

BIS7-03

All That for a Bag of Silver?

A One-Round D&D[®] LIVING GREYHAWK[™]

Bissel Regional Adventure

Version 0.5.0

by Cameron Logan

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“To the manse came six, gathered for their great knowledge and experience. A seventh would speed the tasks that were their burden and their destiny. The water bearer was the keystone to success, bound in manacles. The equite, a shade, distorted by avarice, the downfall of one.” A Bissel regional adventure for APLs 2-12, and Part 2 of the *Shadows and Sigils* series.

Note: This adventure will be of particular interest to PCs that belong to the Bardic Circle, Guild of the Arcane Path, Nightwatch or any Bissel Church meta-org.

Resources: *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter], *Sandstorm* [Bruce R. Cordell, Jennifer Clarke Wilkes, JD Wiker], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matthew Sernett, Chris Thomasson, James Wyatt].

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at jay@viceandvillainy.org. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA[®] SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior 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.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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	

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

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

TIME UNITS AND UPKEEP

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

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

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

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

ADVENTURE BACKGROUND

As the curtain opens on CY 597, the March of Bissel contends with a number of threats to its national peace and prosperity. Kettite raiders have provoked the Great Army of Bissel into launching an assault into the Bramblewood Forest. A deadly disease spreads unchecked among the populace, with priests and healers befuddled to its preternatural resistance to curing. A sprawling primeval forest has erupted from the once quiet plains of Nightwatch. In short, the nation is going to hell in a haversack.

His Lofty Grace, Malto Aneur, newly elected Margrave of Bissel, is taking steps to alleviate the suffering of the people. While Field Marshall Steich Valiserat battles the Kettites at Bissel's border, Margrave Aneur has assembled a group of scholars, mages and priests with the purpose of solving the grave internal problems. Gathered at an otherwise abandoned keep in the Barony of Paercium, the group of tireless scholars has taken to calling themselves the Paercine Camerata.

Their first priority is researching possible treatments and an eventual cure to the plague spreading over the nation. Unfortunately, internal strife and a corrupting influence within their new home in Paercium may prevent the Camerata from even beginning the most important aspects of their work.

ADVENTURE SUMMARY

The PCs are traveling from Pellak to Dountham on the March Road when they encounter a few wagons traveling in the same direction. Some dangerous creatures erupt from the wagons and the PCs are urged to subdue these creatures. The PCs then travel to Leigor Manor where they meet the Paercine Camerata.

For the remainder of the adventure, the PCs are aiding the Paercine Camerata in whatever tasks are needed to be completed. The first task is to retrieve an expert needed by the Camerata to continue their research. While the PCs are completing this task they hear of some complaints from a few commoners and may choose to do an optional encounter where they bring the complaints of the common man to the Baron.

Once the PCs return to Leigor Manor they become aware of a corrupting influence in the building and are sent to investigate after an undead attack. In their explorations the PCs come upon a hideous trap before finding the source of the corruption, an undead knight named Sir Leigor. The PCs can either destroy Sir Leigor or convince him to leave through diplomacy. Once they have eliminated Sir Leigor, the Camerata can continue their work in peace, and the PCs are dismissed until their aid is called for again.

Introduction: On the Road Again

Estimated Time: 15 minutes

The PCs have been traveling on the March Road when they stumble onto a pair of slow moving wagons driven by two teamsters, cousins named Jorvus and Siln. It is obvious to the PCs that Jorvus and Siln should require a little more protection in their travels.

Encounter 1: Delicious Surprise

Estimated Time: 40 minutes

Crates on the wagons break open revealing unusually large animals trying to escape. Jorvus and Siln will desperately try to get the PCs to capture and subdue the fleeing creatures, though the PCs may be more inclined to use deadly force.

Encounter 2: Mansion on the Hill

Estimated Time: 20 minutes

The wagons and PCs arrive at Leigor Manor in the Barony of Paercium. They are greeted by members of the Paercine Camerata, briefed on the group's existence and mission, and asked to aid the Camerata in completing some crucial tasks.

Encounter 3: I Love This Bar

Estimated Time: 25 minutes

The PCs' first task is to travel to the village of Emon's Rest, a village near the Baronial capital of Mahiro. At a tavern called the Fountain they are to pick up a priestess of Geshtai named Mehri la'Feyvim, an expert in herbalism whose aid is required by the Camerata. While there the PCs also have an opportunity to interact with some disgruntled locals.

Encounter 4 (optional): Big Boss Man

Estimated Time: 20 minutes

In this optional encounter, the PCs have agreed to take the complaints of the locals directly to the Baron of Paercium, Lord Conri Sollus. After some brief consideration, Baron Sollus gives the PCs a counter-offer.

Encounter 5: Turn the Page

Estimated Time: 30 minutes

Having returned to Leigor Manor the PCs find themselves once again at the disposal of the Paercine Camerata. The PCs are given a tour of the Mansion, and are attacked by undead while in the Estate's library.

Encounter 6: Suspicious Minds

Estimated Time: 20 minutes

After the undead attack it becomes clear that there is some corrupting influence in the mansion, and the PCs are sent to deal with it. As the PCs explore they find some clues as to the corruption's origins and encounter a hideous trap.

Encounter 7: Crazy

Estimated Time: 25 minutes

The PCs encounter Sir Leigor, the undead knight, jealousy guarding the entrance to his secret vault. The PCs must either destroy Sir Leigor or convince him to abandon his undead existence and move on to the afterlife.

Encounter 8: Mixed Bag

Estimated Time: 5 minutes

Once Sir Leigor is gone, the PCs have access to his vault. Unfortunately, it seems someone else has beaten them to it and all that's left is a lonely bag. But the bag is more than it seems...

Conclusion A: Behind Closed Doors

Estimated Time: 5 minutes

In this general conclusion, the PCs have gotten rid of Sir Leigor. Now the Camerata can continue their work in peace. The Camerata informs the PCs that they may need their help again in the near future.

Conclusion B: Take This Job and Shove It!

Estimated Time: 5 minutes

In this optional conclusion, the PCs have decided to take Baron Sollus up on his offer and subjugate the peasantry until the complaints of the disgruntled commoners are forgotten and their hopes for a better life are quashed.

Conclusion C: I Had a Heart

Estimated Time: 5 minutes

In this optional conclusion, the PCs delivered the treasures they found to the Baron so he can use it to begin to alleviate the suffering of the common people of Paercium.

PREPARATION FOR PLAY

This adventure has a rather picaresque style; there is even an optional encounter that can be done. While no time-limit is placed on the PCs in game, judges running this scenario in a convention slot should keep an eye on time and keep things moving.

The adventure begins on Waterday, 5 Readying CY 597 and can take any number of days until its conclusion. The season is early spring and the weather is mild throughout. A full moon will not occur until Godsdays, 11 Readying CY 597 – if it matters.

It is good to have a pair of scissors or similar paper-cutting implement to cut the bookshelves on *Player Handout #1 - Bookshelves* for Encounter 5.

Before beginning, asks the players if they have played any of the following Bissel Regional Adventures: BIS2-A1 *Wizardly Plans*, BIS3-01 *Oakstaff*, BIS4-01 *Murder in Pellak*, BIS5-03 *Trials and Triumphs*, BIS5-05 *Strange Bedfellows*, BIS5-06 *Vanity and Vexation*, BIS6-04 *Face of Copper*, BIS7-02 *Caravan*. NPCs that appear in this adventure previously appeared in the adventures listed and it's probable that the PCs may have met these NPCs before.

Also establish if the PCs are members of the following Bissel meta-orgs: Bardic Circle, Church of Geshtai, Church of Heironeous, Church of Pelor, Church of Rao, Church of Zilchus, Great Army of Bissel, Guild of the Arcane Path or the Nightwatch. As many of the NPCs appearing in this adventure have strong connections to power groups, members in these meta-orgs would recognize some of the NPCs.

The expected running time of this adventure is 3 hours, 30 minutes. If this is running during a standard 4-hour convention slot, this allows 25 minutes for marshalling, and 5 minutes for paperwork distribution.

INTRODUCTION: ON THE ROAD AGAIN

Estimated Time: 15 minutes

As the placid oracles of Istus would put it, "These are interesting times for the March of Bissel."

"Interesting times" is putting it mildly.

It was not long after the election of Archpriest Malto Aneur to the position of Margrave that Kettite raiders attacked the capital city of Thornward. Large forces of the Great Army have been activated to serve as border defense and have begun to drive the Kettites back into the Bramblewood Forest.

Meanwhile, Bissel faces a number of internal problems to its peace and prosperity. The appearance of an unnatural and rapidly growing forest in an otherwise treeless plain forced the evacuation of most of the Barony of Nightwatch. Meanwhile, a mysterious illness has begun to claim the lives of the infected, with priests and healers unable to cure the blight.

The PCs may wish to gather some information and rumors before beginning the adventure. The following are rumors they can pick up with a Gather Information check that beats the DC listed. The truth or falsehood of each rumor will be revealed with the passage of time.

DC 15

- After a close election, the Council of Barons chose Archpriest Malto Aneur to ascend to the vacant position of Margrave of Bissel. Malto has proven to be an effective leader of the Church of Heironeous in Bissel, and many expect that he will bring these admirable qualities to his position as ruling monarch.
- The various barons are traveling to Thornward to renew their pledges of fealty to the newly elected Margrave of Bissel, Malto Aneur.
- It seems unbelievable, but Brar the Crusader has now gone 15 straight bouts unbeaten. The underground combat arenas in Sareden have never before seen such a skilled pit fighter.

DC 20

- Little is known about the newly elected Margrave's background except this; Malto Aneur was born a commoner and got his start as a parish priest in the now destroyed township of Clunther.
- The 1st Kynneret, under the leadership of Field Marshall Valiserat, has seized Avernand Keep – the first waypoint along the Irafa Road in Ket. If this progress continues, Bissel will soon be able to end the Kettite threat, once and for all.
- A force is being assembled to delve into the forests of Nightwatch, and retake the abandoned township

of Truelight. They should be ready to move within a few weeks.

DC 25

- The new Margrave Malto Adeur is elderly and heirless. Many see his election as stopgap measure for some nobles who seek to be his replacement in a few years.
- Margrave Malto Adeur has assigned a force of clerics, arcanists, and other specialists to find a cure to the plague.
- While boat traffic has resumed across Lake Hasra, a number of keelboat pilots living in New Clunther whisper about a terrible creature lurking beneath the surface.

DC 30

- A few people remember a Malto Adeur working as parish priest in Clunther about 30 years ago. It is said that necromancers murdered his wife and children in a reprisal killing, around CY 560.
- A comet was spotted in the sky during Needfest at the beginning of the year. Most oracles and diviners see the celestial occurrence as a bad omen, and refrain from talking about it.

The adventure takes place in the Barony of Paercium. PCs who wish to gain a little information on this place may attempt a Knowledge [local – Sheldomar Valley Metaregion] check that beats the DCs listed below:

- (DC 10) Paercium serves as an agricultural center for Bissel. In fact, a common saying here is “Bissel grows when Paercium sows.
- (DC 15) The current Baron of Paercium, Lord Conri Sollus, is a devout priest of Heironeous and an appointment to the Baronial seat from Larrangin’s time on the Margrave’s throne.
- (DC 20) Baron Sollus’s beloved nephew, Mylan, was found murdered in Pellak in early CY 594. A tribunal brought the suspected killers in for judgment, but the accused were cleared of any wrongdoing and released.
- (DC 25) The former baron, Hendri Paercium, was from a line of nobles who had ruled since about 400 CY. An assassin’s poisoned dagger brought that bloodline to an end. The assassin was never captured, and no one is sure why someone wanted Hendri dead.

Establish which PCs are members of the Great Army of Bissel and which PCs are not. All citizens of Bissel are required to join the Great Army of Bissel due to mandatory conscription laws. If PCs eligible for service are not currently serving they are breaking the law. See regional documentation for more information.

The following should be read or paraphrased for PCs who are members of the Great Army of Bissel:

You can’t believe your luck. For once it was your name called by the company clerk as he announced the list of soldiers being given a week of leave. Getting out of Pellak as quickly as you could you now find yourself on the March Road, heading for the township of Dountham. There, far from the regional centers of Bissel’s Army, you’ll be able to find some peace and quiet, and maybe a little gold to be made on the side.

The following should be read or paraphrased for PCs who are not members of the Great Army of Bissel:

The March of Bissel is both a trade nexus and a land seemingly perpetually at war. These two facts leave you confident that opportunity awaits you within the heart of the nation. You now find yourself traveling on the March Road, leaving the former capital Pellak en route to the township of Dountham. Cutting across the Barony of Paercium you speculate on what adventure awaits you on the open road.

The following can now be read or paraphrased for all PCs to lead them into Encounter 1:

As you travel steadily north and west on the March Road you’ve come across a handful of fellow travelers heading in the same direction. Among them are two teamsters driving a pair of slow moving wagons laden with crates and trade goods. Their only guard is a beardless swordsman, barely past the age of childish games, yet dressed in the uniform of a soldier of Bissel.

Now would be the appropriate time for PC introductions. The PCs will also undoubtedly wish to get to know the teamsters and their guard. They will first meet the two teamsters, named Jorvus and Siln. They can also interact with the teamsters’ guard, a young man named Ilden. This event should happen on the PCs first day of travel (Waterday, 5 Readying CY 597) a little before noon.

Read or paraphrase the following:

It doesn’t take you very long to get acquainted with the two wagon drivers, who turn out to be cousins named Jorvus and Siln. When you first met the two

mixed-blood humans, they were bickering amiably about who should be driving the lead wagon. After a coin toss, a dice roll, a brief wrestling match and a final coin toss, Jorvus now sits in the lead wagon with his cousin driving the rear wagon.

Both have greeted you amiably and freely invite you all to travel with them. It seems these two are teamsters in the Great Army who have agreed to do a little side job while they have a week's leave.

While both men are generally jocular and boisterous, Jorvus is the more energetic and gregarious of the two, while Siln is slightly more introspective and thoughtful. It is more likely that the PCs will interact with Jorvus than his cousin, unless the PCs specifically speak with Siln. This is important since Siln knows about the dangerous creatures that they are transporting, and has purposely kept his cousin Jorvus in the dark on that aspect of the job.

PCs who have played BIS7-02 *Caravan* have met Jorvus and Siln before as they are members of a group of Great Army teamsters called The Archpaladin's Heralds. Likewise, PCs who are teamster specialists in the Great Army of Bissel have likely met Jorvus and Siln in an out-of-game context, for example...teamster orientation.

Regardless, both men can provide the following information:

- Both Jorvus and Siln are members of the Archpaladin's Heralds.
- They are using a two-day pass to do some side work, transporting supplies to a group of scholars in the Barony of Paercium. The crates are to be sealed until their arrival and the contents are all just boring stuff, research materials and the like.
- Their next orders are to report to Dountham to do a supply run to Thornward and then the front lines. They'll be doing this with their regular unit, the Archpaladin's Heralds.
- Their guard is Ilden, fresh out of basic training. Ilden has a five-day pass until he is to report to the front lines.

If the PCs get curious about Ilden, read or paraphrase the following:

The young recruit is barely an adult; he is not so much wet behind the ears as soaked. Literally too, his face is covered in sweat as he struggles to keep up. This is one recruit who hasn't yet built up the endurance and savvy he'll need to survive the Kettite front.

Ilden is from Gerorgos, and is seeking fortune and glory as a soldier in order to impress his sweetheart back home. His girlfriend's name is Cyress. Otherwise, Ilden knows nothing that would interest the PCs.

Once the PCs have met each other and the members of the caravan, continue with Encounter 1.

ENCOUNTER 1: DELICIOUS SURPRISE

Estimated Time: 40 minutes

Refer to DM Aid: Map #1 – *Delicious Surprise* for PC placements in this encounter. The positions for PCs are suggested positions, but the players may place the PCs wherever they would want to be during travel. Note that only Siln's wagon is pictured; Jorvus's wagon is off the map to the left.

The events of this subsection should occur at about midafternoon on the first day of travel. The PCs are traveling with the teamsters when dangerous creatures escape from a crate to cause terror and mayhem.

Read or paraphrase the following:

You have been traveling with Jorvus' and Siln's wagons for a few hours when a savage roar assaults the relative peace and quiet of travel. Quickly scanning the horizon of the flat plain to either side of the road you see...nothing. It is then that you realize the bestial snarl came not from your flank, but from a crate on one of the wagons.

From Siln's wagon the crate explodes in a violent burst of splinters, revealing an enormous and feral looking animal of rather unusual size.

[Siln]: *"Great Holy Halls of Heironeous! Don't let it escape! Capture it alive!"*

Combat: The animals being transported by Jorvus and Siln are unusual specimens captured and sedated for transport. They are being taken to the Paercine Camerata for study. Siln will insist on the creatures being captured alive.

The animals, on the other hand, have only one thing in mind - escape. They will move across the ground in the quickest direction possible to take them away from the teamsters and the PCs, clawing and biting as they go.

APL 2 (EL 3)

 **Dire Toad:** hp 30; see Appendix 1.

APL 4 (EL 5)

 **Dire Toad (2):** hp 30; see Appendix 2.

APL 6 (EL 7)

👉 **Advanced Dire Toad of Legend:** hp 105; see Appendix 3.

APL 8 (EL 9)

👉 **Advanced Dire Tortoise:** hp 224; see Appendix 4.

APL 10 (EL 11)

👉 **Advanced Dire Tortoise of Legend:** hp 288; see Appendix 5.

APL 12 (EL 13)

👉 **Advanced Dire Tortoise of Legend (2):** hp 288; see Appendix 6.

Tactics: During the fight, Siln will attempt to cajole the PCs into subduing the animals instead of killing them. Jorvus will simply try to get his cousin out of danger, and Ilden will rush forward like a good caravan guard. Ilden will charge, provoke attacks of opportunity, and likely get killed pretty quickly.

