

GRM3-04

A Night in Birnham Woods

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

Version 1.0

by George Harris

A trip through the countryside takes a detour when adventurers are needed to solve a string of murders in a small town. Can they solve the crimes before more murders take place? A Gran March regional adventure for APLs 2-12.

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

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

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

Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

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

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them.

If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING

GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

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

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Gran March. Characters native to Gran March pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

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	

Is It a Full Moon?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

Adventure Background

This adventure pits the PCs against a necromancer who has caused the release of an extremely powerful undead creature, a banshee. The necromancer, Mjiefis, has stolen the skeletal remains of a baby, Jarret, and used them to force the dead mother, Brenwith, back into the material world as a vengeful banshee. As long as Mjiefis controls the skeletal remains of Jarret, Brenwith cannot rest and will walk the world as a banshee under Mjiefis' control. Unlike a normal banshee, Brenwith wishes to find a final rest and only kills under the direct orders of the necromancer. If the PCs successfully rescue and return her child's remains to her, Brenwith will leave the material world once again.

The necromancer originally created the banshee simply to study it. However, he noticed on a visit into town that the Magistrate for Birnham is an old rival of his, one who was responsible for catching the necromancer in illegal activities. Mjiefis is now using the banshee to slay villagers and frame the Magistrate for the murders.

This scenario uses a freeform encounter matrix. The PCs are on a quest to find the murderer. They can investigate locations and NPCs in any order as they choose, pursuing whatever course they believe will lead them to the murderer. A number of NPCs are provided to help the PCs' investigation and can be used to steer them back on course if they get hopelessly lost in the process. There are some time constraints on this process as certain NPCs will be slain at certain times during the adventure. If the PCs do not question these NPCs before they are murdered, the information these NPCs possess may very well be lost. The investigation should run the course of two days, but could take several more than that.

In order to resolve the adventure successfully, the PCs have to accomplish two things:

1. Either return the baby's skeletal remains to its tomb or to its mother, Brenwith the banshee. In either case, Brenwith returns to her tomb

with her baby's remains and stays there. At this point the immediate problem is solved, although the area near the tomb remains haunted and dangerous.

2. After Brenwith and the baby have returned to the tomb as mentioned above, the PCs can arrange to *consecrate* the tomb. When this is accomplished, the area is returned completely to normal. The trees and plants will begin to return to life in the area, animals will return as well, and the unnatural fog will lift. Brenwith will be permanently laid to rest. If the PCs don't do or suggest doing this, eventually Kadwynmedia the Druidess will suggest the idea.

Adventure Summary

Introduction

The PCs are at the Lost Sheep Inn in the small town of Birnham. Deputy Gromar Cynnion asks the PCs to investigate some suspicious deaths. He informs them that the Elector and his family have been murdered. The PCs can gather information at the tavern, now or at a later time.

Encounter One – Magistrate's House

Deputy introduces the PCs to the Magistrate and his family. The Magistrate asks the PCs to investigate, as he stands to inherit both title and property from the Elector.

Encounter Two – Elector's House

PCs go to the Elector's house so they can investigate the murders. The bodies have already been removed to the town's mortuary, but, otherwise, the house is as it was at the time of the murders.

Encounter Three – Mortuary

PCs go to the mortuary to examine the bodies.

Encounter Four – Herbalist/Midwife

PCs speak to the herbalist/midwife, who has some useful information.

Encounter Five – Banshee in Town

At certain times during the adventure, the banshee strikes at other townspeople, as per the orders of the necromancer.

Encounter Six – Crazy Druidess

Kadwynmedia, the sister of the woman became the banshee, has a great deal of information relevant to the

case. Unfortunately, she is insane and thus will have trouble conveying this information to the PCs.

Encounter Seven – Banshee’s Tomb

The necromancer has sent some lizardfolk he recently befriended to ambush anyone investigating Brenwith’s tomb.

Encounter Eight – Entrance to Necromancer’s Lair

Mjieffis has trapped the entrance to his lair to kill anyone attempting to enter and to provide himself with a warning of approaching trouble.

Encounter Nine – Necromancer’s Lair

The PCs confront the necromancer’s forces and can attempt to recover the skeletal remains of Jarnet. Once the PCs have the remains, the banshee is freed from Mjieffis’ control.

Conclusion

The Druidess will meet the PCs somewhere along the path back to town. Now that her sister is at rest, Kadwynmedia regains her senses and can advise the PCs to complete the task by consecrating the tomb. She gives the PCs some items as thanks for their efforts.

