listen +7, Spot +2**Languages** Common, Dwarven, Terran**AC** 23, touch 14, flat-footed 23

(+9 armour, +3 shield, +1 Dex)

**hp** 90 (10 HD);**Fort** +13, **Ref** +4, **Will** +12**Speed** 20 ft. (4 squares)**Melee** dwarven waraxe (magic +1 dispelling) +13/+8 (1d10+3, 20/x3) or warhammer +12/+7 (1d8+2, 20/x3)**Ranged** dagger (thrown) +10 (1d4+2, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +9/+4; **Grp** +11**Atk Options** spells, power attack, rage, mind over magic, vicious strike**Combat Gear** dagger, dwarven waraxe (magic +1 dispelling), warhammer (m/w), full plate armour +1 (with the usual Nautilus symbol on the front), heavy steel shield +1**Cleric Spells Prepared:**

base DC = 13 + spell level;

0 — *cure minor wounds*, *detect magic*, *guidance* (2);1 — *protection from law\**, *bless*, *cause fear*, *divine favor*;2 — *touch of madness\**, *protection from energy*, *spiritual weapon*;\*Domain spell. Deity [Tharizdun]; *Domains*: [Chaos (cast Chaos spells at +1 caster level); Madness (Subtract 1 from all Wisdom based skill checks and Will saves; once per day add 2 to a single Wisdom based skill checks or Will save)].**Abilities** Str 15, Dex 12, Con 16, Int 12, Wis 16, Cha 6**SQ** Rage, Uncanny dodge, Spontaneous casting (inflict spells), Magical defense (+2 bonus to saving throws v. spells), Weapon bond (+1d6 damage against spell casters), Mind over magic (reflect 2 spells per day), Vicious strike (readied action to disrupt a spell does double damage), Auravision (can see magical auras), Nondetection Cloak (equivalent to a *nondetecton* spell)**Feats** Improved initiative, Iron Will, Parrying shield (LoM 181), Power attack, Weapon focus (dwarven waraxe)**Skills** BalanceCraft (armorsmith) +10, Intimidate +3, Knowledge (arcana) +6, Knowledge (religion) +3, Listen +7, Move silently Sense motive +7, Spellcraft +12, Survival +7**Possessions** combat gear plus cloak of resistance +1, star-metal amulet with a depiction of a Nautilus with the spiral of the shell emphasized (being used as a holy symbol).**Power-Up Suite: Rage****AC** 21, touch 12, flat-footed 21**hp** 110 (10 HD);**Fort** +15, **Ref** +4, **Will** +14

**Melee** dwarven waraxe (magic +1 dispelling) +15/+10  
(1d10+5, 20/x3) or  
warhammer +14/+9 (1d8+4, 20/x3)  
**Ranged** dagger (thrown) +10 (1d4+4, 19-20/x2)  

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**Abilities** Str 19, Con 20

## APPENDIX 2: SHOPKEEPERS

### BARK IRONBEARD

CR 1

Possessions a well-stocked general store

Male Dwarf (Hill) Rogue 1/Expert 1

LN Medium Humanoid (Dwarf)

Init +0; Senses Listen +6, Spot +8

Languages Common, Dwarven, Gnome, Halfling

---

AC 14, touch 11, flat-footed 14

(+3 armor, +1 deflection)

hp 16 (2 HD);

Fort +3, Ref +2, Will +2

---

Speed 20 ft. (4 squares)

Melee club +1 (1d6+1)

Ranged crossbow – heavy +1 (1d10+1)

Space 5 ft.; Reach 5 ft.

Base Atk +0; Grp +1

Atk Options sneak attack +1d6

Combat Gear dagger, club, crossbow – heavy (magic +1), studded leather armor (masterwork), ring of protection +1

---

Abilities Str 12, Dex 10, Con 16, Int 12, Wis 11, Cha 12

SQ none

Feats Skill focus (profession – trader)

Skills Appraise +6, Bluff +6, Diplomacy +9, Gather Information +6, Intimidate +3, Knowledge (dungeoneering) +2, Knowledge (local – Nyrond meta-region) +6, Listen +0, Profession (trader) +8, Sense Motive +5, Spot +0, Survival +2, Use Rope +4

Possessions a well-stocked general store

### HENNEL ROCKHAMMER

CR 2

Male Dwarf (Hill) Rogue 1/Expert 3

CN Medium Humanoid (Dwarf)

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

Languages Common, Dwarven, Orc

---

AC 15, touch 11, flat-footed 15

(+4 armor, +1 deflection)

hp 26 (4 HD);

Fort +3, Ref +3, Will +4

---

Speed 20 ft. (4 squares)

Melee club +4 (1d6+2) or unarmed +4 (1d3+2)

Ranged crossbow – heavy +3 (1d10+1)

Space 5 ft.; Reach 5 ft.