The animals will simply try to get away but will attack if threatened or damaged. The tortoises will not attempt to burrow.

APL 2-6: The toads can attempt jump checks to get away, otherwise they will try to make a meal of a small sized PC at APL 2 or 4, and a medium or small sized PC at APL 6.

APL 8-12: The tortoises will take advantage of its Lightning Strike ability if any opponent (including NPCs) is in range. It will then do its best to flee but will attack any PC threatening it.

Developments: After the combat, Siln (if he still lives) will be more forthcoming with the details of the job. He was told upon picking up the crates that they contained live animals that were magically sedated. He was assured the animals would sleep throughout the entire journey. Siln can produce official army orders that state the following: the animals are being taken to a place called Leigor Manor here in the Barony of Paercium for study. The mission was to remain secret, but in light of what has just happened he doesn't mind the PCs knowing all about it.

At hearing the name Leigor Manor, PCs can attempt a Knowledge [nobility and royalty] check (DC 25), a Knowledge [local – Sheldomar Valley Metaregion] check (DC 30) or a Bardic Knowledge check (DC 20) to receive the following information: Leigor is the name of a Baronial Knight of Paercium. A noble hero of some small renown, Leigor was last heard traveling to Geoff to battle

giants for the glory of his nation (Bissel) and his baron (Lord Conri Sollus, Baron of Paercium).

If the PCs decide that they are done with Siln, Jorvus and their crates full of dangerous animals, they may leave the adventure at this time. If they decide to travel with Jorvus and Siln to Leigor Manor (which is what Jorvus and Siln suggest), proceed to Encounter 2.

All APLs

👉 **Jorvus Bingham:** Male Human (bos) War1/Rog1 (Bluff +4, Climb +4, Intimidate +7, Handle Animal +6, Hide +4, Move Silently +4, Slight of Hand +4, Spot +3); AL NG; hp 12; see Appendix 7.

👉 **Siln Bingham:** Male Human (bos) War1/Rng1 (Climb +6, Handle Animal +6, Ride +7); AL LG; hp 15; see Appendix 7.

👉 **Ilden:** Male human War1 (Handle Animal +5); AL LG; hp 9; see Appendix 7.

ENCOUNTER 2: MANSION ON THE HILL

Estimated Time: 20 minutes

This encounter occurs once the PCs have arrived at Leigor Manor, which occurs near sundown on the first day of travel. At Leigor Manor the PCs will meet the Paercine Camerata, learn of the Camerata's reason for being, and asked to aid in tasks important to the Camerata's mission.

Read or paraphrase the following:

Thankfully, your continuing travels with Jorvus and Siln are not long: by sundown you have arrived at your apparent destination. Passing the wagons through heavy iron gates you arrive on the grounds of an old-looking mansion. The estate shows some signs of disrepair as you make your way to a carriage awning in front of steps leading to the main entrance.

Standing there to greet you is a middle-age human man of mixed Oeridian and Suel features. He is dressed in comfortable-looking traveling clothes, but you can't help noticing the fine looking vest and headband. The man greets you in an articulate, but hard to place accent.

[Tsoath]: *"Most excellent. My divinations warned me of your arrival, and here you all are at the appointed time. But my... there are more of you than I expected. I trust the cargo is intact?"*

PCs that played BIS2-A1 *Wizardly Plans* (ConnCon Interactive 2002) will recognize Tsogath as an officer in the Great Army of Bissel. He is in charge of training Battlecasters, and in BIS2-A1 *Wizardly Plans* PCs would have only had a chance to interact with his severed head. Fortunately he has been raised and has been serving Bissel to the best of his ability since.

PCs who are Battlecasters in the Great Army of Bissel or members of the Guild of the Arcane Path will likewise recognize Tsogath as he is a member of both organizations.

At this point, Tsogath is expecting the PCs to tell him why they are traveling with Jorvus and Siln and what, if anything, happened with the cargo (sedated animals). If the PCs are purposely evasive or try to ask questions of Tsogath before they have told him what he needs to know, read or paraphrase the following response from Tsogath.

[Tsogath]: *“Why are you being so evasive? I only wish to know what has transpired in the shipping of the animals my companions and I have been asked to study.”*

Tsogath has a genius-level intellect, and is normally quite impatient, but he is willing to verbally spar with the PCs if they continue to be uncooperative. His main motivation for greeting the PCs at the door is to get away from the rest of the Camerata for a time. The more time spent out with the PCs is more time spent away from his companions, who he finds very annoying (see below).

Once the PCs have told Tsogath about their combat with the unusually enormous animals, read or paraphrase the following (tailoring the text to best fit the circumstances):

[Tsogath]: *“I am very pleased that the specimens have arrived intact. Finally, my comrades and I can cease speculating about these creatures and begin to gather some serious empirical data for our research.”*

It's possible that PCs are extremely curious about Tsogath, Leigor Manor, his companions and their researches. For his part, Tsogath wants to delay his return to the Camerata's meeting for as long as possible, so he will answer questions that the PCs might have at this time. Probable questions and Tsogath's responses are listed below.

Who are you? *“I am called Tsogath. I am a Guildmage of the Arcane Path and until recently, I have been involved in training battlecasters for the Great Army of Bissel.”*

Who are these companions you mentioned? *“I am joined in my researches by several distinguished scholars, who have all been hand selected by either Margrave Malto Adeur or one of his advisors. You can meet with them as well, in a moment.”*

What is this place? *“When the Margrave assembled our group of researchers, he asked the Baron of Paercium, Lord Conri Sollus, to donate a secluded location for us to work without distraction. Lord Sollus had this estate available. It is called Leigor Manor.”*

Why is this place called Leigor Manor? *“I do not know. I have not had time to research the complete history of this place; significantly more important matters have been taking up most of my time.”*

What are you doing here?/“What are you researching? *“The idea of assembling a group of scholars to begin researching some unpleasant phenomenon occurring around Bissel was one of the first things Margrave Malto Adeur wished to put into action. My colleagues and I have been here almost a month now, looking into a mysterious illness that has been spreading across the March. We are also interested in the preternatural appearance of a forest in Nightwatch along with oddly large and aggressive animals. We call ourselves the Paercine Camerata. “Paercine,” from Old Oeridian meaning “abundant” or “productive” and is the same root word from which this Barony, “Paercium” takes its name. “Camerata,” also from the Old Oeridian, meaning “cooperation” or “assortment of complementary things.” Thus my companions, and I, are the Paercine Camerata. I came up with the name myself; languages are very interesting to me.”*

What progress have you made in your research? *“Research of this type is a slow and largely unrewarding task. Although it has taken up most of our time, there have been no breakthroughs on the issue of the disease. As far as this forest is concerned, so far we have only been working with inert plant samples, so I am eager to begin studying the animal specimens that you have brought us.”*

What's the deal with the accent? *“What accent? I am a brilliant scholar. Currently I am speaking twenty-two languages, of which, common I am speaking the best.”*

You like languages? I learned Illumian from this book I found in BIS6-04 Face of Copper. *“Impossible! There is not a language on Oerth that I am not aware of, yet I*

have never heard of this “Illumian” of which you speak. Tell me how you came by this...

As Tsogath is conversing with the PCs, it will occur to him that they could be of a tremendous help to the Paercine Camerata. After the PCs are done with questions, he will say as much. Read or paraphrase the following:

The wizard begins to tap his chin as he becomes deeply lost in thought. Finally, he starts to nod as if having decided on a course of action. His gray eyes land squarely upon you.

[Tsogath]: *“It occurs to me that the Paercine Camerata would benefit, at least for a short while, from involving skilled outsiders who can accomplish tasks both swiftly and successfully. Such a group of skilled outsiders would greatly aid our researches both in the immediate and long-term future. Normally I would impart a sending to my guild in Sareden for some capable people, but since you’re already here... well, why don’t you meet the rest of the Camerata and then I can tell you what I have in mind?”*

The PCs can if they wish, express reservations or try to press Tsogath on the issue of payment, but he will deflect objections until the PCs have heard him out. When the PCs are ready to continue, read or paraphrase the following:

Following the wizard Tsogath into the manor you find yourself in what must have been a magnificent foyer at some time. A grand staircase leads to a second floor landing, numerous hallways branch off in your line of sight, but it has all fallen into disrepair from lack of use. A once impressive chandelier hangs limply from the ceiling and a fine layer of dust lies on the ornate carved banister.

You don’t have much time to study the foyer as Tsogath leads you down a corridor.

[Tsogath]: *“I keep meaning to conjure up some servants to clean this place up, but the work is so important it takes up much of my time. Besides, a true scholar needs neither the appearance nor comforts afforded by great luxury.”*

If the PCs succeed at Listen checks (DC 21) they hear the sound of shouting up ahead. PCs that have played BIS5-03 *Trials and Triumphs* will find the voice familiar but will be unable to place it.

Tsogath leads you to the end of the short hallway to a heavy wooden door. He first cracks the door a little, sighs with obvious exasperation, and then

opens the door fully. From the hallway you can see a long wooden table around which a number of figures are seated. At the head of the table is a tall, wizened man with an unkempt mane of grey hair. He wears a blue tunic, edged in silver, and a holy symbol of a fist clenching a lightning bolt. He pounds his own fist into the table as he shouts.

[Levanor]: *“Unity be damned Sollus, I want an apology and I want it now!”*

PCs who have played BIS5-03 *Trials and Triumphs* will recognize Prefect Levanor Curanis, a scholar from the Church of Heironeous. Regardless of whether they have met Levanor before, if the PCs can succeed at a Knowledge [religion] check (DC 10), they can identify his holy symbol as that of Heironeous.

The man addressed as Sollus is a short, middle-aged human. You note that he is dressed in a white tunic, trimmed with gold, and a holy symbol shaped like a sunburst with a face. His head is bald, and his skin appears unusually radiant. He raises his hands palm up in a non-threatening gesture.

[Sollus]: *“Please Levanor, there’s no need to get so upset.”*

PCs that have played BIS5-03 *Trials and Triumphs*, BIS5-06 *Vanity and Vexation* or BIS6-04 *Face of Copper* will recognize Father Sollus Illuminus, a scholar of the Church of Pelor. Regardless of whether they have met Sollus before, if the PCs can succeed at a Knowledge [religion] check (DC 10), they can identify his holy symbol as that of Pelor. Incidentally, this man wears a ring of mind shielding, and so his thoughts cannot be probed by resourceful PCs.

[Levanor]: *“No! I want an apology and I want it now! Take it back: Heironeous and Hextor are NOT the same!”*

Levanor points as he speaks, and you follow the line of his finger to a tall, gaunt woman. Long silver hair flows downward over robes of purple with white trim. The image of a heart-shaped mask hangs from a gleaming pendant around her long, thin neck.

PCs who have played BIS6-04 *Face of Copper* will recognize Lady Abia Sanoose, a meditative priestess of Rao. Regardless of whether they have met Lady Abia before, if the PCs can succeed at a Knowledge [religion] check (DC 10), they can identify her holy symbol as that of Rao. If the PCs can succeed at a Knowledge [nobility and royalty] or Knowledge [local – Sheldomar Valley Metaregion] check (DC 15), they will know that Lady

Abia Sanoose is mother to Baroness Ketzia Sanoose, ruler of the Barony of Gerorgos and a onetime hopeful for the Margrave's throne.

[Abia]: *"Now Levanor, true serenity will elude you until you realize that shouting and silence will net the same results."*

[Loriti]: *"If that's true then why do you continue to inflict your useless aphorisms on us all?"*

Your eyes shift to the new speaker, a golden-haired half-elf in red and gold robes; her hands bedecked in about a dozen rings all bearing large gemstones and a heavy bejeweled pendant displaying the symbol of hands gripping a large money purse.

PCs that have played BIS6-04 *Face of Copper* will recognize the Holy Clerk Loriti Lorgrave, an administrator in the Church of Zilchus. Regardless of whether they have met Loriti before, if the PCs can succeed at a Knowledge [religion] check (DC 10), they can identify her holy symbol as that of Zilchus.

[Loriti]: *"Guildmaster forgive me for being here pro bono. I would charge the March an extra 16 ¾% for having to deal with this."*

A strident lute chord brings your attention to the foot of the table where a young man dressed in traveler's clothes begins to sing in a clear falsetto:

[Bince]: (to the tune of "Nights in White Satin" by the Moody Blues)

"Arguing Clerics...never reaching the end/

"Arguing Clerics...they won't break nor will bend..."

PCs that have played BIS3-03 *Oakstaff* will recognize Bince Rupel, a trouvere of the Bardic Circle and one time assistant to historical expert Yindera Raschid. Regardless of whether they have met Bince before, they can identify him as a bard.

The others at the table don't allow two lines of the song to go by before they are all talking at once.

[Abia]: *"True enlightenment will escape you young musician until you realize that the beginning and the end are in fact, the same."*

[Sollus]: *"He's singing that song again. I don't get it, we aren't argumentative."*

[Levanor]: *"Well...I didn't want to mention it, but you can be something of a pain, Sollus."*

[Sollus]: *"Me? Take a look in the holy font yourself once in awhile."*

[Loriti]: *"Make that 17 ½ %."*

Slowly and silently, the wizard Tsogath pulls the door closed without the occupants having ever noticed it being open. He turns to you with an obvious look of embarrassment on his face.

[Tsogath]: *"Maybe you can meet the Camerata later. Why don't I just tell you about the task I have in mind for you right here, without the others?"*

It's possible that the PCs will want to guess at what Tsogath has in mind. If the PCs ask if the task is to slay the rest of the Camerata so Tsogath can finally get some work done, he will laugh heartily before abruptly stopping as if seriously considering the proposal.

When you are ready to proceed, read or paraphrase the following:

[Tsogath]: *"This may come as a surprise to you, given the impressive collection of scholars here, but...unfortunately our progress has been much slower than I expected."*

Allow the PCs a moment to digest this startling revelation before continuing:

[Tsogath]: *"We are in need of fresh ideas in order to be successful. There is a priestess of Geshtai, someone gifted in herbal remedies; I think she could be the key to forwarding our research. The priestess's name is Mehri la'Feyvim, but unfortunately she has been incarcerated for the past eight months. It seems she has ties to the criminal element, not what I would expect from someone so learned. Fortunately, His Lofty Grace has taken my recommendation to heart and has arranged her provisional release. An official is escorting her to the nearby village of Emon's Rest. I was going to go myself to pick her up, but I am eager to begin studies of the creatures you have brought. Will you travel to Emon's Rest on my behalf and escort this priestess back here?"*

Tsogath can provide the following information if the PCs wish to inquire:

- An escort is needed since Mehri la'Fayvim has proven that she is not above working with unscrupulous types before. These criminals may attempt to abduct or murder her in retaliation for her cooperation. Worse yet, she may still be working with the criminal element to arrange a daring escape.

- As part of Mehri la'Feyvim's provisional release, she will be given her freedom after the Paercine Camerata successfully concludes its researches.
- Emon's Rest is only about an hour away. Mehri and her escort are scheduled to arrive sometime tomorrow. The PCs have the option of staying here at Leigor Manor, or traveling to Emon's Rest and staying there.
- The meeting place in Emon's Rest is to be a tavern called The Fountain. A fitting place to meet a priestess of Geshtai, yes?
- Tsogath will write the PCs a letter showing them as authorized agents of the Camerata, if he is reminded to do so.
- The PCs' payment is the satisfied feeling that they receive knowing that they are aiding in an effort to benefit a number of innocent people who have befallen the very ills that the Camerata seeks to end. Also, the PCs will get 50 gp.

Troubleshooting: Resourceful PCs might remember Jorvus and Siln and try to pawn this task off on them. The two teamsters and their crew can be found in the stables outside Leigor Manor. The stables have been converted in the holding cages for the animal specimen, and they have just finished securing the animals if the PCs seek them out. Jorvus and Siln will express great disappointment that they can't go on this milk run for an easy 50 gp, but their orders are to report to Dountham to pick up a shipment for Thornward. They can't linger another minute.

When the PCs are ready to proceed to Emon's Rest, proceed to Encounter 3.

All APLs

- **Tsogath:** Male human Con10 (Bluff +1, Knowledge [arcana] +18, Knowledge [the planes] +13, Sense Motive +3); AL NG.
- **Father Sollus Illuminus:** Male human (O) Clr6 (Pelor) / RSoP5 (Bluff +17, Knowledge [religion] +11, Sense Motive +18); AL NG.
- **Prefect Levanor Curanis:** Male human (oS) Clr13 (Heironeous) (Bluff +9, Knowledge [religion] +16, Sense Motive +16); AL LG.
- **Loriti Lorgrave:** Female half-elf Clr3 (Zilchus)/Ch18 (Bluff +10, Sense Motive +15); AL LG.

• **Lady Abia Sanoose:** Female human (O) Ari2/Mnk2/Clr3 (Rao)/SaF4 (Bluff +8, Knowledge [religion] +10, Sense Motive +16,); AL LG.

• **Bince Rupel:** Male human (O) Brd 8 (Bluff +15, Knowledge [arcane] +8, Knowledge [history] +10, Perform [singing] +18, Perform [string instruments] +15, Sense Motive +10,); AL CG.

ENCOUNTER 3: I LOVE THIS BAR

Estimated Time: 25 minutes

This encounter consists of two main subsections. In the first subsection, the PCs arrive in Emon's Rest and have an opportunity to interact with some locals at a tavern called The Fountain. In the second subsection, Mehri la'Veyvim arrives and is placed in the custody of the PCs.

Into the Fountain

Leaving the home of the strange researchers behind, you now find yourselves back on the road heading deeper into the Barony of Paercium. Well regarded as an agricultural center, you are looking forward to nice weather, amiable people, and perhaps the prospect of helping yourself to a bit of fresh fruit – right off the vine.

While the weather is pleasant enough, the fields you pass by are untended and are choked by weeds and scrub grass. You find no people on the road as you travel.