Introduction

The PCs are in the Lost Sheep Inn in the small town of Birnham. There are a number of reasons why the PCs might be in town. Birnham is in the Barony Harvon where the Dim Forest meets the Rushmoors. Soldiers on patrol from both the 10th Battle (Pacification of the Dim March) and the 9th Battle (Pacification of the Rush March) often stop in the town for a night of relaxation while on the far most reach of their patrol. Soldiers on Caravan Duty might travel through the town to pick up supplies. (Birnham has abundant supplies of sheep and rice.) This would be a good time to have the PC introduce themselves. The tavern at the inn serves standard tavern food. The special is a stew made with mutton and rice.

While the PCs are in the tavern, there is a commotion outside. The door to the tavern opens and a man bursts into the tavern. He heads straight for the PCs and asks for their help.

 **Gromar Cynnion:** male human Com1.

Gromar is the Town Deputy and Pelena Birnham’s brother. He also serves other roles in the town: gravedigger, carpenter, stonemason, undertaker, and mortician.

“I’m Gromar, the deputy for the town. The townspeople are very upset, and they are about to lynch the Magistrate. They think that he killed his cousin, and they are very upset. People need to see that the crime will be investigated independently for them to be patient enough not to grab the Magistrate immediately. I’m afraid that they might not trust me to investigate, as I’m the Magistrate’s wife’s brother, but they would probably trust someone from outside of town like yourselves. Can you help us?”

If the PCs agree to help, then the deputy will take the PCs to the Magistrate’s house to meet the Magistrate (proceed to Encounter One). The PCs should introduce themselves on the walk to the Magistrate’s house.

The PCs can also gather some information at the tavern, either at this time or if they come back later. The following information/rumors can be found by Gather Information checks (give one rumor for each point the check beats DC 10 + the APL):

- Two cousins’ sons were competing for the same girl. (True)
- The Magistrate’s son (Conwris) was sleeping with the Elector’s servant (Shalen). (False)
- The Elector (the Magistrate’s cousin) was having an affair with his servant. (True)
- Elves used to live outside of town. (True)
- A man came through town two months ago, but bought more stuff than just what a standard traveler would normally buy. (True; it was the necromancer)

The tavern girl, Palenda Kedion, can confirm some of the information. Both Birnham cousins’ sons were competing for her hand in marriage 15 years old (although she is still not married) so she knows the first rumor is true. The cousins’ sons were very friendly, and they had a friendly rivalry for her. Both were soon going to join the military (Or some other organization), and she wouldn’t agree to marry either until they returned. She will discount the second rumor as being the product of overactive imaginations. She will be aware of the other rumors, but is unable to confirm or deny them.

Encounter One: Magistrate’s House

Deputy Gromar escorts you to a nice manor house, a few hundred yards outside of town. There is an angry mob of people outside of the house. Some are yelling that there is a cover-up, that justice won’t be served,

and that the magistrate stands to benefit from the murders. Deputy Gromar talks to the people in an attempt to calm them down.

When the PCs arrive at the house, there is an angry mob of people outside of the house. Deputy Gromar Cynnion will introduce the PCs to the townspeople, and let them know that they are here to investigate the murders. He will specifically point out any Gran March military officers or sergeants. He also makes the crowd aware of any clerics, paladins, druids, or rangers of official Gran March religions. Gromar will successfully calm the mob, given time, but the PCs are welcome to chip in to the effort; a successful Diplomacy check (DC 16 + the APL) enables the PCs to successfully calm the mob themselves.

Once inside the house, Deputy Gromar Cynnion will introduce the PCs to the following NPCs:

☞ **Magistrate Donwyn Birnham:** 37 years old.

☞ **Pelena Birnham:** Magistrate's wife; 33 years old.

☞ **Conwris Birnham:** Magistrate's Son; 14 years old; enlisting in the military in less than 1 year.

Magistrate Donwyn Birnham will speak to the PCs after being introduced to them by the deputy:

"I want to thank you for agreeing to help me by investigating this crime. Several people have died, including my cousin, Harel Birnham, the Elector, Lorwyn Birnham, the Elector's son, and Shalen Tullis, the Elector's maid. The townspeople suspect me or my family, because I stand to inherit all of my cousin's property and titles, now that his entire family is deceased."

The Magistrate and his family seem genuinely upset about the murders, which can be confirmed with a successful Sense Motive check (DC 10 + the APL).

The Magistrate will tell the PCs that it appears that his cousin and his entire family was murdered. It happened on the same night, and all three appeared to be murdered with the same knife. The Magistrate will also tell the PCs about the "murder weapon", the knife. He does not realize that it is a knife from his house. The knife is stored at the mortuary. The knife isn't actually the "murder weapon," but the PCs won't be aware of this yet (more than likely).