Base Atk +2; Grp +4

Atk Options sneak attack +1d6

Combat Gear dagger, club, crossbow – heavy (magic +1), studded leather armor (magic +1), ring of protection +1

---

Abilities Str 14, Dex 10, Con 14, Int 13, Wis 12, Cha 11

SQ none

Feats Improved Unarmed Strike

Skills Appraise +8, Bluff +6, Diplomacy +7, Gather Information +5, Intimidate +2, Knowledge (local – Nyrond meta-region) +6, Listen +6, Open Lock +4, Profession (trader) +7, Sense Motive +8, Spot +8

## FEATS

### Close—Quarters Fighting

You are skilled at fighting at very close range and in evading grappling attempts.

**Prerequisite:** Base attack bonus +3.

**Benefit:** You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

**Normal:** Creatures with Improved Grapple, Improved Grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

**Source:** *Complete Warrior* p. 97

### Deft Opportunist

You are prepared for the unexpected.

**Prerequisite:** Dex 15, Combat Reflexes.

**Benefit:** You get a +4 bonus on attack rolls when making attacks of opportunity.

**Source:** *Complete Adventurer* p. 106

### Fists of Iron

You have learned the secrets of imbuing your unarmed attacks with extra force.

**Prerequisite:** Improved Unarmed Strike, Stunning Fist, base attack bonus +2.

**Benefit:** Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 1d6 points of damage when you make a successful unarmed attack. Each attempt counts as one of your uses of the Stunning Fist feat for the day.

**Source:** *Complete Warrior* p. 99

## APPENDIX 3: NEW RULES ITEMS

### Parrying Shield

You have studied advanced techniques for battling foes whose attacks normally bypass armor. You use your shield to block or deflect rays and other touch attacks.

**Prerequisite:** Shield proficiency

**Benefit:** You gain your shield bonus (and the shield's enhancement bonus, if any) as an addition to your touch AC.

**Source:** *Lords of Madness* p. 181

## MAGIC ITEMS

### Amber amulet of vermin (giant stag beetle)

This irregularly shaped piece of natural amber is fastened at the end of a long golden chain. Within the amber a tiny creature still seems to twitch

**Price:** 1200 gp

**Body Slot:** –

**Caster Level:** 19th

**Aura:** Strong; (DC 24) transmutation

**Activation:** Standard (manipulation)

**Benefit:** This item summons a giant vermin (giant stag beetle) that appears and obeys your commands for 1 minute (as if summoned by *summon nature's ally*). At the end of this duration the creature vanishes. The amulet works once per day.

**Source:** *Magic Item Compendium* p. 68

### Dispelling (weapon enhancement)

Arcane symbols cover this weapon, but many are scratched out and defaced, obscuring any meaning.

**Price:** +1 bonus

**Property:** weapon

**Caster Level:** 5th

**Aura:** Faint; (DC 17) abjuration

**Activation:** Free (command)

**Benefit:** When you strike a creature of object with a dispelling weapon, you can activate it to target that creature with a targeted *dispel magic* effect (as the spell).

A dispelling weapon functions three times per day.

**Source:** *Magic Item Compendium* p. 33

### Electric Eel Elixir

This vial contains blue liquid with sparkling yellow motes dancing within it.

**Price:** 400 gp

**Body Slot:** –

**Caster Level:** 3rd

**Aura:** Faint; (DC 16) transmutation

**Activation:** Standard (manipulation)

**Benefit:** Imbibing electric eel elixir turns your skin silvery and grants you a +1 enhancement bonus to your existing natural armour bonus. (A creature

without natural armor has an effective natural armor bonus +0.)