If the PCs request skill checks in regards to finding out what is going on, allow Knowledge [nature], Profession [farmer], or Survival checks. PCs making the Profession [farmer] check receive a +4 circumstance modifier. A successful check (DC 15) reveals that if left untended for much longer, these fields will fall fallow and will not yield crops for at least this season, and maybe many seasons to follow.

Very inquisitive PCs may try to investigate a farmhouse, in which case they should be allowed to do so. Don't get bogged down with specifics, the PCs can spy a farmhouse from the road and a closer inspection reveals the house to be boarded up and abandoned. PCs attempting to track will find no trail, meaning that the occupants must have left quite a while ago.

When ready to proceed, read or paraphrase the following:

The wizard Tsogath seems to have greatly underestimated the time of travel, for it is almost four hours from when you set off from Leigor

Manor until you arrive at the small village of Emon's Rest. What few shops there are have closed up, and no people can be seen on the main road through the village. What activity there is seems to be coming from a two-story building. A painted shingle depicts a bright blue waterspout.

Entering the tavern you find about a dozen people inside, gathered around tables with tankards in front of them. They regard you briefly with some curiosity before returning to their quiet conversation. The air is heavy with fragrant smoke, as a few of the locals enjoy a few puffs on long cob pipes. Through the haze you spy a large, bearded man behind the bar rubbing a tankard with a grimy cloth.

Mehri and her escort have not yet arrived, so the PCs have a moment to relax. They can order a simple meal and to drink have a choice of either Barrier Brew, or a new drink called Medig's Hillside Heather Ale. Both are made by the Medig's Hill Brewing Company, run by the Medigkin clan of dwarves. The innkeeper will report that most of the locals don't care for the Heather Ale and stick with Barrier Brew. In fact, he probably won't order more of the Heather Ale, as it is unpopular with his customers.

PCs may wish to interact with the locals a little bit. Treat this as a Gather Information check at the DCs listed below. At your option, and if time permits, the information below can be disseminated through role-play.

DC 10

- A vile plague has descended on Paercium; the afflicted contract black sores that soon become seeping lesions. After which, death comes soon. The Plague is called the Mark of the Black Hand, since the lesions look like little black hands.
- Most of the residents of Paercium who have not died of the Mark have left the Barony for other places. Rumor has it that jobs are plentiful in Kynneret and wages are quite high in New Clunther. The resulting labor shortage means that fields have gone untended.

DC 20

- Some of the residents who remain in Paercium are thinking of petitioning the Baron, Lord Conri Sollus, for some help during these bleak times.

DC 30

- An adventurer came through here about a week ago, a warrior of some type. The wandering sellsword

died of the plague shortly thereafter. One of the locals, a farmer named Daech, kept his stuff.

As the PCs are going about their business, they will attract the attention of two local farmers, Daech and Myem. These two have gotten it in their heads that the Baron owes more to them and the other peasants due to the massive labor shortage. They will approach the PCs to act as their proxy. When you are ready to introduce Daech and Myem, read or paraphrase the following:

As you help yourself to another spoonful of delicious tasting mutton stew, two simple looking peasants, probably farmers, approach your table. One is tall and thin, with stringy black hair hanging over his eyes. He holds a wide brimmed hat in his hands. The other man is short and rotund, with a close-cropped blonde hair and a ruddy complexion. The second man clears his throat before addressing you.

[Daech]: *"How do noble travelers? Allow myself to make my introductions: my name's Daech and this here's my associate Myem."*

[Myem]: *"Ayuh."*

[Daech]: *"We couldn't help but notice that y'all had an adventuring look to ya, and we was wonderin'...well, ya probably don't conventionally git this request, least not from simple folk like us, but we was thinking to hire y'all fer a job."*

Both Daech and Myem are expert farmers, but they are inexpert at everything else. Daech tries to sound intelligent, but winds up mispronouncing many of the impressive-sounding words he wishes to wield. Daech will do most of the talking, as Myem suffers from severe shyness in front of strangers. The PCs are free to dismiss Daech and Myem as simpletons, but if they wish to know more about Daech's proposal, then likely questions and the appropriate responses are listed below.

What is this job you wanted us to do? *"Those laborers and farmers what haven't died of the Mark have left to seek better opportunities elsewhere. In fact, we hear there is plenty of jobs in Kynneret, but then we'd have to live in Kynneret."*

[Myem]: *"Ick."*

[Daech]: *"So we was thinking to draft up a letter to the Baron, asking for some incentives and rewardizement to those of us what stayed in Paercium. Then it'd be no problem to get the hands we need to till the fields."*

[Myem]: *"Ayuh."*

[Daech]: *"You can see that simple folk such as Myem and myself not wanting to deliver such a potential inflammatorializing missive to the beloved sovereign of us. We was hoping you could do that."*

Okay, so what will this letter say? *"Well, we don't know. Neither Myem or I are much for the writ word, so we were hoping ya could help us out with dat part."*

Isn't this letter you're drafting tantamount betrayal of your Baron? *"In the old days ya used to be able to petition the Baron for help, money for keeping up roads, stones to build a foot bridge. Lord Sollus has been rather withdrawn-like since the death of his nephew. We're just asking for some help, like in the old days."*

So, we deliver the letter and the net result is that it benefits you and the Baron. How do I benefit? *"Well, awhile back an adventurer came to our village. Supped right where you are sitting actually. He died of the plague the next day. I happen to hang on to his stuff. If you deliver this letter, I'll get dat equipment to ya."*

Wow, so what kind of equipment are talking about? Mithral Breastplate? A Holy Avenger? *"Um...some weapons and equipment."*

Adamantine Glaive? *"Um...is that a weapon or an equipment?"*

Boots of Speed? *"Um...boots of what?"*

Why don't you tell us what you do know about this adventurer and his stuff? *"Well, he came in here in a bad state. Very quiet. Slight points to his ears, he musta been half-elven or some such. Had him some soup and we thought he'd open up a bit. He just went to his room and died."*

So why don't you just sell this adventurer's stuff and then hire all the hands you need? *"Oh no! The same thing is what happened to my brother-in-law...with so much riches it wasn't long 'fore he had a dagger in his side. Better its ya that's carrying such treasures. Besides, such things aren't helping me till mah fields."*

Okay, so how long is this going to take me to deliver your letter? *"The Baronial capital of Mahiro is only a couple of hours from here. Shouldn't take you too far out of your way, depending on where you're going I guess."*

Why don't you guys just quit being farmers and rush to the front lines to kill some Kettites? *"Well, I've got a letter (and Myem does too), that we're supposed to be farming to do our bit for the Great Army of Bissel. But we don't get paid like a soldier, we put up with*

the same feudal strictatures that our fathers and grandfathers put up with. Doesn't seem right."

If the PCs decline Daech's offer, skip to the Mehri Arrives section of this encounter. If the PCs have agreed to help, have one of the players write down Daech and Myem's requests from the Baron. Feel free to role-play through this as you will, but be mindful of time in a convention setting.

The Requests

- First, Daech believes that the time has come for the Baron's serfs to actually get paid for working the Baron's fields. A reasonable wage would be acceptable; Daech was thinking that 3 gp a month would be fair. This would be in addition to the normal perks of being the Baron's serf, which would include the right to live on the Baron's land, build a house on the Baron's land (with the lord's permission) and the right to keep 30% of the crops they grown for their own use.
- Second, the Baron takes too much in tax. From now on the peasants should be allowed to keep 40% of the crops they grow. *"Dare I say, even 50%? No, I don't want to be angering the Baron."*
- Third, it might be nice if the Baron were to hold court again. Then the peasants could bring their appeals directly to the Baron and not feel ashamed for sending a letter of this sort.
- Fourth, Myem will finally chirp in to fervently state that the Baron should make it legal for a man to marry his livestock. Not that Myem wants to do this, but why shouldn't a man marry his livestock? Just hypothetically speaking, of course.
- Fifth, the PCs should feel free to suggest even more demands, from the reasonable to the outrageous. Daech will agree to the inclusion of the reasonable demands.

Treasure: Once the letter to the Baron has been completed, Daech will present the dead adventurer's equipment to the PCs.

APL 2: L: 0 gp, C: 25 gp, M: 320 gp, masterwork elvencraft composite longbow (+2 Str) (150 gp), arcane scroll of magic weapon (4 gp), cloak of resistance +1 (166 gp).

APL 4: L: 0 gp, C: 25 gp, M: 540 gp, masterwork elvencraft composite longbow (+2 Str) (150 gp), arcane scroll of magic weapon (4 gp), arcane scroll of arrow mind (4 gp), cloak of resistance +1 (166 gp), bracers of armor +1 (166 gp), potion of cure moderate wounds (50 gp).

APL 6: L: 0 gp, C: 25 gp, M: 885 gp, +1 *elvencraft composite longbow* (+2 Str) (433 gp), *arcane scroll of magic weapon* (4 gp), *arcane scroll of arrow mind* (4 gp), *arcane scroll of greater magic weapon* (62 gp), *cloak of resistance +1* (166 gp), *bracers of armor +1* (166 gp), *potion of cure moderate wounds* (50 gp).

APL 8: L: 0 gp, C: 25 gp, M: 1551 gp, +1 *elvencraft composite longbow* (+2 Str) (433 gp), *arcane scroll of magic weapon* (4 gp), *arcane scroll of arrow mind* (4 gp), *arcane scroll of greater magic weapon* (62 gp), *cloak of resistance +1* (166 gp), *bracers of armor +1* (166 gp), *gloves of dexterity +2* (666 gp), *potion of cure moderate wounds* (50 gp).

APL 10: L: 0 gp, C: 25 gp, M: 2551 gp, +1 *elvencraft composite longbow* (+2 Str) (433 gp), *arcane scroll of magic weapon* (4 gp), *arcane scroll of arrow mind* (4 gp), *arcane scroll of greater magic weapon* (62 gp), *cloak of resistance +1* (166 gp), *bracers of armor +1* (166 gp), *gloves of dexterity +2* (666 gp), *ring of enduring arcana* (1000 gp), *potion of cure moderate wounds* (50 gp).

APL 12: L: 0 gp, C: 25 gp, M: 4375 gp, +1 *bane (monstrous humanoid) elvencraft composite longbow* (+2 Str) (1483 gp), *arcane scroll of magic weapon* (4 gp), *arcane scroll of arrow mind* (4 gp), *arcane scroll of greater magic weapon* (62 gp), *arcane scroll of shadow walk* (275 gp), *cloak of resistance +1* (166 gp), *bracers of armor +2* (666 gp), *gloves of dexterity +2* (666 gp), *ring of enduring arcana* (1000 gp), *potion of cure moderate wounds* (50 gp).

Mehri Arrives

This subsection occurs about an hour or two after the PCs arrive at The Fountain, no matter when they arrive at The Fountain. Read or paraphrase the following:

A lovely young woman with a big gap-tooth smile is bringing you your next round of refreshments, when you note two figures enter the tavern.

The first is a tall human man, dressed in traveler's clothes with a heavy cloak drawn about his head and shoulders. The second is a smaller figure, a woman with dark features wearing an identical cloak. They make their way to a table and the man signals a server to attend to them.

PCs who are studying the new entrants and that succeeds at a Spot check (DC 20) will note the following:

Looking the two new arrivals over you note something unusual before they are seated: beneath the heavy cloak it appears the woman's hands are bound by shackles of some kind.

The two individuals are Warz Haberdasher, a skilled guide, and his escort, the prisoner Mehri la'Feyvim. Warz is a world-weary, sarcastic scout, a veteran Pathwalker with the Company of the Brightpath, Bissel's premiere wilderness defense organization. PC members of the Company of the Brightpath will immediately recognize him. He has been charged with escorting the prisoner from Beruak to this location, and is eager to be done with his task.

PCs that have played BIS6-04 *Face of Copper* will recognize the woman as Mehri la'Feyvim, Waterbearer (priestess) of Geshtai.

If the PCs are upfront with their association and don't act too shady, the interaction between them and Warz should go quite smoothly. If the PCs try to furtively study the pair without approaching them, Warz will become suspicious. He will assume the worst: that the PCs are a criminal group here to free Mehri la'Feyvim or to murder her in retaliation.

Warz is an experienced scout and warrior, but he is a little lazy. He will not ask for official paperwork unless the PCs behave in a suspicious way. When the transfer of custody is made, read or paraphrase the following:

Warz reaches for a pouch at his side and removes a small iron key. He hands it over to you.

[Warz]: *(with obvious sarcasm)* "Watch out for this dangerous felon, don't be unlocking those shackles except for the strictest of emergencies."

Mehri la'Feyvim, a lovely woman of mixed elven and Baklunish heritage, sighs at the pain of being reminded of her restraints. Warz seems not to notice as he finishes his drink and makes to stand.

[Warz]: "Well, the transfer of custody is all complete and official. I'll be on my way; can't stand to be in one place for too long, you know."

Warz stands and begins to make his way to the door. He pauses, turns about and kneels at Mehri's chair.

[Warz]: "Take care, m'lady. I hate to see good people incarcerated, especially ones as honorable and kind as yourself."

Mehri simply nods after the gruff guide has said his peace. Once he is out the door, the priestess in shackles looks at you.

[Mehri]: "That's the first kind words he's had for me all trip."

At this point the PCs can interact with Mehri la'Feyvim. Mehri la'Feyvim is the child of elf and Baklunish parentage, giving her very dark hair and complexion coupled with sharp features and piercing green eyes. She is compassionate, independent and somewhat anti-authoritarian. If the PCs choose to remove her restraints, they may: Mehri has no intention of escaping or doing harm to the party. She can provide the following information listed below.

- Shortly after the dispute at Lake Hasra (see BIS6-04 *Face of Copper*), Mehri la'Feyvim was apprehended and incarcerated for her connections to the Thieves' Guild rogues operating under the name "Copperheads." She just found herself in jail; she doesn't even remember going before a magistrate.
- She's heard that a wizard (she's not sure who) has pulled some strings to get her released provisionally. She doesn't know specifics yet.
- She was taken from her cell with a bag over her head. She fell asleep as she was being transported. When she awoke she was in a jail cell in Beruak. That's when Warz Haberdasher picked her up to escort her here.
- The journey here was uneventful, the only hostilities coming from the bad-tempered Warz Haberdasher. His parting words of kindness took her by surprise.
- If told about her task, she will express great gratitude at being able to use her skills to help people, though she doesn't understand how working with such illustrious scholars could be construed as an equal punishment to incarceration. Little does she know...

At this point, the PCs are free to return to Leigor Manor with Mehri la'Feyvim. They may choose to take the peasants' appeal to Baron Sollus, if they choose to do this proceed to Encounter 4. If they decide to skip this, proceed to Encounter 5.

All APLs

- ◆ **Daech:** Male human (bos) Com5 (Bluff +6, Knowledge [nature] +4, Profession [farmer] +11, Sense Motive +8); AL LG.
- ◆ **Myem:** Male human (bos) Com5 (Bluff +2, Profession [farmer] +9, Sense Motive -1); AL LN.
- ◆ **Warz Haberdasher:** Male human (Bos) Rng7 (Bluff +3 (+7 against orcs, +5 against undead), Knowledge [geography] +8, Sense Motive +7 (+11 against orcs, +9 against undead), Survival +15); AL N.
- ◆ **Mehri la'Feyvim:** Female half-elf Clr11 (Geshtai) (Bluff +10, Sense Motive +10); AL NG.

ENCOUNTER 4 (OPTIONAL): BIG BOSS MAN

Estimated Time: 20 minutes

In this optional encounter, the PCs deliver the peasant's list of demands to the Baron Conri Sollus. This encounter consists of the PCs presenting the letter and the Baron's three reactions. While the actions of the PCs in this encounter can change the outcome of the adventure, playing through this encounter is not necessary to complete the adventure. It is listed as optional for this reason.

This is a role-play intensive encounter, where Baron Conri Sollus's initial reactions to the PCs need to be tracked. For PCs who participated in BIS4-01 *Murder in Pellak*, this could cause a problem. In that scenario, the PCs were found accused of the murder of Mylan Sollus, Baron Conri Sollus's nephew. It's possible that in some cases the PCs were convicted and imprisoned for this crime. For PCs who played this adventure, check their AR to see if they have received the "Prison!" item. This will affect Conri Sollus's reactions to them.

When ready to proceed, read or paraphrase the following:

The Baronial capital of Mahiro is a mostly deserted walled village with a straightforward layout. A large black hand is painted on several of the doors you've just passed by.

The Baron's castle stands in the center of the town, the sparse stone keep uncomplicated by spires, inlays or other decorative features. A guard greets you at the entrance and after having ascertained your purpose, sends a runner to announce your presence to the Baron and ask if he wishes to see you.

After a moment spent chatting with the guard, the page returns to escort you into an audience with the Baron. Entering the castle you are lead through several narrow chambers and up a few flights of stairs until coming to an open doorway, from which flees a wizened sage of some type, carrying several scroll tubes. "He's all yours," hisses the old man to the page, who directs you to enter.

The room inside is illuminated by a number of obviously magical glowing spheres attached to sconces. Standing at one end of a long rosewood table is a brawny middle-aged noble with long blonde hair and similarly light-colored beard. He gathers up some parchments he has been studying and speaks as you enter.

[Conri]: *“My page tells me you have a message, please enter and give your report.”*

If any of the PCs played BIS4-01 *Murder in Pellak*, but did not receive the “Prison!” item on the AR, Baron Sollus will recognize that PC. Read or paraphrase the following:

[Conri]: *“I recognize you; you were one of the ones who stood accused of the murder of my dear nephew.” (A look of great sadness crosses the Baron’s face) “Poor Mylan: I’m afraid I’ll never know the full circumstances of his murder.”*

If the PCs attempt to console the Baron in a heartfelt manner, he will react positively. Those PCs will receive a +2 on Bluff, Diplomacy and Sense Motive checks against the Baron for the remainder of this encounter.