There is a cutting block in the kitchen that is missing a knife. The knife that was found at the murder scene will fit in this hole. If the Magistrate or his family is confronted with evidence that the murder knife is from their house, they will be shocked and horrified.

The Magistrate or any of the NPCs can give directions to the Elector's (his cousin's) house, can give directions to all places in town, and can also provide information on the general relationships among the people in the town (see **DM Aid #1**).

If the PCs question the Magistrate about any enemies he has, or the Elector might have had, he will remember (after a lot of thought), about the discovery, arrest, and eventual escape (some years back) of Mjjeffis, who was engaged in illegal necromantic activities. The Magistrate has in his time served justice on many, but he does not think that any of the people who he sentenced would want to frame him for murder.

DMs should role-play the Magistrate as being very sincere about this – he and the Elector have been well-liked men overall, and though Mjjeffis was arrested, he was not due to be executed and so it will take some time for the Magistrate to remember the incident.

If asked, the Magistrate will give the PCs a writ for their investigation. He deputizes them to investigate the murders of Elector Birnham and his family. He warns the PCs that they must still follow all of the laws of the Gran March.

Encounter Two: Elector's House

The deputy will escort the PCs to the Elector's house, the murder scene. It is the nicest house in town. It is a manor house for a working farm. There are rice fields between the house and the bayou, which is only a few hundred yards from the manor. Gromar will unlock the doors for the PCs. As he lets the PCs into the house, he will tell them:

"I've already taken the bodies to the local mortuary in the back of my shop. The house is a real mess. Let me know when you have finished investigating the house, and I will send someone to clean the blood up. I've already searched the house, and all I found regarding the crime was a large knife. I took it with the bodies back to the mortuary. I really don't want to go in there again, as it really turns my stomach."

As the PCs enter the house, they will notice a sickly sweet smell of blood. The bodies were only in the house for a day before they were found, so there is no smell of decayed flesh. In the sitting room of the house are the three pools of blood where the bodies were found. There are also 3 roughly body shaped patterns in the blood, as the blood pooled around the bodies.

A closer examination (Heal check DC 15 or Search check DC 20) will show that there are no blood splatters in the room where the bodies were found. PCs may realize

(don't tell them directly) that if the Elector's family was actually killed here by slitting their throats, then there would be splatters, as the blood from the throat wound would spurt out. The fact that this did not occur is a fair indication that the victims were dead before their throat was cut.

In fact, the victims were slain by the banshee's wail. The banshee passed into the house and slew all three members of the household. Moments later, one of the lizardfolk was sent into the house in *gaseous form* (via a potion) to stage the scene. They planted a knife stolen days earlier from the Magistrate's house, after using it to cut the throats of the victims. The lizardfolk then used another potion to sneak back out of the house.

In addition to the sitting room being in shambles (another thing the lizardfolk did to stage the scene), with furniture turned over and a broken desk, the rest of the house looks like it has been rifled through, but, otherwise, undamaged. If the PCs search for signs of forced entry, they find no signs of it. If they ask Gromar, he can confirm that when he arrived at the house, the front door was locked from the inside so the method of entry of the killer is very unclear (the lizardfolk was supposed to unlock the door before leaving, but forgot to do so).

Encounter Three: Mortuary

As Gromar brings you to the mortuary you notice a shrine to Merikka a short distance away. As you enter the mortuary, you are aware of the faint scent of decaying flesh. You notice the three bodies lying out on three large tables. A knife is on a smaller table next to the bodies.

Deputy Gromar's shop is in town next to the shrine of Merikka. The shop has a main room with two back rooms. The main room is a neat workshop with items of Gromar's work on display. One of the back rooms is a cluttered workshop that also functions as a makeshift mortuary. The other back rooms are Deputy Gromar's living quarters.

All of the bodies are in the mortuary, as they have not been buried yet. They have been here for less than a day, but are starting to emit a smell of decay. Deputy Gromar is also the town carpenter. He has a room in the back of his carpentry shop that is also used as the town mortuary. The easiest thing that any PC could observe is that the bodies have had their throats slit (Spot DC 5). The bodies look normal other than that their faces are contorted in horror (Spot DC 10). They seem to have died of fright (Spot DC 20, Heal DC 15, or Knowledge (undead) DC 15).

The victims are:

- Body #1: Lorwyn Birnham; Elector's son; 14 years old; was to join the military in less than one year.
- Body #2: Harel Birnham; Elector; was also the Magistrate's cousin; 40 years old.
- Body #3: Shalen Tullis; Elector's servant; was pregnant with Harel's daughter; 19 years old.