Furthermore, one time while the elixir is in effect, you can make a melee touch attack that deals 1d8+1 points of electricity damage. You gain a +3 circumstance bonus on the attack roll if the target is wearing metal armor. The elixir's effect lasts for 12 hours.

**Source:** *Magic Item Compendium* p. 158

### Elixir of Flaming Fists

The viscous liquid inside this cut glass bottle is red-orange and roils like the heart of an inferno.

**Price:** 300 gp

**Body Slot:** –

**Caster Level:** 3rd

**Aura:** Faint; (DC 16) evocation

**Activation:** Standard (manipulation)

**Benefit:** When you drink this elixir, your hands immediately burst into flame, allowing you to deal an extra 1d6 points of fire damage with each of your unarmed attacks. These flames do not harm you. This effect lasts for 3 minutes.

**Source:** *Magic Item Compendium* p. 159

### Hammersphere

This sphere is 4 inches in diameter, made of silver, and covered in small rubies. The hammer-and-anvil symbol of Moradin is etched onto its surface in for places.

**Price:** 1,500 gp

**Body Slot:** – (held)

**Caster Level:** 7th

**Aura:** Moderate; (DC 18) transmutation

**Activation:** Standard (command)

**Benefit:** Once per day, when held aloft and activated, this sphere conjures forth a giant hammer. This hammer functions as a *spiritual weapon* except that it deals 3d6 points of damage on a successful hit. You do not have to concentrate on the hammer or keep the sphere aloft while it attacks.

**Source:** *Magic Item Compendium* p. 161

### Silkslick Belt

This belt is crafted from a thousand strands of silk, which are dyed the colour or midnight.

**Price:** 2,000 gp

**Body Slot:** Waist

**Caster Level:** 3rd

**Aura:** Faint; (DC 16) transmutation

**Activation:** – and swift (mental)

**Benefit:** You can attempt an Escape Artist check to escape from a grapple or a pin as a move action (rather than as a standard action). This is a continuous effect and requires no activation.

In addition, once per day, you can activate a *silkslick belt* to gain a +10 competence bonus on the next Escape Artist check you begin before the end of your next turn.

**Source:** *Magic Item Compendium* p. 136

### Spellsink Scarab

Exotic and arcane symbols circumscribe this scarab-shaped brooch.

**Price:** 2,000 gp

**Body Slot:** Throat

**Caster Level:** 11th

**Aura:** Moderate; (DC 20) abjuration

**Activation:** Immediate (command)

**Benefit:** You can activate a *spellsink scarab* whenever you would take hit-point damage from a spell or psionic power. A scarab has 3 charges, which are renewed each day at dawn. Spending 1 or more charges reduces the damage dealt to you by the spell or power (to a minimum of 0 points of damage).

1 charge: Reduce damage by 2d6 points.

2 charge: Reduce damage by 3d6 points.

3 charge: Reduce damage by 4d6 points.

**Source:** *Magic Item Compendium* p. 138

## SPELLS

### Touch of Madness

Enchantment [Mind-affecting]

**Level:** Madness 2

**Components:** V,S

**Casting time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round / level

**Saving throw:** Will negates

**Spell resistance:** Yes

*Your hand glows with roiling purple light as you reach out to deliver lunacy with your touch.*

You cause one living creature to become dazed by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no actions for 1 round per caster level.

**Source:** *Spell Compendium* p. 221

## OCCULT SLAYER (CW, 66–68)

The occult slayer is driven to confront any arcane or divine spellcaster who crosses her path. Occult slayers believe that mortals are too irresponsible to wield magic, and that those who dare to do so must be slain. Spellcasters who become occult slayers are considered to have seen the error of their ways – although they may still cast spells, they rely primarily on their battle prowess and their ability to resist magical effects to defeat their enemies.

The occult slayer comes into her own through exhaustive training. Every regimen she performs is an exercise that refines her anger against spell casters into martial skill. Each occult slayer forms a preternatural bond with her masterwork weapon of choice, which serves as the instrument of her vengeance.

**Hit Dice:** d8.

### Requirements

To qualify to become an occult slayer, a character must fulfill all the following criteria.