If any of the PCs played BIS4-01 *Murder in Pellak* and received the “Prison!” item on the AR, Baron Sollus will recognize that PC as his nephew’s murderer. Read or paraphrase the following:

The look of great anger crosses the Baron’s face once his stern gray eyes fall on you.

[Conri]: *“You! Murderer! How dare you come into my presence?”*

While Baron Sollus starts this Encounter with an attitude of “Indifferent” to the PCs, the presence of a PC who received the “Prison!” item will automatically shift his attitude to “Unfriendly.” He will not look at the PCs’ message nor do anything but deliver angry diatribes at the offending PC. In order to proceed from here, the PCs must succeed at a Diplomacy check (DC 15) to improve the Baron’s attitude to “Indifferent.” See page 72 in the PHB for more information on the Diplomacy skill and NPC attitudes.

If asked about the parchments he was just inspecting, the Baron will confess (if he is of at least an “Indifferent” attitude) that he has been inspecting agricultural reports for his barony, and the prospects are not good – due to lack of labor.

Feel free to role-play a bit as Baron Sollus, if you wish. He is very conservative and traditional in his beliefs, but he is also a deeply emotional man, prone to quick fits of anger or depression. He is devout adherent to the strictures of Heironeous, and something of a fighter himself – in his younger days.

Eventually, the PCs are going to get around to imparting the peasant’s requests on the Baron. If the PCs are lollygagging, the Baron will ask them directly why they are here (in fact, he did exactly that when they first entered).

First Reaction

When the PCs impart the list of peasants’ requests, Baron Sollus’s first reaction will be one of total disbelief. Read or paraphrase the following:

A slight smile cross the baron’s face...

[Conri]: *“This has to be some sort of joke! Tell me, did Elina put you up to this?”*

If the PCs succeed at a Bluff check against the Baron’s Sense Motive, they can convince the Baron that it was all a joke. They are free to leave this Encounter and continue with the adventure.

If the PCs decide to continue with the peasant’s plea, proceed to Second Reaction below.

Second Reaction

When the PCs reiterate the peasants’ requests, Baron Sollus’s second reaction will be one of quiet frustration. Fortunately he doesn’t actually have the will to act on this feeling, unless the PCs are willing to act as his agents. Read or paraphrase the following:

A somber look crosses the Baron’s face. He does not speak for about a minute, thinking on what you have just told him. Finally...

[Conri]: *“I can see your points here, but I really can’t afford to have rebellion among my subjects. Now you folk appear to be capable warriors of a sort. If you agree to quash these seditious commoners, I’ll knight the lot of you. What do you say?”*

If the PCs accept they are on their word to complete the Baron’s request. If the party follows through they will go through Conclusion B of the adventure and receive either the *Black Knight of Paercium* or the *Stood Idly By* favor.

Once one PC has agreed to do as the Baron asks, the interview is over. The Baron is satisfied that his problem will be dealt with and does not wish to discuss the matter with the PCs any longer.

The PCs may attempt a Sense Motive check against the Baron’s Bluff. Those PCs that succeed realize that the Baron is not angry with his people, merely annoyed and trying to find the expedient solution.

If the PCs decide to continue with the peasant’s plea, proceed to Third Reaction below.

Third Reaction

When the PCs reiterate the peasants’ requests, Baron Sollus’s third reaction will be one of subdued acceptance.

He sees the changes occurring, and realizes that he must change with them.

The Baron's expression begins to change and the weights of the commoners' requests begin to sink in. Pensively, he approaches a window to view the fields of Paercium, stretching to the horizon - fields that will fall fallow, if this matter is not resolved. Finally the Baron speaks:

[Conri]: *"It is clear that in order to act to the benefit of the Barony, I must acquiesce to these demands. The relief felt to my people will come gradually...I only wish there was a way to aid them sooner. Alas, my resources have been drained from funding the Margrave's war against Ket. If only that traitorous Leigor had been of some use before he disappeared..."*

If the PCs ask after this Leigor person, Baron Sollus will explain the predicament:

[Conri]: *"Leigor was a Knight of mine, who spent much of the early part of the decade fighting giants in Geoff for the glory of Bissel, and for his Baron. When he returned he promised to gift upon his Baron a great hoard of treasure looted from the giants. He never made good on these promises and his manor has stood empty since he and his family disappeared late last year. I recently loaned use of the keep to a group of insipid crackpots, at the behest of the Margrave. If the treasure exists, it may still be hidden there."*

"If you can find Leigor's treasure and return it here, I will distribute it fairly among the peasantry, with not a copper spent on frivolity. This I swear on the memory of my nephew."

And he means it too. If the PCs accept Baron Sollus' mission, their audience is at an end. The next thing to do is return to Leigor Manor, where the Paercine Camerata awaits.

All APLs

♣ **Baron Conri Sollus:** Male human (S) Ari5/Clr2 (Heironeous)/Ftr2 (Bluff +8, Knowledge [Religion] +6, Sense Motive +12); AL LN.

ENCOUNTER 5: TURN THE PAGE

Estimated Time: 30 minutes

In this encounter, the PCs return to Leigor Manor and to the group of scholars gathered there. The PCs tour the manse and find some unexpected residents, undead

creatures bent on sucking their souls. When you are ready to proceed, read or paraphrase the following:

All along the journey back to Leigor Manor a light drizzle of rain has accompanied you. Just as you arrive the rain ceases - bathing the noble estate in a multicolored soft glow. It all looks very peaceful.

PCs that succeed at a Listen check (DC 40) can hear the voices of the Camerata, even at this distance, arguing about some undetermined thing. The arguing will become quite easy to determine once the PCs enter the manor.

Even if you did not recall the exact location of the Camerata's meeting room, you would be able to find it easily from the heated shouting and arguing. The woman you were sent to retrieve, Mehri la'Feyvim, gives you a look of puzzlement.

Proceeding down the hallway you find the door to the meeting hall open. A black pot rests on the bare wooden table; the water inside boils though no heat source is visible to you. A number of pouches containing various herbs and leaves lie open around the pot of boiling water. The Camerata argue incessantly about what tea variety they will have for their afternoon break.

Silently, Mehri la'Feyvim enters the room. The Priestess of Geshtai puts a few of the bags close to her nose and then sniffs. Without a word of warning she dumps half portions of two pouches into the pot.

Blissful silence falls onto the room as the six scholars of the Camerata stare blankly at the newcomer.

Suddenly, the room erupts in cacophonous noise as they all begin to talk at once.

[Loriti]: *"But it was my turn to choose the tea this afternoon!"*

[Sollus]: *"As we have been trying to explain, madam, it was your turn yesterday."*

[Levanor]: *"I thought we had voted that any newcomers must wait a week before they can select."*

[Abia]: *"Newcomer and veteran are, in fact, the same."*

[Bince] (sings): *"Arguing clerics..."*

The PCs can join in the arguments if they wish, and there is enough tea and cookies for everyone present. Eventually, Tsogath will pull the PCs aside as he wishes to speak with them. Read or paraphrase the following:

While the rest of the Paercine Camerata finishes their tea, the mage Tsogath leads you into the corridor and thanks you profusely for bringing the Priestess of Geshtai to them.

[Tsogath]: *“I’m quite encouraged that Mehri will have a positive influence on the speed of our group’s decision making.”*

Tsogath is quiet for a moment, as if trying to choose his next words carefully. Finally, he speaks again:

[Tsogath]: *“You have already been a great help to us, but you could continue to aid us greatly if you were to stay but a few days longer. Is this agreeable?”*

The PCs are free to decline Tsogath’s offer, at which point they depart from Leigor Manor and exit the adventure. When they accept, read or paraphrase the following:

Tsogath smiles and nods his head vigorously as you accept his invitation.

[Tsogath]: *“Wonderful! The first order of business will be to tour our facilities here to get an idea of what we need of you. Regrettably, I cannot take you on this tour. One of the first bylaws of the Camerata was that all Manor tours are conducted by...”*

[Levanor]: *“Well, are we ready to depart?”*

Levanor Curanis approaches your group, a fresh tea stain on his priestly vestments. Tsogath sighs and forces a smile.

[Tsogath]: *“May I present your guide.”*

Paranoid PCs make take Levanor’s presence as a sign that trouble is about to begin. Right before the manor tour, PCs are free to cast whatever buff spells they wish. Do not discourage this; Levanor will wait patiently as the PCs expend their resources. When the tour is ready to begin, read or paraphrase the following:

Leigor Manor is quite large, though much of the mansion’s space is not being used. So far the Camerata has made use of the meeting hall, a kitchen and pantry on the first floor, and just a few rooms for sleeping quarters on the second floor. Numerous rooms originally designed for comfort and entertaining lie unused. Levanor confides that they have removed a number of mechanical traps and arcane wards on the rooms they are currently using, and he suspects that such traps exist in the rooms yet unexplored. You get the feeling that the Camerata intends for you to take on this task for them.

Having finished with the above ground levels, Levanor leads you down a flight of stone steps into a cellar. As you exit the staircase you note a table with papers and alchemical equipment on it. A sturdy desk sits against a wall on the other side of the table.

Opposite the staircase is a number of bookshelves, but something is wrong: the bookshelves are flush against each other so that no person can get in between them. Only between two of the shelves is there enough space for a human or halfling to get by. In the side of each shelf is a large ruby.

Levanor is positively beaming.

[Levanor]: *“These bookshelves are quite ingenious; they allow us to store many more volumes than this space would normally allow. Bince designed them. I confess to not thinking much of the bard when I first met him, but he does have a knack for magic devices.”*

Levanor moves to a bookshelf adjacent to the empty space. He places his hand over the ruby, and concentrates for a moment.

In response, the bookshelf slides over to create space to peruse previously inaccessible tomes.

At this point an incorporeal undead creature will float in taking position in the bookshelf that Levanor just moved. When Levanor moves the shelf back, combat will begin. Record the PCs positions in the room, referring to DM Aid: Map #2 – Turn the Page.

Levanor slides the bookshelf back to its original position, revealing not an empty space but a floating apparition of pure evil, a look of dark hatred in its unholy visage. It reaches a wispy tendril into Levanor, feeding on the old priest’s very life force.

At APLs 8 and 12, read the following:

Another of the apparitions floats into the room, appearing from the wall nearest the alchemist’s equipment.

APL 2 (EL 3)

☞ Shadow: hp 27; see Monster Manual, page 221.

APL 4 (EL 5)

☞ Wraith: hp 45; see Monster Manual, page 258.

APL 6 (EL 7)

☞ Spectre: hp 63; see Monster Manual, page 232.

APL 8 (EL 9)

☛ **Spectre (2):** hp 63; see *Monster Manual*, page 232.

APL 10 (EL 11)

☛ **Dread Wraith:** hp 146; see *Monster Manual*, page 258.

APL 12 (EL 13)

☛ **Dread Wraith (2):** hp 146; see *Monster Manual*, page 258.

Tactics: At all APLs, one of the incorporeal undead creatures will stay in the confines of the bookshelves, alternating rounds with floating out and attacking a PC. This gives a slight advantage to the PCs, as the bookshelves can be moved about in order to find a hiding incorporeal undead. It takes a standard action to activate the gem on a bookshelf so that it can be moved. A bookshelf can only move 5 foot to its left or right (up or down if looking at the map) if and only if there is an empty space for it to go. A PC who succeeds at a Use Magic Device check (DC 21) can move two shelves at a time with a standard action.

For ease, *Player Handout 1 – Bookshelves* has cutout bookshelves that can be used as the moveable bookshelves on most standard grid maps.

One hit from the apparition at any APL knocks Levanor unconscious. This is due in some part to the overriding evil taint of the manor that emanates from Leigor himself. He cannot be revived.

At APLs 2 and 4 only, Levanor is conscious enough to cast a *magic weapon* spell. He holds the charge until the first PC approaches him, and then he casts the spell on their weapon. Once he does this, he falls unconscious with no hope of being revived.

At APLs 8 and 12, the second incorporeal undead will not hide in the bookshelves, but instead alternate rounds of hiding in a wall and then floating out to attack a PC.

At APL 10 and 12, note that the Dread Wraiths are large size, so moving one of the book shelves likely only exposes half of the creature. This may give the creature a bonus to AC from cover; consult pages 150-151 of the PHB.

Developments: Immediately after the combat, the rest of the Camerata will rush in, too late to participate in battling the undead creatures. It is clear that Levanor Curanis is not going to recover soon, there is some additional taint in Leigor Manor beyond mere apparitions.

If the PCs succeed at a Search check (DC 20) they will find a secret door. Beyond the secret door leads to the dungeons described in Encounter 6.

ENCOUNTER 6: SUSPICIOUS MINDS

Estimated Time: 20 minutes

This encounter occurs immediately after the combat in Encounter 5. Allow the PCs only a round or two of actions after the fight before you read or paraphrase the following:

Mere moments after the strange apparition has been destroyed, the members of the Camerata come rushing down the stairs. There is a collective gasp from the group of scholars upon seeing the unconscious form of one of their own, Prefect Levanor Curanis.

Father Sollus rushes forward and kneels at the side of the elder priest. Cradling the old man's head in his arms, Sollus turns his gaze upward.

[Sollus]: *“Light protect us! Levanor! My friend, how could you possibly deserve this?”*

Tsogath turns to you, a thoughtful look on his face.

[Tsogath]: *“Tell me exactly what happened here.”*

Tsogath will listen carefully to the PCs' description of what happened, interrupting to get out any details they may have omitted. Once the Camerata knows what is happening, the group of scholars can relay the following information:

- This is the first such undead attack they have experienced since being at Leigor Manor. The only defenses they have encountered since moving into the mansion have been traps, and none of them have been deadly.
- Despite their quick efforts here, Levanor cannot be revived and seems to be in between a living state and a dying state.
- After some rapid-fire debate and idea-sharing (the first efficient exchange by the Camerata that the PCs will have witnessed) the scholars will come up with a theory. Levanor's state seems indicative of a Strongly Evil-Aligned Planarmaterial Bifrucation Matrix, or SEAPBiM for short. In layman's terms a powerful negative energy taint seems to be emanating from somewhere in the mansion, likely in a secret location yet to be discovered. Such an effect would

come from Planar Bifrucation Nexi, which will manifest to our senses as objects of some sort that will radiate powerful magic. Because the Camerata have been living among the taint for more than a month, they are more susceptible to its effects. The PCs, as new arrivals, will likely be unaffected by the taint, as they search down the Planar Bifrucation Nexi and destroy it.

- PCs that succeed at a Knowledge [the planes] check (DC 35) will understand the theory behind a Planarmaterial Bifrucation Matrix and recognize that this idea has validity.
- A dissenting opinion will come from the bard Bince Rupel, with Mehri la'Fayvim agreeing with him. Bince posits that the same effects could come from an Empathic Destabilization Torus, in which case the source would not be an object but a creature in great emotional turmoil. By resolving the emotional turmoil (likely from destroying the creature) the taint will be lifted. The other members of the Camerata will ridicule this theory, stating that Bince should revisit Fola's Law of Planardynamics if he wishes to contribute anything useful to this discussion.
- PCs that succeed at a Knowledge [arcana] check (DC 35) will understand the theory behind a Empathic Destabilization Torus and recognize that this idea has validity.
- The only hope is for the PCs to locate the taint (whether it is a Strongly Evil-Aligned Planarmaterial Bifrucation Matrix or an Empathic Destabilization Torus) and do what is necessary to lift it. The Camerata will convene in the stables outside and work to revive Levanor, but his situation does not look good.
- Obviously the Camerata cannot accompany the PCs, since once one of them comes in contact with the results of the taint they will succumb to the same fate as Levanor.
- Mehri la'Fayvim is willing to accompany the PCs; as a new arrival she, like the PCs, should not as vulnerable to the taint's effects. Tsogath will not allow this. When he gets a chance he will privately confess that he feels that Mehri is vital to curing the Mark and is thus too valuable a life to risk.

Once the PCs agree to search out the taint, the Camerata will depart for the stables outside, which they plan on consecrating for greater protection.

Troubleshooting: Canny PCs might try to hit the Camerata up for some free spell-casting. Unfortunately for the PCs, the Camerata is not an optimized adventuring party. They do not have many beneficial spells left; most of their magic for the day has already been cast in the service of their research. As an example, Lady Abia prepared all her fourth level slots as divinations, which she cast in order to discover what sort of tea they should have on their break (results were ambiguous and contradictory). All members of the Camerata have done similar things. However, at APLs 2 and 4 the party may need some serious help. The Camerata is willing to cast up to 6 levels worth of healing spells, which could include *lesser restoration*, *restoration*, or *raise dead*. For example, PCs could request a *raise dead* and a *cure light wounds* and the Camerata would be done as far as aid they can give the PCs. At APLs 6 and above, the Camerata cannot offer any spells unless the PCs provide *pearls of power*, at which point the PCs can receive *cure* spells of the appropriate level. The PCs will have to pay for any material components consumed.

The PCs can spend time searching the ground floor and second floor on Leigor Manor. A thorough search takes 3 hours and results in nothing. They must return to the cellar library if they wish to make any progress.

While in the cellar, if the PCs succeed at a Search check (DC 20) they will find a secret door. Beyond the secret door is a corridor that leads to the dungeons described in the next section.

THE DUNGEONS

The secret door in the cellar library leads into a corridor and is about 100 feet in length. Have the PCs create a marching order. Then read or paraphrase the following:

The secret door you have found leads into a long corridor that unfortunately terminates in a dead end.

If the PCs succeed at a Search check (DC 20) they will find a secret door at the end of the corridor. Beyond the secret door are the dungeons of Leigor Manor. Refer to DM Aid: Map #3 – Leigor Dungeons for a layout.

Location A

Beyond this secret door is a stone chamber with a number of barred cells. Obviously this is a dungeon of some sort. On the stone floor you see only nauseating refuse and rotten debris, and the air is stale with a detestable stench.

Each of the doors to the four cells (Locations B, C, and D) is closed and has the following stats:

☛ **Strong Wooden Doors** (4): 2 in. thick; hardness 5; AC 5; hp 20; Open Lock DC 21, Break DC 25.