The PCs would have to look very closely to discover that there is a slight trickle of dried blood that had come out of each of the victims' ears. (Search check DC 25 or Heal check DC 20). If the PCs say that they want to do an autopsy, treat that as taking 20 on the check. Also, if they do an autopsy, they may discover that Shalen was pregnant (Heal check DC 30 if the body is not sliced open, Heal check DC 20 or Search check DC 25 if it is).

If the PCs notice the dried blood coming out of the ears, they should be able to determine that the victims were subjected to some kind of sound attack. Have the PCs use any applicable skills to determine what monsters might kill by sound. If someone suggests a banshee, then have him or her use make an appropriate Knowledge check (arcana, religion, undead, history [elven], etc.) at DC 25 to determine the likelihood of this being the case. If the PCs make a Spellcraft check (DC 22), they can determine that the deaths are consistent with a sonic death attack spell such as *blasphemy* or *wail of the banshee*.

The "murder weapon" (the knife) is also stored here as the town is not large enough for a jail with an evidence room.

If the PCs wish to use a *speak with dead* spell, they can find that all of the victims got a brief glimpse of a horrible ghost-like woman (the banshee) before they heard a terrible baying sound, like some animal that was terribly wounded (the banshee's wail). All of the victims are also aware of the servant's unborn child, and that the Elector is the father. The Elector's spirit will vaguely remember the incident with Mjiffis, if directly asked about it.

Gromar knows the following information, but he will not make ANY connection between it and the murders. The PCs must specifically ask about elves to gain the following information:

- Gromar's brother, Meyrwon, married an elf, Brenwith, who lived outside of town.
- Meyrwon died in the Giant War in Geoff.

- Brenwith had a child, but both she and the child died some years ago.
- Gromar built Brenwith a tomb and made the marker for it. (He can give directions to the site, and it's not the local cemetery).
- Kadwynmedia, Brenwith's sister, may still live outside of town, but he has not heard from her in many years. (He can give them general directions to her abode).

DM Note: Gromar is scheduled to die the 1st evening that the PCs are in town (as per the necromancer's orders). He is not aware of this though (see the list in Encounter Five).

Gromar is also aware of the story of Brenwith's death and will share the following if asked about it:

Brenwith was a sylvan elf who fell in love and married a human ranger, Meyrwon Cynnion. Meyrwon had to leave to go to fight in the giant war in Geoff. Brenwith was very despondent. Only a month after Meyrwon had left, Brenwith received a letter telling her that he had died. Shortly thereafter, she was overjoyed to learn that she was carrying his child. She loved the child, Jarnet, with all of her heart, partially because Jarnet was the only physical connection she felt was still left between her and her beloved Meyrwon. Shortly after the child was born, her cottage was attacked by humanoids. The humanoids killed Brenwith and her baby. Her sister, Kadwynmedia, discovered the attack, but was too grief stricken to do anything other than to get someone else (Gromar) to build a tomb for the two and leave a marker there.

If the PCs are at a loss for where to go, or need more info, Gromar will suggest that they visit the Shrine of Merikka as he thinks highly of Heronwy and knows she is an intelligent and caring woman who may be able to help the PCs.

Encounter Four: Herbalist/Midwife

This shrine to Merikka is a medium-sized building that looks like it could hold the population of the town during services, but just barely. Beside the shrine is a small herb garden with many herbs that are commonly found in the Gran March, and a few that are not. The town cemetery is behind the shrine. The cemetery is unusual because all of the tombs are above ground. The cemetery is dominated by a mausoleum that has the name "Birnhem" on it.

☞ Heronwy Trait: midwife; herbalist; priestess of Merikka; Healing +5; Knowledge (religion) +3; Profession (herbalist) +8.

Heronwy has the following information, but she will only confirm the first piece of information (she won't volunteer it), and she will only provide the second if she is asked about elves. She will provide the third and fourth items if asked directly:

- Shalen was pregnant.
- An elf (Brenwith), who lived outside of town, bore a child (Jarnet) some years ago, but they both died.
- Heronwy also knows where the elf's (Brenwith's) home was.
- Kadwynmedia (an elven druidess, also the sister of Brenwith) may still live outside of town, but she has not heard from the druidess in many years. She knows the location of her cave.

The town is approximately 4 miles from Brenwith's tomb (her tomb is not in the cemetery). The banshee cannot enter the shrine. The banshee can, however, wail from outside and affect those inside. A cleric from the Harvest Church comes to town once a month and for church holidays. Otherwise, Heronwy teaches the tenants of the church, and she also gives classes on herbs and healing.

DM Note: Heronwy is scheduled to die the 2nd evening that the PCs are in town (as per the necromancer's orders). She is not aware of this though (see the list in Encounter Five).