**Base Attack Bonus:** +5.

**Skills:** Knowledge (arcana) 4 ranks, Spellcraft 3 ranks.

**Feats:** Improved Initiative, Weapon Focus (any weapon).

### Class Skills

The occult slayer's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Gather Information (Cha), Knowledge (arcane) (Int), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int modifier.

quality as the focus of her power. Upon making her selection, she immediately forms a bond with her chosen weapon the imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else – no adventuring) to create a new weapon bond.

**Mind over Magic (Su):** Starting at 2nd level, an occult slayer can use a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5). An occult slayer can use this ability once per day at 2<sup>nd</sup> level and twice per day at 4th level.

**Vicious Strike (Ex):** At 2nd level and higher, an occult slayer who readies an attack to disrupt a spellcaster deals double damage if the attack hits.

**Auravision (Su):** At 3rd level, an occult slayer gains the ability to see magical auras at a range up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

**Nondetection Cloak (Su):** Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate*

**Table 2-25: The Occult Slayer**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+0	+0	+2	Magical defense +1, weapon bond
2nd	+2	+0	+0	+3	Vicious strike, mind over magic 1/day
3rd	+3	+1	+1	+3	Auravision, magical defense +2
4th	+4	+1	+1	+4	Mind over magic 2/day, nondetection cloak
5th	+5	+1	+1	+4	Blank thoughts, magical defense +3

### Class Features

All of the following are class features of the occult slayer prestige class.

**Weapon and Armor Proficiency:** Occult slayers are proficient with all simple and martial weapons and all armor and shields.

**Magical Defense (Ex):** An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

**Weapon Bond (SU):** An occult slayer must choose a particular weapon of at least masterwork

*object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

**Blank Thoughts (Ex):** At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects. She can suppress or resume this ability as a free action.

## APPENDIX 4: STANDARD TRAVEL TIMES AND DISTANCES

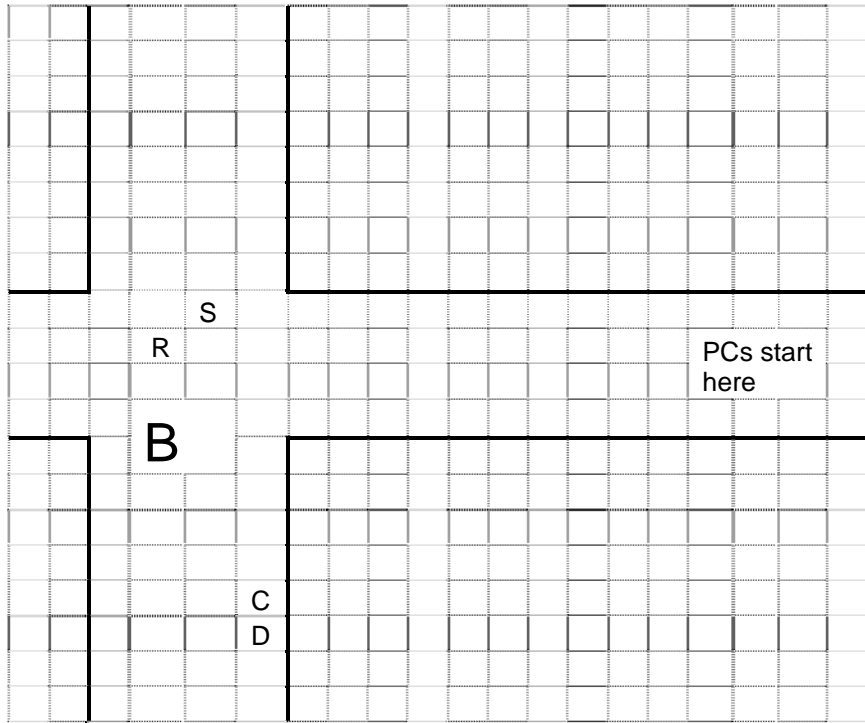
The distances in the table below are given in miles. They have been adjusted for the condition of the trail. For example, although the road from Frostcrown to Orokeep is a distance of only 20 miles, it is a mountainous trail and is equivalent to 27 miles of travel on a road where the movement rate is not reduced.