Location B

This cell contains a single corpse in an advanced state of decay. Most of the flesh has been stripped by an unknowable number of vermin, now only maggots cling to slowly shrinking areas of blackened skin. What tattered clothing remains seems to belong to a woman of high standing.

Examining the corpse can be done through a Heal check; information of varying DCs are listed below.

- (DC 5) She's dead, Jim.
- (DC 10) This is the body of a young human woman, likely in her teenage years at time of death.
- (DC 15) Judging from the state of decay, this woman has been dead for 2 to 4 months.
- (DC 20) There are no injuries or sign of poison. The most likely cause of death is starvation.

Location C

This cell contains a single corpse in an advanced state of decay. Most of the flesh has been stripped by an unknowable number of vermin, now only maggots cling to slowly shrinking areas of blackened skin. What tattered clothing remains seems to belong to a woman of high standing. Unlike the other cells, there seems to be words written in dusty red chalk on one of the cell walls.

Examining the corpse can be done through a Heal check, and results in the same information as Location B with one exception: a Heal check (DC 20) reveals a small tooth-marked wound on the right index finger. Thorough PCs can match the tooth-marks on the finger with the teeth of the corpse itself.

PCs examining the writing that succeed at a Heal or Craft [alchemy] check (DC 15) will recognize the “dusty red chalk” as dried blood. PCs reading the writing receive *Player Handout 2 – Final Message*.

Location D

Unlike the other three cells, this cell is eerily clean, devoid of even dust or dirt.

The following is to be read only to PCs with a good alignment who enter Location D:

A palpable sense of great evil washes over you when you enter this cell.

PCs can attempt to *detect evil* with a spell or spell-like ability, but they will not be able to detect a specific aura. The specific strength of aura is Strong (see spell description on pages 218-219 of the PHB).

PCs that succeed at a Search check (DC 20) while in Location D will find a secret door. The secret leads into a corridor approximately 100 feet in length. Have the PCs create a marching order. Then read or paraphrase the following:

The secret door you have found leads into a long corridor that slopes downward and unfortunately terminates in a dead end.

If the PCs succeed at a Search check (DC 20) they will find a secret door at the end of the corridor. Beyond the secret door is the Room of Betrayal, though the PCs will not know it by that name. Refer to *DM Aid: Map #4 – Room Of Betrayal* for a layout.

ROOM OF BETRAYAL

Beyond the secret door is a strange room seemingly constructed of gleaming white marble from floor to ceiling. The walls show no exits and the room is empty except a dark marble pillar in the center of the room. On top of the marble pillar rests the onyx bust of a strikingly beautiful woman.

PCs that come within 5 ft. of the pillar in the center of the room or of the secret door that leads to *DM Aid: Map #4 – Room Of Betrayal* will trigger the trap.

Trap: Once the trap is activated, roll initiative. The trap will act on its initiative turn each round by extending ghostly hands from each 5-foot square in the room. The hands must succeed at a melee touch attack to affect a PC standing in that square. The effects of the traps depend on APL.

APL 2 (EL 2)

☛ **Enfeebling Hands Trap:** Search DC 17; magic; proximity trigger (*alarm*); see *Appendix 1*.

APL 4 (EL 4)

☛ **Stupefying Hands Trap:** Search DC 19; magic; proximity trigger (*alarm*); see *Appendix 2*.

APL 6 (EL 6)

☛ **Exhausting Hands Trap:** Search DC 21; magic; proximity trigger (*alarm*); see *Appendix 3*.

APL 8 (EL 8)

☛ **Enervating Hands Trap:** Search DC 23; magic; proximity trigger (*alarm*); see *Appendix 4*.

APL 10 (EL 10)

↗ **Mind-Draining Hands Trap:** Search DC 25; magic; proximity trigger (*alarm*); see Appendix 5.

APL 12 (EL 12)

↗ **Disintegrating Hands Trap:** Search DC 27; magic; proximity trigger (*alarm*); see Appendix 6.

PCs can deal with the trap in a number of ways. They can dispel, disarm or destroy the hands one by one, or they can destroy the onyx bust in the center of the room, which disarms the entire trap. To destroy or dispel a hand, a PC must ready such an action with the trigger for a hand to show itself.

PCs can simply flee from the trap, either by going back the way they came, or by locating the secret door that leads to DM Aid: Map #5 – Antechamber and Encounter 7. This secret door can be located with a successful Search check (DC 20).

Troubleshooting: PCs who destroy the onyx bust but fail to locate the secret door that leads to DM Aid: Map #5 – Antechamber and Encounter 7 may assume that they have found and destroyed the source of the taint. If they return to the Camerata, now gathered in the stables outside Leigor Manor, will find that the Levanor has not recovered. Members of the Camerata will postulate that he will not recover unless the taint is lifted. This should be a strong clue to the PCs that they have not completed their task.

ENCOUNTER 7: CRAZY

Estimated Time: 25 minutes

In this encounter, the PCs find Sir Leigor, now an undead creature, skulking about as he defends his vault. Refer to DM Aid: Map #5 – Antechamber for a layout.

However, the PCs must first get there. Read or paraphrase the following:

The secret door you have found leads into a long corridor that slopes downward and unfortunately terminates in a dead end.

If the PCs succeed at a Search check (DC 20) they will find a secret door at the end of the corridor. Beyond the secret door is the anteroom before Leigor's Vault. Refer to DM Aid: Map #5 – Antechamber for a layout.

The air in this room is extremely cold and dry against your skin. The room seems hastily excavated from rough-hewn stone, and is larger than the pristine marble chamber you just left. The same odious stench that assailed your senses in the

dungeons is present here, seemingly coming from a nearby corpse.

A man is here, pacing in front of a solid metal door on the opposite wall. The door glows with an unnatural green radiance, the only light source in the room.

The man here is obviously of a martial profession, judging from his gleaming chain shirt and the axes hanging from his belt. Numerous pieces of jewelry and a fur-lined cloak tell you that this man must be very wealthy, or at least a member of the noble class. After a moment of study you are displeased to note that he appears slightly translucent in the shadows of this chamber. He is muttering to himself.

PCs curious about what Leigor is saying can attempt a Listen check (DC 17) to hear his mutterings. To those that succeed, read or paraphrase the following:

[Leigor] (whispers): ***“Ever vigilant, must be on guard. They want the fortune. My own daughters flank me with smiling faces, but I know their true intent. Poisoning, plotting, stab me in the back. My own wife turns them against me. She coos her soothing words and her wiles, but she is now silent. It is their kind; all women are born betrayers.”***

PCs who approach Leigor will receive a warning. Read or paraphrase the following:

[Leigor]: ***“Not another step. You’ll not be laying a finger on my treasures.”***

During life, Leigor became increasingly covetous of the treasures he took in loot during his time in Geoff. He suspected his wife (Vione) and three daughters (Lene, Onata, and Tesi) of conspiring to kill him in order to take his treasure. He imprisoned his three daughters, who in turn starved to death. He murdered his wife and then plunged a dagger in his own heart in a fit of confusion. His deep emotional turmoil has created the dark taint on Leigor Keep, attracting the undead creatures from Encounter 5 and even creating the trap in Encounter 6. He jealously guards this vault, which cannot be opened so long as he exists. For PCs wishing to interact with Leigor, see the ‘Talking with Leigor’ subsection. Those who prefer combat or approach within 5 feet of Leigor will meet the violent conclusion, see the ‘Battling Leigor’ subsection.

PCs who inspect the corpse may do so. Examining the corpse can be done through a Heal check; information of varying DCs are listed below.

- (DC 5) She’s dead, Jim.

- (DC 10) This is the body of a middle age human woman. While her face is in an extreme state of decay, it is clear that the onyx bust in the trapped room (Encounter 6) was of this woman.
- (DC 15) Judging from the state of decay, this woman has been dead for 2 to 4 months.
- (DC 15) There are a number of wounds, likely from some slashing weapon. These wounds caused her death.

The door to the vault cannot be opened until Leigor has been dealt with.

Talking with Leigor

One way of dealing with Leigor is to remind him of his past nobility and to convince him of his misdeeds. This is done through a bit of role-play with some Diplomacy checks. Leigor begins with an attitude of Hostile, though he does not immediately attack. In order to succeed, the PCs must shift his attitude to Helpful. They are allowed three checks to do this; refer to page 72 of the PHB for information on shifting NPC attitudes. If after three checks, he is not helpful, the madness of greed takes hold and he will attack the PCs.

PCs may have questions for Leigor. Leigor must have an attitude of at least Unfriendly before he will answer questions. Some likely questions and Leigor's responses are given below:

Who are you? *"I am Leigor, a Knight of Paercium"*

Where are your daughters? *"My daughters are being punished for betrayal of their father. I will release them this afternoon if they swear utmost loyalty not to seek retribution."*

Where is your wife? *"My wife is asleep. When she awakens she will swear to abandon her scheme against me, lest I take more drastic action."*

I think your daughters are dead. *"Nonsense. You are either mistaken or attempting to deceive me."*

I think your wife is dead. In fact, she's right over there...dead. *"Nonsense. You are either mistaken or attempting to deceive me."*

No really, come take a look. *"You are attempting to betray me into leaving my post, so that you can gain access to my...I mean, the Baron's treasure."*

You know, we aren't here for your treasure. *"It is obvious that is precisely why you are here."*

I think you might be dead. *"Preposterous."*

Where did you get this treasure? *"In Geoff, aiding in the fight against the Sakhut. The Archpaladin saw fit to see me through the righteous battles. I am not a greedy man, and I would not have accepted the Gyri's reward, were I not already pledged to gift it to my Baron."*

It's been awhile since you got back, why haven't you given the treasure to the Baron. *"I plan to during Needfest before the next Fireseek, at the start of the coming year."*

What is the day today? *"A silly question. Today is 17 Ready'reat, CY 596."*

What is your wife's name? *"Vione."*

Tell us about your wife? *"Common-born, from the village of Emon's Rest. The miller's daughter, so beautiful. We met when I defended Emon's Rest from a group of dark ghouls. I was but a squire then."*

What are your daughters' names? *"Lene, Onata, and Tesi."*

Tell us about your daughters? *"Beautiful girls. Lene is the oldest, near marrying age. She is very intelligent, a brilliant musician and has a knack for simple cantrips. Onata is as pious as Lene is clever. When she told me that she planned to take orders as a priestess of the Archpaladin, I was deeply proud. Tesi is not much now, but she will grow to be a great champion, like her father. She already displays great skill with the spiked chain, an instrument of war that I never could master."*

Why have you punished your family? *"My wife and daughters, they conspire to poison me and bring my death. They do this because they covet my...I mean, the Baron's treasure. I suspect they have made a deal to deliver the treasure to brigands, that would be you...correct?"*

Nope, we aren't brigands. *"Of course that's what a brigand would say."*

It is up to the PCs to convince Sir Leigor that he is dead and to release his hold on the mortal coil. As stated above, the PCs must shift his attitude from Hostile to Helpful. They are allowed three checks to do this; refer to page 72 of the PHB for information on shifting NPC attitudes. One PC makes the checks, though other PCs may assist.

The PCs can add the following circumstantial modifiers as they make their appeal for Leigor to regain his senses, all depending on their role-play:

- The PC mentions Leigor's family members by name: +2 per family member mentioned.
- The PC mentions Leigor's duties to the Baron: +2.
- The PC mentions Leigor's past good deeds: +2.
- The PC tactfully points out the dead forms of Leigor's family: +2.
- The PC mentions Tesi's message on the cell wall: +2
- The PC has some way of proving the correct date (Waterday, 5 Readying CY 597): +2.
- PC is a Knight of some kind: +2 per PC.
- PC is an obvious worshipper of Heironeous: +2 per PC.
- PC is female: -2 per PC.
- PC is currently large-size for whatever reason: -2 per PC.

If the PCs are successful in shifting Leigor's attitude to Helpful, he will regain some of his previously noble nature. He will release his hold on the material plane; read or paraphrase the following:

A profound sense of shock crosses Leigor's face as he recognizes what he has done. The tips of his fingers begin to dissipate into trails of gray mist floating to the ceiling. Slowly his hands disappear as trails of mist begin wafting from his boot tips, which also begin to vanish.

[Leigor]: *"What have I done? My baron...the betrayer is none other than I. Vione...forgive me."*

Like a parchment consumed from edge to edge by a tiny flame, Leigor's undead form rapidly dissolves into faint gray smoke. Just before his face vanishes, he looks upon you.

[Leigor]: *"Thank you for giving me...oblivion."*

Once Leigor's form is gone, the green glow on the vault door gradually dims until it is not there at all.

The PCs have successfully talked Leigor into nonexistence. They receive experience as if they have defeated Leigor in combat. They also receive the Leigor's Gratitude favor on the AR.

All is not complete just yet. Once the PCs enter the vault, proceed to Encounter 8.

Battling Leigor

Whatever the circumstances the PCs now find themselves in combat with Leigor. He is an untiered combatant.

ALL APLs (EL 4)

☛ **Sir Leigor, Knight of Paercium, Male Swordwraith Ftr2:** hp 20; see Appendix 7.

Tactics: Leigor should present no challenge for APLs 6 to 12, but at APL 2 or 4 Leigor can cause some problems. His DR can be difficult, but not impossible, to overcome and his strength damage can be devastating. Nonetheless, most parties at APL 2 or 4 should be able to deal with Leigor, though it may be a near thing. PCs are free to flee this fight and come back rested, if they wish. For his part, Leigor attacks in a very straight-forward manner. He attacks PCs in order of the level of threat to him they present.

Developments: Once the PCs successfully destroy Leigor, the green glow on the vault door dissipates – allowing entry.

Almost immediately after Leigor is destroyed, the green glow on the vault door gradually dims until it is not there at all.

All is not complete just yet. Once the PCs enter the vault, proceed to Encounter 8.

ENCOUNTER 8: MIXED BAG

Estimated Time: 5 minutes

In this encounter, the PCs gain entry to the Vault to find what it is they find. Read or paraphrase the following:

The inside of the vault is much smaller than you might have imagined, but it is filled with enough treasure to make a Zilchan Enumerator gasp. There are a great number of gleaming weapons and armor, sacks overflowing with gold, trunks filled with gleaming jewels. All of this treasure is neatly piled in the center of the room. Sitting on top of the pile are two individuals, a halfling and an elf. The halfling speaks.

[Arlo]: *"Are you sure you can teleport all this?"*

The elf shrugs his shoulders as he speaks a few arcane words. Then he and his companion, and the pile of treasure, all vanish.

All that is left is a lean-looking leather sack...

PCs who participated in BIS5-05 *Strange Bedfellows* will recognize these two NPCs as members of the Cult of the

Daring Feat, a group of thrill-seekers who conduct dangerous and often illegal actions. Members of the Cult of the Daring Feat also recognize these figures. The halfling is Arlo Tallowburn, the elf's name is Calaran.

PCs who succeed at a Spellcraft check (DC 22) will recognize that Calaran cast a *greater teleport* spell.

For PCs who wish to investigate the last remaining bag, read or paraphrase the following:

Untying the drawstrings of the leather sack, you open it up to reveal a strangely dark and cavernous space.

PCs that succeed at an Appraise, Bardic Knowledge or Knowledge [arcana] check (DC 20) will recognize this item as a *bag of holding*. PCs who attempt to remove an item may do so. If they do, read or paraphrase the following:

Reaching into the bag, your hand comes into contact with what feels like a large slab of cold metal. Pulling it free you find that you are holding a gleaming silver shield.

PCs that succeed at an Appraise check (DC 15) will recognize this item as a mithral heavy shield.

Treasure: Dumping out the contents of the *bag of holding* reveals the following items.

ALL APLs: L: 0 gp, C: 0 gp, M: 729 gp, *bag of holding*, type I (208), *elven chain* (345 gp), *mithral heavy shield* (85 gp), *mithral shirt* (91 gp).

CONCLUSION A: BEHIND CLOSED DOORS

Estimated Time: 5 minutes

In this, the Main Conclusion, the PCs have gotten rid of Sir Leigor – the source of the taint around Leigor Manor. The PCs find the Camerata just as Levanor is recovering.

You locate the Camerata in the stables outside Leigor Manor. Here the cadre of scholars has created a makeshift infirmary where they tend to Levanor Curanis. The fallen priest of Heironeous lies on a cot underneath a rough looking wool blanket while the rest of the Camerata stand watch. Suddenly the old man begins to cough violently as he stirs to consciousness.

[Bince]: *“Huzzah! He awakens!”*

[Loriti]: *“Our treatments have succeeded.”*

[Tsogath]: *“No...it was our guests. Lo, they have returned.”*

The Camerata greet you warmly and hail your victory. Levanor, for his part, seems quite confused, even more so as he peeks beneath the blanket he rests under.

[Levanor]: *“Last I remember we were in the cellar library. What happened to me? And where in the name of the Archpaladin are my clothes?”*

[Abia]: *“We had to remove all your garments in order to effectively diagnose your condition.”*

If the PCs succeed at a Heal check (DC 15) they will realize that, in fact, Levanor's clothing did not need to be removed.

[Sollus]: *“You know Levanor, you should probably do something about that wart on your...”*

[Levanor]: *“Silence!”*

You stay on at Leigor Manor for two more days, in case there is more undead activity, but things are relatively quiet. You note with great satisfaction the positive effect Mehri la'Feyvim has on the Camerata: while the arguing is still ongoing the paralyzing effects it had on the group's progress seem to have lessened. Perhaps the removal of the Strongly Evil-Aligned Planarmaterial Bifrucation Matrix, or the Empathic Destabilization Torus, or whatever it was, has something to do with this. It appears as if the Paercine Camerata is going to be okay... for now.

The PCs receive the Favor of the Camerata and Invitation of the Camerata AR items.

CONCLUSION B: TAKE THIS JOB AND SHOVE IT!