Encounter Five: The Banshee in Town

The PCs should be subtly discouraged from trying to prevent the banshee via direct confrontation from killing its targets. A banshee is too powerful a creature for the PCs in this adventure to fight. If they insist on doing so, give them every opportunity to flee the encounter once they realize what they are up against. The banshee has not been ordered to kill the PCs so it will avoid doing so if it can. Whenever possible, events should be modified slightly so as to avoid direct interaction between the PCs and the banshee. This could mean rearranging the order of the deaths while the PCs are in town. The PCs should hear the banshee, but be too late to do anything. They may catch glimpses of her, but she will go underground to avoid the PCs.

The necromancer is controlling the banshee, and she must do what he commands. She does not like to kill, so

she will take particular care not to harm any innocent bystanders (anyone not specifically targeted by the necromancer) including the PCs. She will protect herself if the PCs try to kill her.

The banshee will kill one NPC a night for the entire duration that the PCs are in town. She will continue to kill all of the NPCs on the list until she is either successful, or the necromancer has commanded her otherwise.

Order of death, as ordered by the necromancer:

1. Gromar Cynnion
2. Heronwy Traita
3. Palenda Kedion
4. Conwris Birnham
5. Pelena Birnham
6. Kadwynmedia

If the PCs kill or believe that they have killed the banshee, then have the town throw a party for them the next night. The banshee cannot actually die until her child's bones are returned. Much like a ghost, this banshee will arise every night just at sunset after being "slain" by the PCs.

All APLs (EL 17)

🔥 **Brenwith the Banshee:** hp 234; see Appendix I.

Encounter Six: Crazy Druidess

After many hours of traveling through swampy forest, you reach an area that could be called an overgrown clearing. At least the clearing seems to be a few feet above the level of the swamp, so it is dry. At the opposite end of the clearing is a small hill. There appears to be an entrance built into the side of the hill.

The clearing leads to the lair/home of the banshee's sister, Kadwynmedia. She is quite insane due to her sister's current predicament. She will help the PCs by giving them her lament (see below), which contains several clues in it. If the PCs need additional information, she can tell them what she knows, but the information will be given in riddles in a singsong like fashion (DM's discretion). It should be difficult for the PCs to get any information from her other than what is in her lament.

🔥 **Kadwynmedia, Female Elf Drd10 of Ehlonna:** hp 53.

Kadwynmedia had a disagreement with Brenwith over Brenwith marrying a human (Meyrwon). Kadwynmedia was totally against the mixed marriage. When she heard the news that Meyrwon had died she was of two feelings.

She was sorry that her sister's lover had died, but she felt some vindication that the romance had come to a bad end because of a human's typically short lifespan. When Brenwith and the baby (Jarnet) were killed, she was so grief-stricken that she became unable to function normally. She was able to hire someone to entomb her sister and child, but she was too brokenhearted at the time to go to the tomb. When the necromancer came and dug up the child to turn Brenwith into a banshee, Kadwynmedia knew exactly what had happened, and she went almost totally insane at that point. She cannot now hold a coherent conversation, but will recite riddles about what happened to her sister. Read the lament below to the PCs below and give out **Player Handout #1**. (Note that the word, sidhe, is pronounced as SHEE. It means, fairy, fey, or elf.) Under no circumstance should Kadwynmedia be able to help the PCs until after Jarnet is returned to either Brenwith (the banshee) or to their tomb. Until that point in time, she cannot provide any druidic assistance to the PCs. If the PCs need more help, you can use her to give riddles.

Kadwynmedia's Lament

*In the bayou dark and quiet,
The birds were startled from their riot.
Low ones fear the death in the air.
The bayou weeps for her and listens to her despair.
There you find the precious soiled.
Guarded by the tree so spoiled.
Thrice the brindled cat hath whined.
Thrice the sister cries, "Tis time, 'tis time."
When sidhe whines, listen not to her cries,
Her whines will bring you to your quick demise.
You seek the one who commands her pains.
He sits and waits and time he bides.
When Pelor's glory runs and hides,
Sidhe follows it to find his reigns.
Despair his charm, this angel dark,
His evil spell for her he harks,
Return the one that's on her lips.
He was, from his mother's tomb, untimely ripped.*

Kadwynmedia knows the following things (which are expressed in the lament):

- Her sister's wail can kill.
- She knows where her sister's tomb site is.
- She knows that her sister wails because her son's body has been stolen.

- She knows the general area where her sister first heads at sunset. (General direction of necromancer's lair.)

If the PCs convey to Kadwynmedia that they are going to help her sister, she will offer them each a little charm bag with some wax inside. This wax is only effective for this scenario and will melt into worthlessness once the adventure ends. If the wax is placed into a PC's ears, the PC is considered deafened for as long as it remains there. They suffer all the penalties of the deafened condition, but are immune to the banshee's wail.