	Abonhoth	Frostcrown	Keth	Marner	Orokeep	Ollaku
Abonhoth	—	80	100		127	54
Frostcrown	80	—	180		27	107
Keth	100	180	—		207	67
Marner				—		
Orokeep	127	27	207		—	80
Ollaku	54	107	67		80	—

Movement rates, as miles per day:

Movement rate:	Examples:	Miles per day:
70		56
60	Light horse – unencumbered	48
50	Heavy horse – unencumbered	40
40	Riding dog – unencumbered; Pony – unencumbered; Light horse – encumbered	32
35	Heavy horse – encumbered	28
30	Human/elf walking – unencumbered; Donkey or mule – unencumbered; Riding dog – encumbered; Pony – encumbered	24
20	Halfling/dwarf/gnome walking – unencumbered; Cart or wagon; Human/elf walking – encumbered; Donkey or mule – encumbered;	16
15	Halfling/dwarf/gnome walking – encumbered	12

## APPENDIX 5: MAP OF THE AMBUSH



5 ft squares

R = Rens

S = Slobber (riding dog)

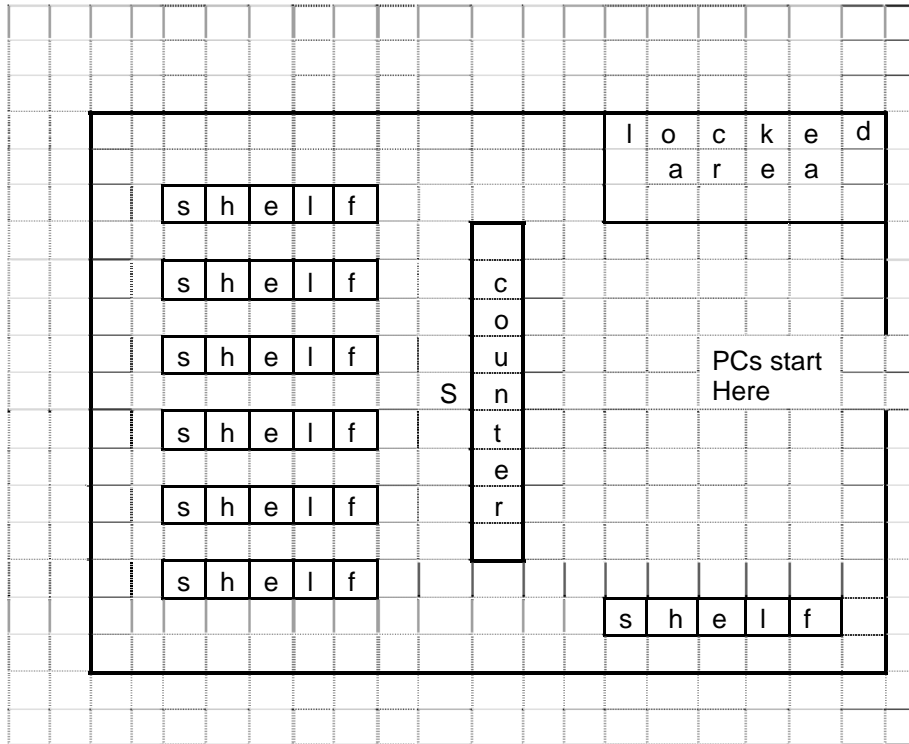
C = Clobber (riding dog) – APL 4, 6 and 8