Estimated Time: 5 minutes

Note: the party can only receive Conclusion B or Conclusion C, depending on their actions in Encounter 4. They cannot receive both conclusions. All PCs receive the benefits, or detriments of the party's actions, even if only one PC is acting as the decider.

In Conclusion B, an optional conclusion, the PCs have followed Baron Sollus' half-hearted suggestion to subjugate the peasantry.

It takes you all of a half a day to break the will of an already broken people. Daech and Myem silently regard you with looks of betrayal from their new residence in the stocks. Such is the punishment for sedition. After you have made an example of the ringleaders of this uprising, the Baron's men quickly and gleefully go about the brutal tasks of making the commoners toil. It is not long before the

peasantry feels the sting of the whip at their back, but the fields are now being tended. The great feudal engine of production stirs to life at the cost of crushed hopes and trampled dreams. All thanks to you.

PCs who vigorously pursued the chance to be knighted receive the *Black Knight of Paercium* AR item. All other PCs receive the *Stood Idly By* AR item. No PCs receive the *Favor of the Peasantry* or the *A Stranger's Spellbook* AR items.

CONCLUSION C: I HAD A HEART

Estimated Time: 5 minutes

Note: the party can only receive Conclusion B or Conclusion C, depending on their actions in Encounter 4. They cannot receive both conclusions. All PCs receive the benefits, or detriments of the party's actions, even if only one PC is acting as the decider.

In Conclusion C, an optional conclusion, the PCs have found a *bag of holding* containing mithral items, the sale of which can bring necessary relief to

It is two days after you presented the Baron with the magical bag containing the various mithral items. At a long meeting table in Mahiro the Baron sits with his knights and the prominent merchants and farmers of his lands. Your presence at this meeting is not necessary, but you stand in the corner, arms crossed, well pleased as the sale of the mithral is distributed fairly to hire new farmhands, rebuild roads, and to revitalize the barony's infrastructure. It won't be long before the fields will spring to life with much needed grain and produce. In the coming days the great feudal engine of production stirs to life and while it has cost the Baron some small amount of power among his subjects, Conri Sollus is now regarded as a generous and beneficent ruler among his people. All thanks to you.

Just as you are setting off from Paercium, the farmer Daech seeks you out. You are surprised to see an ornate book in the simple man's hands.

[Daech]: *"Thank ya again for yur aid: I had no idea what a difference a little tavern talk would make, when it got to the right ears. Here's a little something I forgot to get you when we first met. It's a book of strange squiggles left by that adventurer what died of the plague. Perhaps ya might have some use for it."*

The PCs receive the *Favor of the Peasantry* and the *A Stranger's Spellbook* AR items. They do not receive the *Black Knight of Paercium* or *Stood Idly By* AR item.

CAMPAIGN CONSEQUENCES

If you run this event in July or August of 2007, please e-mail the results from this sheet to a member of the Bissel Triad by September 1st, 2007, or have the Senior DM of your event do so.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1

Defeat the escaping animals.

APL 2: 90 xp.

APL 4: 150 xp.

APL 6: 210 xp.

APL 8: 270 xp.

APL 10: 330 xp.

APL 12: 390 xp.

Encounter 5

Defeat the undead apparitions in the cellar library.

APL 2: 90 xp.

APL 4: 150 xp.

APL 6: 210 xp.

APL 8: 270 xp.

APL 10: 330 xp.

APL 12: 390 xp.

Encounter 6

Survive or dismantle the trap in the Room of Betrayal.

APL 2: 60 xp.

APL 4: 120 xp.

APL 6: 180 xp.

APL 8: 240 xp.

APL 10: 300 xp.

APL 12: 360 xp.

Encounter 7

Talk Leigor into departing through Diplomacy OR Destroy Leigor in combat.

APL 2: 120 xp.

APL 4: 120 xp.

APL 6: 120 xp.

APL 8: 120 xp.

APL 10: 120 xp.

APL 12: 120 xp.

Story Award

Capture the animals alive in Encounter 1

APL 2: 45 xp.

APL 4: 67 xp.

APL 6: 90 xp.

APL 8: 112 xp.

APL 10: 135 xp.

APL 12: 157 xp.

Discretionary Roleplaying Award

APL 2: 45 xp.

APL 4: 68 xp.

APL 6: 90 xp.

APL 8: 113 xp.

APL 10: 135 xp.

APL 12: 158 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 2 Mansion on the Hill:

ALL APLs: L: 0 gp, C: 50 gp, M: 0 gp

Encounter 3 I Love This Bar:

APL 2: L: 0 gp, C: 25 gp, M: 320 gp, *masterwork elvencraft composite longbow (+2 Str) (150 gp)*, *arcane scroll of magic weapon (4 gp)*, *cloak of resistance +1 (166 gp)*.

APL 4: L: 0 gp, C: 25 gp, M: 540 gp, *masterwork elvencraft composite longbow (+2 Str) (150 gp)*, *arcane scroll of magic weapon (4 gp)*, *arcane scroll of arrow mind (4 gp)*, *cloak of resistance +1 (166 gp)*, *bracers of armor +1 (166 gp)*, *potion of cure moderate wounds (50 gp)*.

APL 6: L: 0 gp, C: 25 gp, M: 885 gp, *+1 elvencraft composite longbow (+2 Str) (433 gp)*, *arcane scroll of magic weapon (4 gp)*, *arcane scroll of arrow mind (4 gp)*, *arcane scroll of greater magic weapon (62 gp)*, *cloak of resistance +1 (166 gp)*, *bracers of armor +1 (166 gp)*, *potion of cure moderate wounds (50 gp)*.

APL 8: L: 0 gp, C: 25 gp, M: 1551 gp, *+1 elvencraft composite longbow (+2 Str) (433 gp)*, *arcane scroll of magic weapon (4 gp)*, *arcane scroll of arrow mind (4 gp)*, *arcane scroll of greater magic weapon (62 gp)*, *cloak of resistance +1 (166 gp)*, *bracers of armor +1 (166 gp)*, *gloves of dexterity +2 (666 gp)*, *potion of cure moderate wounds (50 gp)*.

APL 10: L: 0 gp, C: 25 gp, M: 2551 gp, *+1 elvencraft composite longbow (+2 Str) (433 gp)*, *arcane scroll of magic weapon (4 gp)*, *arcane scroll of arrow mind (4 gp)*, *arcane scroll of greater magic weapon (62 gp)*, *cloak of resistance +1 (166 gp)*, *bracers of armor +1 (166 gp)*, *gloves of dexterity +2 (666 gp)*, *ring of enduring arcana (1000 gp)*, *potion of cure moderate wounds (50 gp)*.

APL 12: L: 0 gp, C: 25 gp, M: 4375 gp, *+1 bane (monstrous humanoid) elvencraft composite longbow (+2 Str) (1483 gp)*, *arcane scroll of magic weapon (4 gp)*, *arcane scroll of arrow mind (4 gp)*, *arcane scroll of greater magic weapon (62 gp)*, *arcane scroll of shadow walk (275 gp)*, *cloak of resistance +1 (166 gp)*, *bracers of armor +2 (666 gp)*, *gloves of dexterity +2 (666 gp)*, *ring of enduring arcana (1000 gp)*, *potion of cure moderate wounds (50 gp)*.

Encounter 8 Mixed Bag:

ALL APLs: L: 0 gp, C: 0 gp, M: 729 gp, *bag of holding, type I (208)*, *elven chain (345 gp)*, *mithral heavy shield (85 gp)*, *mithral shirt (91 gp)*.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 0 gp, C: 75 gp, M: 1049 gp – Total: 1124 gp (450 gp).

APL 4: L: 0 gp, C: 75 gp, M: 1269 gp – Total: 1344 gp (650 gp).

APL 6: L: 0 gp, C: 75 gp, M: 1614 gp – Total: 1689 gp (900 gp).

APL 8: L: 0 gp, C: 75 gp, M: 2280 gp – Total: 2355 gp (1,300 gp).

APL 10: L: 0 gp, C: 75 gp, M: 3280 gp – Total: 3355 gp (2,300 gp).

APL 12: L: 0 gp, C: 75 gp, M: 5104 gp – Total: 5179 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Favor of the Camerata:** You have proven yourself to be a great use to the group of scholars known as the Paercine Camerata. If your PC becomes infected with the Mark of the Black Hand, then you can spend this favor to move your PC back to Stage 1 of the disease no matter which stage you are currently at. Mark this favor as USED when it is expended. This favor may have other uses in the future.

☛ **Invitation of the Camerata:** Recognizing your scholarly nature and based on the recommendations of your colleagues, the Camerata invites you to join them in their research. This is available only to current members of one of the following Bissel Meta-orgs: Bardic Circle, Guild of the Arcane Path, Nightwatch or any Bissel Church meta-org. In accepting the invitation you become a member of the Paercine Camerata and must spend 2 TUs yearly aiding the group in their work. With the Camerata's resources at your disposal, you receive a +2 on all Knowledge checks while in Bissel. There may be other benefits, contact tsogath.the.mage@gmail.com for further information. If you are not a current member of one of the meta-orgs listed above, do not cross this favor out. If you become a member within one calendar year of the date on this AR, you may accept the invitation.

☛ **Favored of the Peasantry:** After locating Leigor's treasure you have seen that it was sold to benefit the people of the Barony of Paercium. In addition to receiving access (Frequency: Adventure) to the mithral items listed at APL 2, you also receive access (Frequency: Regional), as the peasants hold onto the items if you wish to purchase them later. Furthermore, all commoners of Paercium you encounter begin with an initial attitude of Friendly.

☛ **Leigor's Gratitude:** You avoided combat, and your words restored the Knight Leigor to some modicum of his former nobility. In gratitude, Leigor shows his thanks from whatever afterlife awaited him. As a swift action, you may invoke Leigor's Gratitude in the form of a +20 sacred bonus to a single attack roll, skill check, or saving throw. Mark this favor as USED once this benefit is used.

🛡️ **A Stranger's Spellbook:** Taken from a victim of the Mark by the Farmer Daech. APL 4 – *shield, shock and awe* (SpC), 200 gp; APL 6 – *augment familiar* (SpC), *see invisibility*, 400 gp; APL 8 – *dragonskin* (SpC), *fortify familiar* (SpC) 600 gp; APL 10 – *confusion, translocation trick* (SpC) 800 gp; APL 12 – *mind fog, vulnerability* (SpC) 1000 gp.

🏹 **Stood Idly By:** You had a chance to prevent the subjugation of decent folk, but you did nothing. All peasants in Bissel begin with an initial attitude of Unfriendly. This disfavor may be removed by expending an Influence Point granted to you by any Bissel group.

🏹 **Black Knight of Paercium:** Following the Baron's orders, you have quashed the peasant's uprising in Paercium. You are immediately Knighted, receiving all the benefits of being a Baronial Knight of Paercium as detailed in Bissel Meta-Activities Handbook, without having to pay the TU costs. However, you have earned the hatred of all peasants in Bissel, and they work very hard for you to feel the depth of their rancor. Any effects that grant you free lifestyle in Bissel, including those from being a member of the Great Army, are immediately revoked. In addition, all item purchases and lifestyle costs are doubled for you in Bissel.

Item Access

APL 2:

- ❖ *masterwork elvencraft composite longbow* (+2 Str) (Adventure; RW)
- ❖ *elven chain* (Adventure; DMG)
- ❖ *mithral heavy shield* (Adventure; DMG)
- ❖ *mithral shirt* (Adventure; DMG)
- ❖ *bag of holding, type I* (Adventure; DMG)

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

- ❖ *arcane scroll of arrow mind* (Adventure; Complete Adventurer)
- ❖ *A Stranger's Spellbook, APL 4 version* (Adventure; see above)

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

- ❖ *+1 elvencraft composite longbow* (+2 Str) (Adventure; RW)
- ❖ *A Stranger's Spellbook, APL 6 version* (Adventure; see above)

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

- ❖ *A Stranger's Spellbook, APL 8 version* (Adventure; see above)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- ❖ *ring of enduring arcana* (Adventure; CM)
- ❖ *A Stranger's Spellbook, APL 10 version* (Adventure; see above)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- ❖ *+1 bane (monstrous humanoid) elvencraft composite longbow* (+2 Str) (Adventure; RW)
- ❖ *arcane scroll of shadow walk* (Adventure; DMG)
- ❖ *A Stranger's Spellbook, APL 12 version* (Adventure; see above)

APPENDIX 1 – APL 2

ENCOUNTER 3

DIRE TOAD **CR 3**

N Medium Animal

Init +2; **Senses** Low-Light Vision, Listen +7, Spot +8

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 natural)

hp 30 (4 HD)

Fort +6, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares)

Melee bite +5 (1d4 plus poison)

Ranged tongue +5 (0)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tongue)

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

Abilities Str 10, Dex 14, Con 15, Int 2, Wis 15, Cha 7

Feats Alertness, Weapon Finesse

Skills Hide +8, Jump +10, Listen +7, Spot +8

Poison (Ex): A dire toad delivers its poison (Fortitude save DC 14) with each successful bite attack. The initial and secondary damage is the same (1d6 points of Constitution damage). The save DC is Constitution-based.

Improved Grab (Ex): If a dire toad hits an opponent that is at least one size category smaller than itself with a bite attack or a tongue attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can try to swallow the opponent. Alternatively, the dire toad has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple check, but the dire toad is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage.

Swallow Whole (Ex): A dire toad can swallow a grabbed opponent that is at least one size category smaller than itself by making a successful grapple check. Once inside the toad, the opponent takes 1d6 points of bludgeoning damage plus 1d4 points of acid damage per round from the dire toad's stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the toad's mouth, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing at least 10 points of damage to the gizzard (AC 13) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. A Medium-size dire toad's stomach can hold 2 Small or 8 Tiny or smaller opponents.

Skills A dire toad receives a +4 racial bonus on Hide, Listen, and Spot checks, and a +8 racial bonus on Jump checks.

Description This squat, blobby creature is about the size of a large dog. It has a bony ridge along its head, malevolent eyes, and a wicked, forked tongue.

Sources *Monster Manual II* (Page 76, including 3.5 updates)

ENCOUNTER 6

ENFEEBLING HANDS TRAP **CR 2**

Description A 30-foot square room with a secret entrance on one side and a secret door located on an adjacent wall (Search DC 20, see DM AID: MAP 4 – *Room of Betrayal* for exact location). In the center of the room is a dark marble pillar on which rests an onyx bust of a strikingly beautiful woman. Anyone approaching within five feet of either the bust or the secret door trippers the trap: ghostly black hands rise from each five-foot square and grope at creatures within the room. Anyone touched by a hand is affected by a *ray of enfeeblement* spell.

Search DC 17

Type magic

Trigger proximity (*alarm*), **Init** +1

Effect *Ray of Enfeeblement* (PHB 269) at CL 1 against each target in the room each round (+2 melee touch). While the effects of subsequent attacks do not stack higher penalties replace existing penalties. The penalties last for 1 minute.

Duration 5 rounds (automatic reset)

Destruction one hand AC 12, 5 hp; onyx bust AC 13, hardness 2, 9 hp (disadvantage, destroying this disarms the entire trap)

Disarm Disable Device DC 26 (per hand)

Dispel DC 12 (per hand)

APPENDIX 2 – APL 4

ENCOUNTER 3

DIRE TOAD **CR 3**

N Medium Animal

Init +2; **Senses** Low-Light Vision, Listen +7, Spot +8

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 natural)

hp 30 (4 HD)

Fort +6, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares)

Melee bite +5 (1d4 plus poison)

Ranged tongue +5 (0)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tongue)

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

Abilities Str 10, Dex 14, Con 15, Int 2, Wis 15, Cha 7

Feats Alertness, Weapon Finesse

Skills Hide +8, Jump +10, Listen +7, Spot +8

Poison (Ex): A dire toad delivers its poison (Fortitude save DC 14) with each successful bite attack. The initial and secondary damage is the same (1d6 points of Constitution damage). The save DC is Constitution-based.

Improved Grab (Ex): If a dire toad hits an opponent that is at least one size category smaller than itself with a bite attack or a tongue attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can try to swallow the opponent. Alternatively, the dire toad has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple check, but the dire toad is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage.

Swallow Whole (Ex): A dire toad can swallow a grabbed opponent that is at least one size category smaller than itself by making a successful grapple check. Once inside the toad, the opponent takes 1d6 points of bludgeoning damage plus 1d4 points of acid damage per round from the dire toad's stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the toad's mouth, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing at least 10 points of damage to the gizzard (AC 13) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. A Medium-size dire toad's stomach can hold 2 Small or 8 Tiny or smaller opponents.

Skills A dire toad receives a +4 racial bonus on Hide, Listen, and Spot checks, and a +8 racial bonus on Jump checks.

Description This squat, blobby creature is about the size of a large dog. It has a bony ridge along its head, malevolent eyes, and a wicked, forked tongue.

Sources *Monster Manual II* (Page 76, including 3.5 updates)

ENCOUNTER 6

STUPEFYING HANDS TRAP **CR 4**

Description A 30-foot square room with a secret entrance on one side and a secret door located on an adjacent wall (Search DC 20, see DM AID: MAP 4 – *Room of Betrayal* for exact location). In the center of the room is a dark marble pillar on which rests an onyx bust of a strikingly beautiful woman. Anyone approaching within five feet of either the bust or the secret door trippers the trap: ghostly black hands rise from each five-foot square and grope at creatures within the room. Anyone touched by a hand is affected by a *touch of idiocy* spell.

Search DC 19

Type magic

Trigger proximity (*alarm*), **Init** +2

Effect *Touch of Idiocy* (PHB 294) at CL 3 against each target in the room each round (+4 melee touch). While the effects of subsequent attacks do not stack higher penalties replace existing penalties. The penalties last for 30 minutes.