If the PCs return the child's bones to its mother or the tomb, Kadwynmedia will become sane again. Her grief will be eased. She will heal the PCs in any way possible at this point and may offer them a reward (see the conclusion).

Encounter Seven: Banshee's Tomb

As you approach the tomb, you have a difficult time making out landmarks as the fog surrounds you. It seems to be getting denser as you get closer to where you think the tomb should be. The bayou also seems to be becoming quieter. You smell the odor of decaying vegetation. In the distance, you can see the vague outline of something manmade in the fog. It is eerily silent.

As the PCs approach the tomb, they will notice a light fog begins about one mile from the tomb (and covers all of the area within that one-mile radius). As the PCs get closer to the tomb, they may wish to know the exact effects of the fog. They are as follows:

- Targets within 30 feet have no concealment.
- Targets between 30 and 60 feet away have concealment.
- Targets further than 60 feet have total concealment.

The PCs will also note that there is absolutely no breeze within one mile of the tomb and that the forest is eerily silent. The rotting smell of death seems to permeate everything. As they get closer to the tomb, the smell gets stronger, the swampy forest becomes more silent, and the fog grows denser. When they get to the tomb, everything seems to be covered with death and is disfigured. At the tomb, the fog feels nearly solid (but it still behaves like normal fog).

The tomb is under a large oak tree, but the tree is terribly disfigured. There are no leaves on it at all. It looks as if it

had been burned in place. The branches almost seem to be grabbing at the air over the tomb. The sadness of the place is evident in everything that the PCs can see, hear, touch or smell. The tomb site is on a small peninsula (approximately 100 ft. x 30 ft. of land surrounded by water). The tree is near the end of the peninsula. The tomb is small (5' x 5' x 10') with a marker on it. Around the tomb appears to be the foundation for a house that once stood on the site. Inside the tomb is the stone sarcophagus in which Brenwith and Jarnet were buried.

On the tomb, the PCs will find something etched on a marker atop the tomb, written in Sylvan:

<i>Brenwith</i>	<i>453 CY – 588 CY</i>
<i>Jarnet</i>	<i>586 CY – 588 CY</i>

If the PCs exhume the tomb, Brenwith's skeleton, her burial clothes, and the burial clothes of a small child are the only items in the sarcophagus, now (Search DC 15). The skeleton appears very slender with long fingers and toes (elven). The PCs can also notice that the door of the tomb has been disturbed somewhat recently (Spot DC 12 + the APL).

Combat: This battle should take place when the PCs have arrived at the tomb. Some lizardfolk have been sent by the necromancer to guard the tomb site. He does not want anyone to figure out the secret of the banshee's appearance. Mjiefis has used his gifts and charms to convince the lizardfolk to help him. He has told them that their people will be better off without the townspeople nearby. He has used the draining of the Rushmoors near Fort Tribulation to convince them that the townspeople will ruin this section of the swamp.

The lizardfolk hide at the water's edge beneath fog and water as circumstances permit. They will try to ambush the PCs. The ambushers remain totally still and silent while waiting for the PCs to move onto the peninsula. Unless the PCs have the means to avoid the concealment effects of the fog, they will have to be within 60 feet of an ambusher to have a reasonable chance of noticing them (the PCs make opposed Spot checks to the ambushers' Hide checks, who get a +40 bonus to their Hide checks if more than 60 feet away and the fog is still providing concealment). Assuming no one spots the lizardfolk, the PCs get to make Listen checks when the lizardfolk attack to avoid being surprised. The lizardfolk wait to attack until the most opportune moment.

Lizardfolk rogues (if present) will attempt to sneak attack on the first round (either ranged or melee). They will then either tumble into flanking positions or attempt to continue to hide (sniping at the PCs) depending on the circumstances. The lizardfolk druid (if present) and

ranger(s) will attempt to buff their animal companions with spells such as *animal growth*, *magic fang*, and *greater magic fang*. If they notice an arcane spellcaster, they will cast *summon swarm* immediately after casting *animal growth*. If they notice someone in heavy armor or with a large weapon, they will cast *heat metal*.

The ritual that Mjiffis used to create the banshee has resulted in a permanent *unhallow* spell (11th level caster) coming into being on the tree. An *invisibility purge* spell is tied to the *unhallow* spell. Once the banshee has been given her child back, this effect will be dispelled.

APL 2 (EL 4)

➤ **Lizardfolk Rgr1 (3):** hp 27 each; see Appendix I.

APL 4 (EL 6)

➤ **Lizardfolk Rgr1 (2):** hp 27 each; see Appendix I.