D = Dobber (riding dog) – APL 6 and 8

B = Giant stag beetle – APL 8 only



## APPENDIX 6: MAP OF THE GENERAL STORE

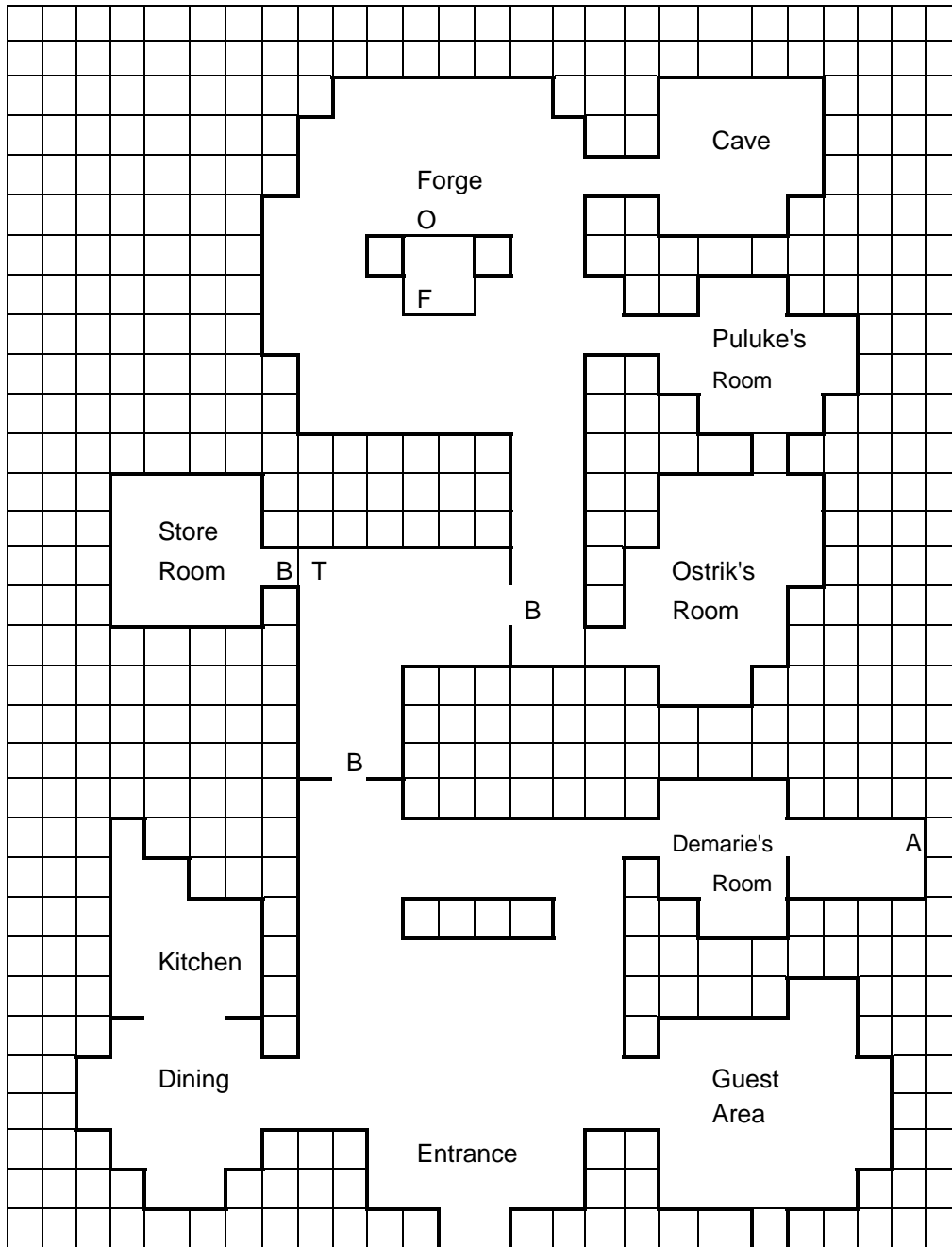


The PCs have just come in the door. The shopkeeper is standing behind the counter at 'S'.

The counter is designed for dwarves and is only 2 ½ ft high.

The locked area is where the more valuable items are kept, such as ever-burning torches. They are protected by a good lock (DC 30). The shopkeeper has the key.

## APPENDIX 7: MAP OF OSTRIK'S SMITHY



A = a stairwell leading down to a natural rock chamber about 10 foot square. The chamber contains 4 sets of shackles attached to the wall.

B = locked wooden doors

T = trap

F = 10' by 10' forge

O = Ostriks

## PLAYER HANDOUT 1

Cut-away section of a Nautilus shell, similar to the picture that appears on the unusual armour that has been appearing of late in Keth and Abonhoth, and more recently in Marner. The picture is inscribed within a plain circle inscribed over the heart, and is only visible when a *Detect Magic spell* is cast.



The *divination* spell to try and find Lady Demarie received the following response:

Like Summer in Winter  
Or Fall in Spring  
The lady is trapped,  
Yet free to roam.  
Seek seashells in the mountains  
Seek fire and stone  
The touch of a cleric  
Can bring the lady home.

The *divination* spell to find the source of the Nautilus armour received the following response:

What you seek is what you get,  
But what you get is not what you seek.  
A less conventional approach is required.

## PLAYER HANDOUT 2: MAP OF RATIK