Duration 7 rounds (automatic reset)

Destruction one hand AC 14, 10 hp; onyx bust AC 16, hardness 4, 18 hp (disadvantage, destroying this disarms the entire trap)

Disarm Disable Device DC 27 (per hand)

Dispel DC 14 (per hand)

APPENDIX 3 – APL 6

ENCOUNTER 3

ADVANCED DIRE TOAD OF LEGEND CR 7

N Large Animal

Init +8; **Senses** Low-Light Vision Listen +9, Spot +13

AC 23 touch 13, flat-footed 19

(-1 size, +4 Dex, +10 natural)

hp 105 (7 HD)

Reflective Hide (*Spell Turning*)

Fort +17, **Ref** +12, **Will** +11

Speed 30 ft. (6 squares)

Melee bite +15 (1d8+9 plus poison)

Ranged tongue +8 (0)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tongue)

Base Atk +5; **Grp** +18

Atk Options *Haste*

Special Actions Breath Weapon

Abilities Str 28, Dex 18, Con 29, Int 4, Wis 17, Cha 11

Feats Improved Initiative, Improved Natural Attack [bite], Multiattack, Weapon Finesse

Skills Hide +14, Jump +21, Listen +9, Spot +13

Breath Weapon (Su): Every 1d4+1 rounds, a dire toad of legend can use a breath weapon (15-foot cone, 3d6 acid damage). A target can make a Reflex save (DC 22) for half damage.

Haste (Su): A dire toad of legend is supernaturally quick. It can make an extra attack during a full-attack action, as if affected by haste spell.

Poison (Ex): A dire toad delivers its poison (Fortitude save DC 21) with each successful bite attack. The initial and secondary damage is the same (1d6 points of Constitution damage). The save DC is Constitution-based.

Improved Grab (Ex): If a dire toad hits an opponent that is at least one size category smaller than itself with a bite attack or a tongue attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can try to swallow the opponent. Alternatively, the dire toad has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple check, but the dire toad is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage.

Swallow Whole (Ex): A dire toad can swallow a grabbed opponent that is at least one size category smaller than itself by making a successful grapple check. Once inside the toad, the opponent takes 1d8 points of bludgeoning damage plus 1d6 points of acid damage per round from the dire toad's stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the toad's mouth, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing

weapon. Dealing at least 10 points of damage to the gizzard (AC 15) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. A Large-size dire toad's stomach can hold 2 Medium or 8 Small or smaller opponents.

Reflective Hide (Su): A dire toad of legend has a silvery sheen to its skin and is permanently protected by a spell turning effect.

Skills A dire toad receives a +4 racial bonus on Hide, Listen, and Spot checks, and a +8 racial bonus on Jump checks.

Description This squat, blobby creature is about the size of a large dog. It has a bony ridge along its head, malevolent eyes, and a wicked, forked tongue.

Sources *Monster Manual II* (Page 76, including 3.5 updates)

ENCOUNTER 6

EXHAUSTING HANDS TRAP

CR 6

Description A 30-foot square room with a secret entrance on one side and a secret door located on an adjacent wall (Search DC 20, see DM AID: MAP 4 – *Room of Betrayal* for exact location). In the center of the room is a dark marble pillar on which rests an onyx bust of a strikingly beautiful woman. Anyone approaching within five feet of either the bust or the secret door trippers the trap: ghostly black hands rise from each five-foot square and grope at creatures within the room. Anyone touched by a hand is affected by a *ray of exhaustion* spell.

Search DC 21

Type magic

Trigger proximity (*alarm*), **Init** +3

Effect *Ray of Exhaustion* (PHB 269) at CL 5 against each target in the room each round (+6 melee touch, Fortitude partial DC 14). There is no effect on creatures that are already exhausted. The effect lasts for 5 minutes.

Duration 9 rounds (automatic reset)

Destruction one hand AC 16, 15 hp; onyx bust AC 19, hardness 6, 27 hp (disadvantage, destroying this disarms the entire trap)

Disarm Disable Device DC 28 (per hand)

Dispel DC 16 (per hand)

APPENDIX 4 – APL 8

ENCOUNTER 3

ADVANCED DIRE TORTOISE CR 9

N Huge Animal

Init -2; **Senses** Low-Light Vision Listen +7, Spot +7

AC 25 touch 6, flat-footed 25

(-2 size, -2 Dex, +19 natural)

hp 224 (17 HD)

Fort +18, **Ref** +8, **Will** +10

Speed 20 ft. (4 squares), burrow 20 ft. (4 squares)

Melee bite +18 (1d8+12)

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +28

Special Actions Lightning Strike, trample 4d8+12

Abilities Str 26, Dex 6, Con 26, Int 2, Wis 10, Cha 6

Feats Alertness, Endurance, Improved Toughness*, Toughness (x3)

Skills Hide +0*, Listen +7, Spot +7

Lightning Strike (Ex) A dire tortoise can lash out very rapidly.

On the first round of combat, it gets a surprise round regardless of whether it has been noticed. A creature that notices the dire tortoise is still treated as flat-footed during this round.

Trample (Ex) Reflex half DC 25. The save DC is Strength-based.

Skills *A dire tortoise has a +12 racial bonus on Hide checks in rocky terrain.

Description This massive tortoise has a spiked, rocky shell as big as a small house. Its large head ends in a wickedly sharp beak.

Sources *Sandstorm* (Page 151)

ENCOUNTER 6

ENERVATING HANDS TRAP CR 8

Description A 30-foot square room with a secret entrance on one side and a secret door located on an adjacent wall (Search DC 20, see DM AID: MAP 4 – Room of Betrayal for exact location). In the center of the room is a dark marble pillar on which rests an onyx bust of a strikingly beautiful woman. Anyone approaching within five feet of either the bust or the secret door trips the trap: ghostly black hands rise from each five-foot square and grope at creatures within the room. Anyone touched by a hand is affected by an *enervation* spell.

Search DC 23

Type magic

Trigger proximity (*alarm*), **Init** +4

Effect *Enervation* (PHB 226) at CL 7 against each target in the room each round (+8 melee touch). The effects of subsequent attacks stack with each other. Negative levels are restored after 7 hours.

Duration 11 rounds (automatic reset)

Destruction one hand AC 18, 20 hp; onyx bust AC 22, hardness 8, 36 hp (disadvantage, destroying this disarms the entire trap)

Disarm Disable Device DC 29 (per hand)

Dispel DC 18 (per hand)

APPENDIX 5 – APL 10

ENCOUNTER 3

ADVANCED DIRE TORTOISE OF LEGEND CR 7

N Huge Animal

Init +5; **Senses** Low-Light Vision Listen +8, Spot +8

AC 33 touch 9, flat-footed 30

(-2 size, +1 Dex, +24 natural)

hp 288 (17 HD); fast healing 5

Reflective Hide (*Spell Turning*)

Fort +26, **Ref** +14, **Will** +14

Speed 20 ft. (4 squares), burrow 20 ft. (4 squares)

Melee bite +23 (2d6+26 plus poison)

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +33

Special Actions Lightning Strike, trample 4d8+26

Abilities Str 36, Dex 12, Con 36, Int 4, Wis 12, Cha 10

Feats Alertness, Endurance, Improved Initiative, Improved Toughness*, Multiattack, Toughness (x3)

Skills Hide +0*, Listen +8, Spot +8

Fast Healing (Ex) A dire tortoise of legend regains hit points at a rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a dire tortoise of legend to regrow or reattach body parts.

Lightning Strike (Ex) A dire tortoise of legend can lash out very rapidly. On the first round of combat, it gets a surprise round regardless of whether it has been noticed. A creature that notices the dire tortoise is still treated as flat-footed during this round.

Poison (Ex) A dire tortoise of legend delivers its poison (Fortitude save DC 31) with each successful bite attack. The initial and secondary damage is the same (1d6 points of Strength damage). The save DC is Constitution-based.

Reflective Hide (Su) A dire tortoise of legend has a silvery sheen to its skin and is permanently protected by a spell turning effect.

Trample (Ex) Reflex half DC 30. The save DC is Strength-based.

Skills *A dire tortoise has a +12 racial bonus on Hide checks in rocky terrain.

Description This massive tortoise has a spiked, rocky shell as big as a small house. Its large head ends in a wickedly sharp beak.

Sources *Sandstorm* (Page 151)

ENCOUNTER 6

MIND-DRAINING HANDS TRAP

CR 10

Description A 30-foot square room with a secret entrance on one side and a secret door located on an adjacent wall (Search DC 20, see DM AID: MAP 4 – *Room of Betrayal* for exact location). In the center of the room is a dark marble pillar on which rests an onyx bust of a strikingly beautiful woman. Anyone approaching within five feet of either the bust or the secret door triggers the trap: ghostly black hands rise from each five-foot square and grope at creatures within the room. Anyone touched by a hand is affected by a *feblemind* spell.

Search DC 25

Type magic

Trigger proximity (*alarm*), **Init** +5

Effect *Feeblemind* (PHB 229) at CL 9 against each target in the room each round (+10 melee touch). Will save (DC 17) negates the effect.

Duration 13 rounds (automatic reset)

Destruction one hand AC 20, 25 hp; onyx bust AC 25, hardness 10, 45 hp (disadvantage, destroying this disarms the entire trap)

Disarm Disable Device DC 30 (per hand)

Dispel DC 20 (per hand)

APPENDIX 6 – APL 12

ENCOUNTER 3

ADVANCED DIRE TORTOISE OF LEGEND CR 7

N Huge Animal

Init +5; **Senses** Low-Light Vision Listen +8, Spot +8

AC 33 touch 9, flat-footed 30

(-2 size, +1 Dex, +24 natural)

hp 288 (17 HD); fast healing 5

Reflective Hide (*Spell Turning*)

Fort +26, **Ref** +14, **Will** +14

Speed 20 ft. (4 squares), burrow 20 ft. (4 squares)

Melee bite +23 (2d6+26 plus poison)

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +33

Special Actions Lightning Strike, trample 4d8+26

Abilities Str 36, Dex 12, Con 36, Int 4, Wis 12, Cha 10

Feats Alertness, Endurance, Improved Initiative, Improved Toughness*, Multiattack, Toughness (x3)

Skills Hide +0*, Listen +8, Spot +8

Fast Healing (Ex) A dire tortoise of legend regains hit points at a rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a dire tortoise of legend to regrow or reattach body parts.

Lightning Strike (Ex) A dire tortoise of legend can lash out very rapidly. On the first round of combat, it gets a surprise round regardless of whether it has been noticed. A creature that notices the dire tortoise is still treated as flat-footed during this round.

Poison (Ex) A dire tortoise of legend delivers its poison (Fortitude save DC 31) with each successful bite attack. The initial and secondary damage is the same (1d6 points of Strength damage). The save DC is Constitution-based.

Reflective Hide (Su) A dire tortoise of legend has a silvery sheen to its skin and is permanently protected by a spell turning effect.

Trample (Ex) Reflex half DC 30. The save DC is Strength-based.

Skills *A dire tortoise has a +12 racial bonus on Hide checks in rocky terrain.

Description This massive tortoise has a spiked, rocky shell as big as a small house. Its large head ends in a wickedly sharp beak.

Sources *Sandstorm* (Page 151)

ENCOUNTER 6

DISINTEGRATING HANDS TRAP

CR 12

Description A 30-foot square room with a secret entrance on one side and a secret door located on an adjacent wall (Search DC 20, see DM AID: MAP 4 – *Room of Betrayal* for exact location). In the center of the room is a dark marble pillar on which rests an onyx bust of a strikingly beautiful woman. Anyone approaching within five feet of either the bust or the secret door trips the trap: ghostly black hands rise from each five-foot square and grope at creatures within the room. Anyone touched by a hand is affected by a *disintegration* spell.

Search DC 27; **Type** magic

Trigger proximity (*alarm*), **Init** +6

Effect *Disintegration* (PHB 222) at CL 11 against each target in the room each round (+12 melee touch). Creatures affected take 2d6 points of damage; a successful Fortitude save (DC 19) reduces the damage to 5d6. The effects of subsequent attacks stack with each other.

Duration 15 rounds (automatic reset)

Destruction one hand AC 22, 30 hp; onyx bust AC 28, hardness 12, 54 hp (disadvantage, destroying this disarms the entire trap)

Disarm Disable Device DC 31 (per hand)

Dispel DC 22 (per hand)

APPENDIX 7 – ALL APLS

ENCOUNTER 1

JORVUS BINGHAM CR 2

M Human(bos) War1/Rog1
NG Medium Humaniod

Init +7; **Senses** Listen -1, Spot +3

Languages Common, Old Oeridian

AC 16, touch 13, flat-footed 13, Dodge,
(+0 size, +3 Dex, +3 armor, +0 shield, +0 deflection, +0 insight,
+0 natural)

hp 12 (2 HD);

Fort +3, **Ref** +5, **Will** -1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee longsword +1 (1d8 S/19-20)

Ranged longbow +4 (1d8 P/x3)

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

Base Atk +1; **Grp** +1

Atk Options Sneak Attack +1d6

Combat Gear longsword, longbow, studded leather armor, x20
arrows

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

Feats Dodge, Improved Initiative

Skills Bluff +4, Climb+4, Intimidate+7, Handle Animal+6,
Hide+4, Move Silently +4, Slight of Hand+4, Spot+3

Possessions combat gear plus deck of cards

Description A jovial man with dark hair and pale skin make a striking visage. The epitome of the extrovert Jorvus will talk your ear off about anything going and then work on the next.

SILN BINGHAM CR 2

M Human(bos) War1/Rng1
LG Medium Humaniod

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

Languages Common

AC 16, touch 12, flat-footed 14
(+0 size, +2 Dex, +4 armor)

hp 15 (2 HD);

Fort +6, **Ref** +4, **Will** +1

Speed 30 ft. in light armor (6 squares), base movement 30 ft.

Melee longsword +4 (1d8+2 S 19-20)

Ranged longbow +4 (1d8 P x3)

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

Base Atk +2; **Grp** +4

Atk Options Point Blank Shot

Combat Gear longsword, longbow, studded leather armor, x20
arrows

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

Feats Weapon Focus: longbow, Point Blank Shot

Skills Climb +6, Handle Animal +6, Ride +7

Possessions combat gear plus rope, rations, spare tack

Description Siln, look like his cousin Jorvus, but where Jorvus is jovial Siln is quiet. He takes solace with the horses and is meticulous in their care.

ILDEN CR 1

M Human(bos) War1
LG Medium Humaniod

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

Languages Common

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 armor)

hp 9 (1 HD);

Fort +3, **Ref** +2, **Will** +1

Speed 20 ft. in medium armor (4 squares), base movement 30 ft.

Melee halberd +3 (1d10+3)

Ranged shortbow +3 (1d6 x3)

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

Base Atk +1; **Grp** +3

Combat Gear halberd, shortbow, scale mail, x20 arrows

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 8, Cha 12

Feats Improved Initiative, Iron Will

Skills, Handle Animal +5, Ride +2, Swim -2

Possessions combat gear plus rope, rations, bull's eye lantern,
love letters from home

Description A well-built warrior with a strong grasp on his halberd, Ilden nonetheless has the wide-eyed look of a novice.

ENCOUNTER 7

SIR LEIGOR, KNIGHT OF PAERCIMUM CR 4

Male Swordwraith Ftr 2

LE Medium undead

Init +3; **Senses** Darkvision 60', Listen +2, Spot +2

Languages Common, Dwarven

AC 17, touch 13, flat-footed 14

(+3 Dex, +4 armor)

hp 20 (2 HD); DR 10/magic and slashing

Undead Immunities

Turn Resistance +2

Fort +3, **Ref** +3, **Will** +1

Speed 30ft. (6squares)

Melee mwk Battleaxe +8 (1d8+4/x3) or mwk Handaxe +7

(1d6+4/x3) or mwk Battleaxe +6 (1d8+4/x3) and mwk

Handaxe +5 (1d6+4/x3) Two-Weapon Fighting

Ranged mwk Throwing Axe +6 (1d6+4)

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

Base Atk +2; **Grp** +6

Combat Gear mwk Chainshirt, mwk Battleaxe, mwk Handaxe,
mwk Throwing Axe

Abilities Str 18, Dex 16, Con -, Int 13, Wis 8, Cha 8

SQ Strength Damage

Feats Alertness, Iron Will, Skill Focus (Sense Motive) Toughness Two-Weapon Fighting Weapon Focus (Battleaxe)

Skills Climb +8, Hide +6, Jump +8, Knowledge (Nobility and Royalty) +3, Move Silently +6, Ride +5, Sense Motive +4

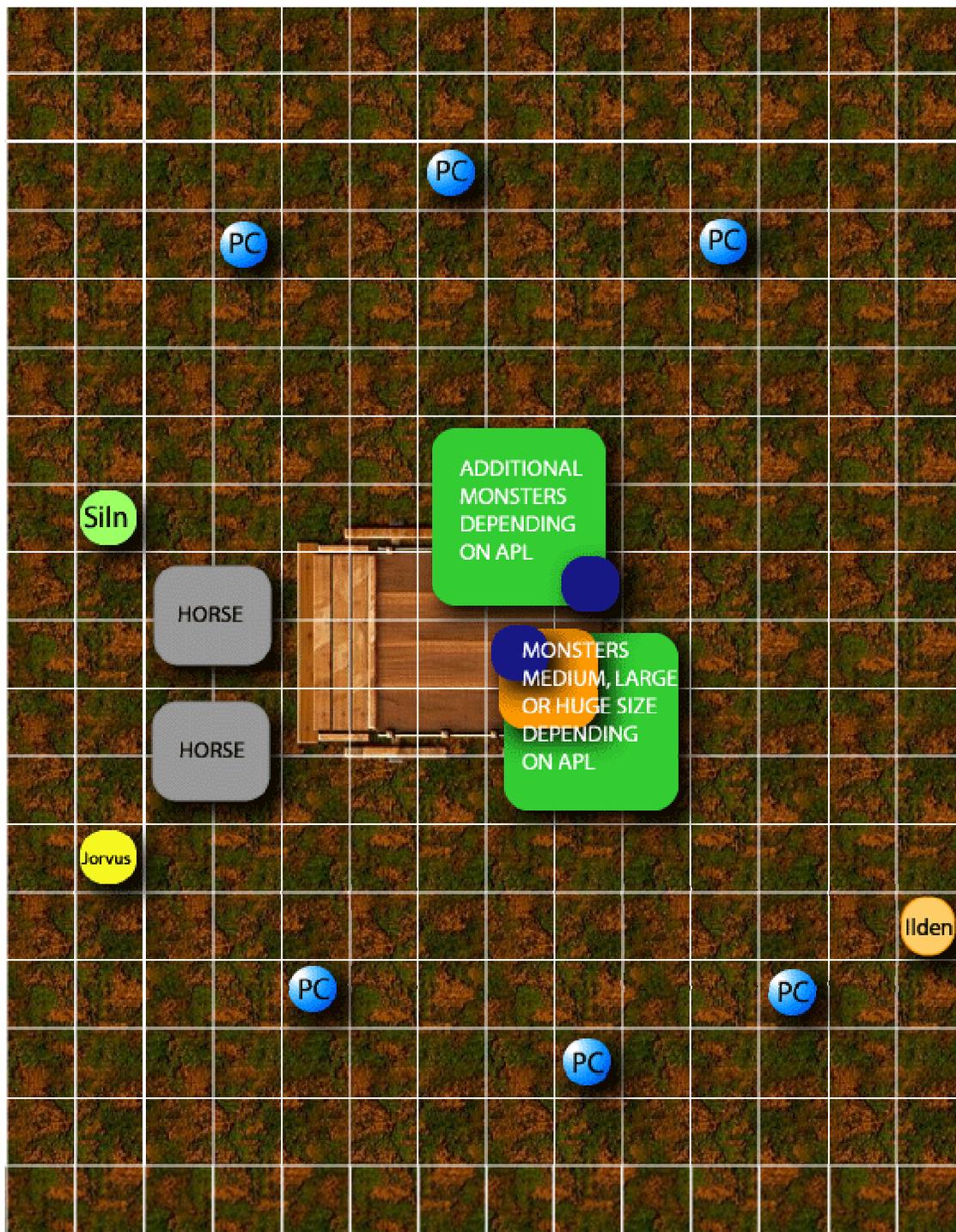
Possessions combat gear plus explorer's outfit, 830 gp worth of jewelry

Strength Damage (Su) A creature struck by a swordwraith's melee weapon takes 1 point of Strength damage.