➤ **Lizardfolk Drd3:** hp 38; see Appendix I.

➤ **Crocodile, Animal Companion:** hp 25; see *Monster Manual*.

APL 6 (EL 8)

➤ **Lizardfolk Rgr3 (2):** hp 46 each; see Appendix I.

➤ **Lizardfolk Drd5:** hp 53; see Appendix I.

➤ **Giant Crocodile, Animal Companion:** hp 63; see *Monster Manual*.

APL 8 (EL 10)

➤ **Lizardfolk Rog3 (2):** hp 37 each; see Appendix I.

➤ **Lizardfolk Rgr5:** hp 66; see Appendix I.

➤ **Lizardfolk Drd7:** hp 68; see Appendix I.

➤ **Giant Crocodile, Animal Companion:** hp 63; see *Monster Manual*.

APL 10 (EL 12)

➤ **Lizardfolk Rog5 (2):** hp 51 each; see Appendix I.

➤ **Lizardfolk Rgr7:** hp 85; see Appendix I.

➤ **Lizardfolk Drd9:** hp 83; see Appendix I.

➤ **Giant Crocodile, Animal Companion:** hp 63; see *Monster Manual*.

➤ **Crocodile, Animal Companion:** hp 25; see *Monster Manual*.

APL 12 (EL 14)

➤ **Lizardfolk Rog7 (2):** hp 64 each; see Appendix I.

➤ **Lizardfolk Rgr9:** hp 105; see Appendix I.

➤ **Lizardfolk Drd11:** hp 98; see Appendix I.

➤ **Giant Crocodile, Animal Companion:** hp 63; see *Monster Manual*.

➤ **Crocodiles, Animal Companions (2):** hp 25 each; see *Monster Manual*.

Treasure: The possessions of the NPCs are the only treasure here.

APL 2: L: 0 gp; C: 0 gp; M: 3 *+1 chain shirts* (104 gp each).

APL 4: L: 0 gp; C: 0 gp; M: 2 *+1 chain shirts* (104 gp each), *+1 hide armor* (97 gp), *potion of cure moderate wounds* (25 gp).

APL 6: L: 0 gp; C: 0 gp; M: 2 *+1 chain shirts* (104 gp each), 2 *potions of jump* (4 gp each), *+1 hide armor* (97 gp), *potion of cure moderate wounds* (25 gp), *necklace of prayer beads (bead of blessing)* (125 gp), *potion of hiding* (13 gp).

APL 8: L: 0 gp; C: 0 gp; M: 2 *+2 studded leather* (348 gp each), *+1 chain shirt* (104 gp), 2 *potions of jump* (4 gp each), 2 *potions of bull's strength* (25 gp), *+1 hide armor* (97 gp), *potion of cure moderate wounds* (25 gp), *necklace of prayer beads (bead of blessing)* (125 gp), *potion of hiding* (13 gp).

APL 10: L: 0 gp; C: 0 gp; M: 2 *+2 studded leather* (348 gp each), *+1 chain shirt* (104 gp), 2 *potions of jump* (4 gp each), 2 *potions of bull's strength* (25 gp each), *+1 hide armor* (97 gp), *potion of cure moderate wounds* (25 gp), *necklace of prayer beads (bead of blessing)* (125 gp), *potion of hiding* (13 gp), *potion of heroism* (75 gp).

APL 12: L: 0 gp; C: 0 gp; M: 2 *+2 studded leather* (348 gp each), *+1 chain shirt* (104 gp), 2 *potions of jump* (4 gp each), 2 *potions of bull's strength* (25 gp each), *+1 hide armor* (97 gp), *potion of cure moderate wounds* (25 gp), *necklace of prayer beads (bead of blessing)* (125 gp), *potion of hiding* (13 gp), *potion of heroism* (75 gp).

Development: PCs with the Track feat may be able to follow the tracks of the lizardfolk back to the lair of the necromancer (Wilderness Lore DC 12 + the APL); this trip takes two hours. If the PCs are unable to follow the tracks, they can follow the moans of the banshee as she moves from her tomb to the necromancer's lair each evening (she rises at sunset and immediately heads to the necromancer's lair for her orders); this trip takes one hour. Finally, there is an overgrown path that leads to

the west. PCs who follow this circuitous path for six hours will eventually reach the lair of the necromancer.

Encounter Eight: Entrance to Necromancer's Lair

After traveling for several miles from the banshee's tomb, you reach the entrance to a cave, but upon closer inspection, you are able to determine that there has been some poorly disguised traffic through the cave.