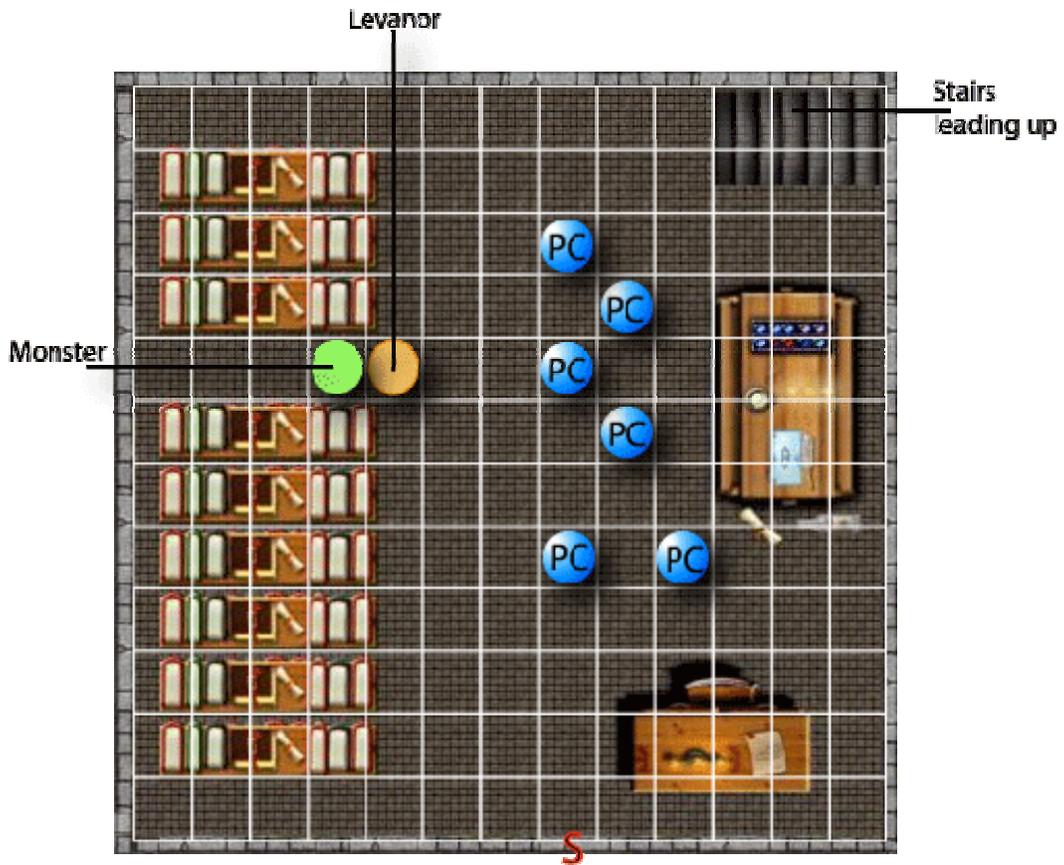
Description The man before you is clearly of a martial profession, judging from his gleaming chainshirt and the axes hanging from his belt. Numerous pieces of jewelry and a fur-lined cloak tell you that this man must be very wealthy, or at least a member of the noble class. After a moment of study you are displeased to note that he appears slightly translucent in the shadows of this chamber.

Sources *Fiend Folio* (Page 174)

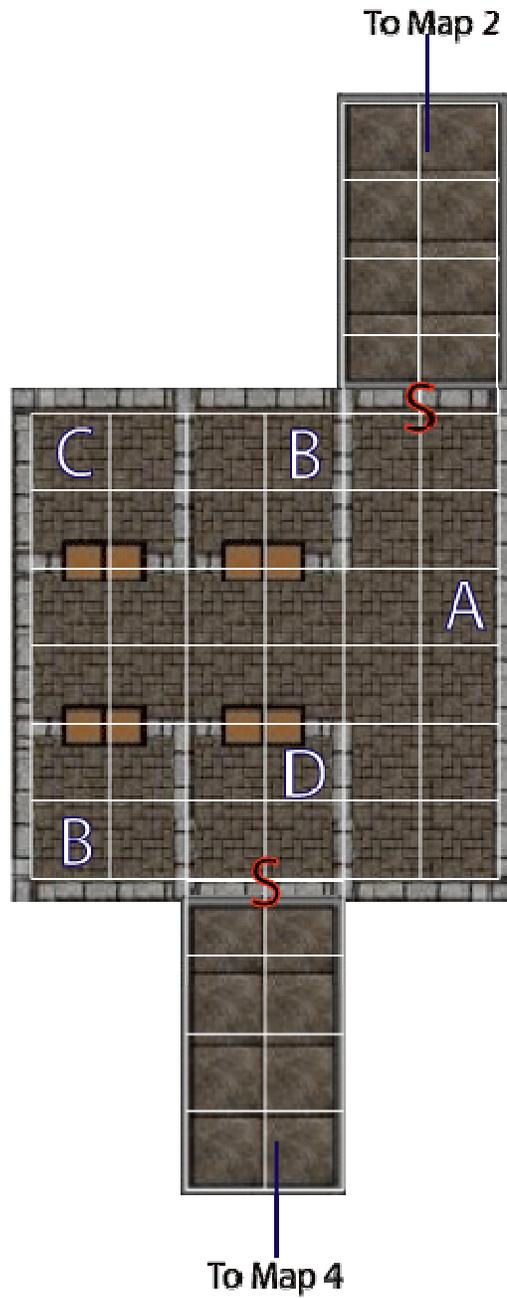
DM AID: MAP #1 – DELICIOUS SURPRISE



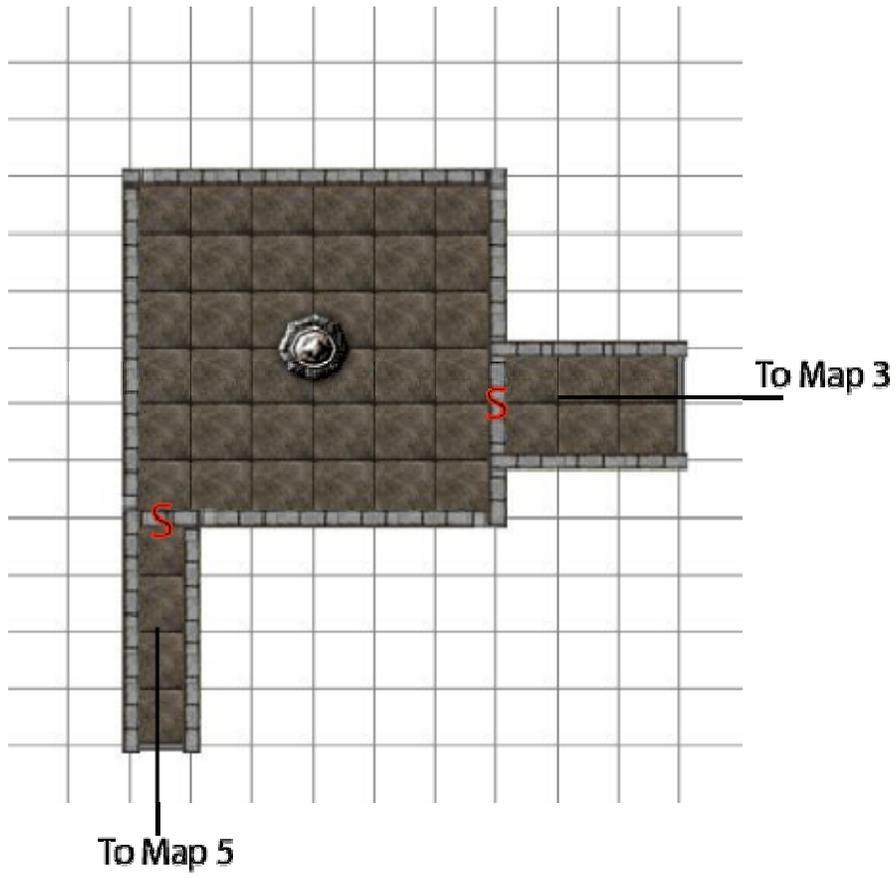
DM AID: MAP #2 – TURN THE PAGE



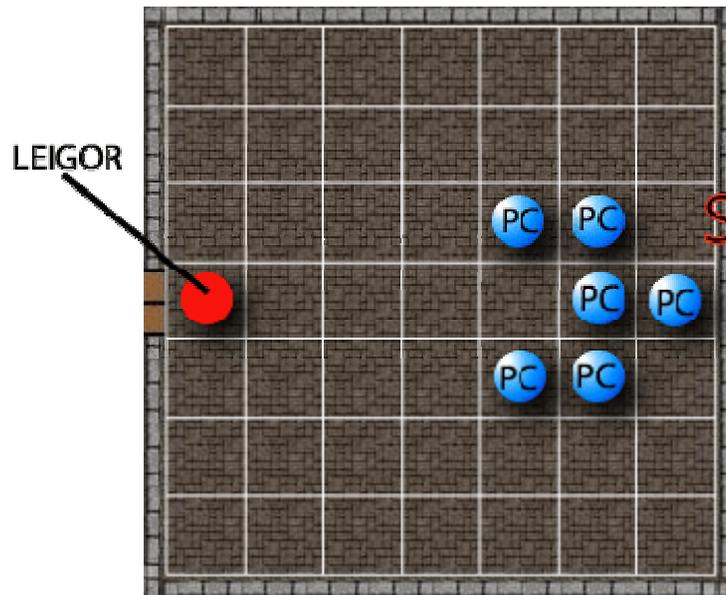
DM AID: MAP #3 – LEIGOR DUNGEONS



DM AID: MAP #4 – ROOM OF BETRAYAL



DM AID: MAP #5 – ANTECHAMBER



DM AID: NEW RULES

NEW FEATS

Improved Toughness (*Libris Mortis*, page 27.)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.

NEW TEMPLATE

Swordwraith Template* (*Fiend Folio*, page 174)

“Swordwraith” is a template that can be added to any humanoid or monstrous humanoid creature with levels in fighter (referred to thereafter as the base creature). The creature’s type changes to undead. It uses all the base creature’s statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Special Attacks: A swordwraith retains all the special attacks of the base creature and also gains the following.

Strength Damage (Su): A creature struck by a swordwraith’s melee weapon takes 1 point of Strength damage.

Special Qualities: A swordwraith retains all the special qualities of the base creatures and also gains the following special qualities:

Damage reduction (Su): A swordwraith’s insubstantial-appearing body is tough, giving the creature damage reduction 10/magic and slashing*. Despite their appearance, swordwraiths are not incorporeal.

Turn resistance (Ex): A swordwraith is treated as an undead with 2 more Hit Dice than it actually has for the purposes of turn, rebuke, command, or bolster attempts.

Abilities: Same as the base creature except that, as undead creatures, swordwraith have no Constitution score.

Skills: Swordwraith gain a +4 racial bonus on Hide and Move Silently checks.

Feats: Swortwraiths gain Alertness and Iron Will feats.

Climate/Terrain: Any land and underground.

Organization: Solitary, company (2-8), or squadron (11-20 plus 1 leader of 1-4 levels higher).

Challenge Rating: Same as the base creature +2

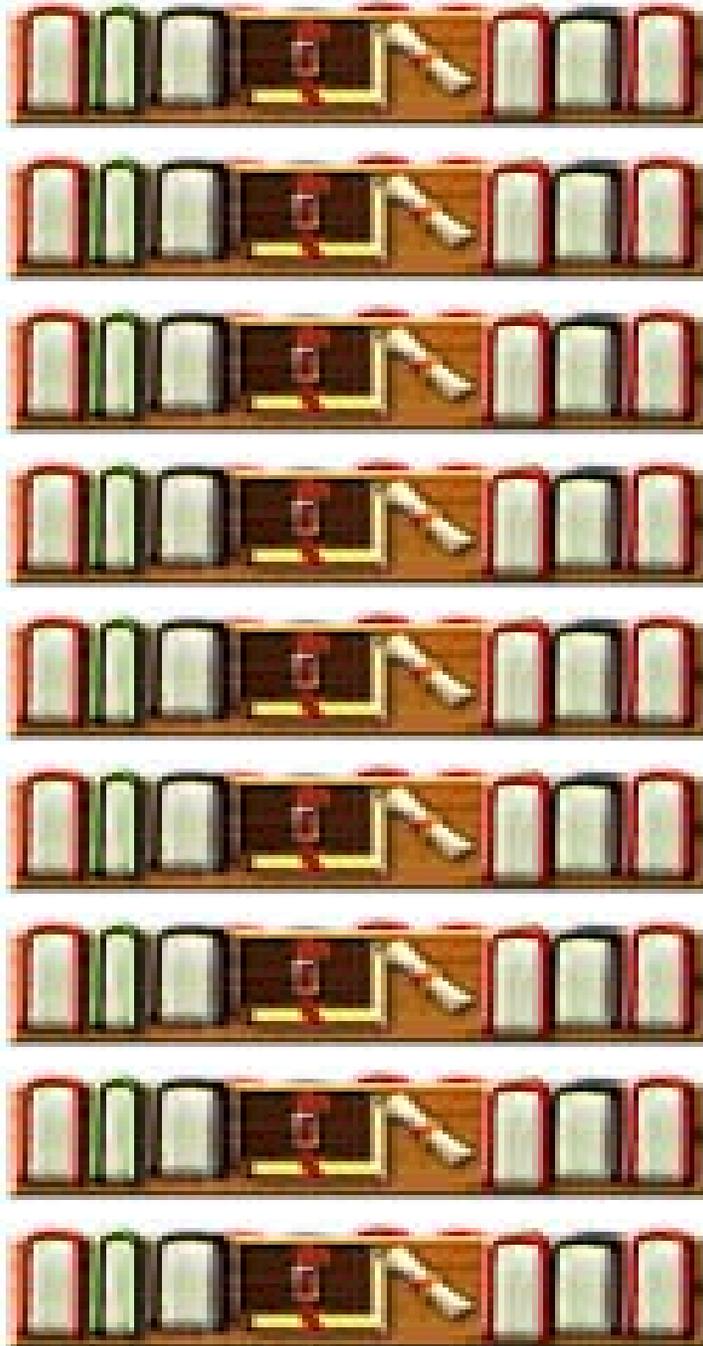
Treasure: Standard

Alignment: Usually lawful evil.

Advancement: By character class

*Updated to D&D 3.5

PLAYER HANDOUT #1 – BOOKSHELVES



PLAYER HANDOUT #2 – FINAL MESSAGE

NOT SURE HOW LONG DOWN HERE

SO HUNGRY

I WORRY FOR MA

DA

YOU ARE KILLING YOUR DAUGHTERS

WE WEREN'T POISONING YOU

WE WEREN'T PLOTTING AGAINST YOU

WE DON'T CARE OF GIANT'S TREASURES

WE CARE FOR YOU

LOVE YOU STILL

TES9

CRITICAL EVENT SUMMARY: *BIS7-03 ALL THAT FOR A BAG OF SILVER?*

If you run this event in July or August of 2007, please e-mail the results from this sheet to a member of the Bissel Triad by September 1st, 2007, or have the Senior DM of your event do so.

1. Did the PCs successfully capture the animals alive in Encounter 1? Yes No

2. Did Ilden survive? Yes No

3. Did the PCs A) subjugate the peasants or B) work to relieve their suffering?
If they did neither, explain. A B

4. Did the PCs A) talk Leigor into departing or B) destroy Leigor? A B

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):