The fastest ways to find the necromancer's lair is to follow the banshee from her tomb to the lair as she is awakened at sunset or to follow the tracks of the lizardfolk. The slowest way is to follow the path leading away from the tomb. Please consult **DM Aid #2** for a map of the lair.

All doors in the lair are of stone:

🗡️ **Stone Door:** 4 in. thick; hardness 8; hp 60; Break DC 28.

After the entrance (A), there is a small cave (B) with a 10-foot ceiling. At the back of this cave is a concealed door (C) that can be found on a successful Search check (DC 20 + the APL). After the concealed door is a rough-hewn tunnel (D) about 5 ft. wide and 8 ft. high that is roughly 30 ft. in length. This leads to the open door (E) to the trapped room (F), which has a 20-foot ceiling.

The necromancer has a trap guarding this room in his lair. This room looks like a natural cavern, but there is another concealed door (H) at the back of the cavern that can be found on a successful Search check (DC 12 + the APL). At APLs 8 and above, the concealed door is sealed by an *arcane lock*. The doorknob on the concealed door is a *stone of alarm*, which will alert Mjiffis to the PCs presence. In addition, there is a trap in the room.

Trap: The trap protecting the room is a mechanical trap that will drop the ceiling on the PCs. The location trigger (G) is just in front of the second concealed door (H). The trigger will cause the door into this room (E) to close immediately and then, after a certain delay (determined by the APL, will cause the rough tunnel (D) to collapse and the ceiling of the cavern (F) to drop. The necromancer has a way out of his lair that he believes the party will not be able to follow him through, air vents that are only 3 inches in diameter (M). These air vents are hidden and are very hard to see (Search DC 40). He wants to trap the party in his lair while he makes his escape in *gaseous form*.

Each PC can be subjected to only one of the two traps below (depending on their location a certain number of

rounds after the trap is set off). Disarming either trap disarms both traps. Anyone caught in the collapsing tunnel will have to be dug out (see the Cave-In and Collapse rules in the *DMG*).

APL 2 (EL 4)

↗️ **Collapsing Tunnel Trap:** CR 2; mechanical; location trigger (pressure plate); no reset; never miss; onset delay (3 rounds); tunnel collapses (2d6, crush); multiple targets (all targets within the tunnel); Search (DC 20); Disable Device (DC 16).

↗️ **Dropping Ceiling Trap:** CR 2; mechanical; location trigger (pressure plate); no reset; never miss; onset delay (3 rounds); ceiling drops (2d6, crush); multiple targets (all targets within the room); Search (DC 20); Disable Device (DC 16).

APL 4 (EL 6)

↗️ **Collapsing Tunnel Trap:** CR 4; mechanical; location trigger (pressure plate); no reset; never miss; onset delay (2 rounds); tunnel collapses (4d6, crush); multiple targets (all targets within the tunnel); Search (DC 20); Disable Device (DC 20).

↗️ **Dropping Ceiling Trap:** CR 4; mechanical; location trigger (pressure plate); no reset; never miss; onset delay (2 rounds); ceiling drops (4d6, crush); multiple targets (all targets within the room); Search (DC 20); Disable Device (DC 20).

APL 6 (EL 8)

↗️ **Collapsing Tunnel Trap:** CR 6; mechanical; location trigger (pressure plate); no reset; never miss; onset delay (2 rounds); tunnel collapses (6d6, crush); multiple targets (all targets within the tunnel); Search (DC 25); Disable Device (DC 20).

↗️ **Dropping Ceiling Trap:** CR 6; mechanical; location trigger (pressure plate); no reset; never miss; onset delay (2 rounds); ceiling drops (6d6, crush); multiple targets (all targets within the room); Search (DC 25); Disable Device (DC 20).

APL 8 (EL 10)

↗️ **Collapsing Tunnel Trap:** CR 8; mechanical; location trigger (pressure plate); no reset; never miss; onset delay (2 rounds); tunnel collapses (8d6, crush); multiple targets (all targets within the tunnel); Search (DC 25); Disable Device (DC 25).

↗️ **Dropping Ceiling Trap:** CR 8; mechanical; location trigger (pressure plate); no reset; never miss; onset delay

(2 rounds); ceiling drops (8d6, crush); multiple targets (all targets within the room); Search (DC 25); Disable Device (DC 25).

APL 10 (EL 12)

↗ **Collapsing Tunnel Trap:** CR 10; mechanical; location trigger (pressure plate); no reset; never miss; onset delay (2 rounds); tunnel collapses (10d6, crush); multiple targets (all targets within the tunnel); Search (DC 30); Disable Device (DC 25).

↗ **Dropping Ceiling Trap:** CR 10; mechanical; location trigger (pressure plate); no reset; never miss; onset delay (2 rounds); ceiling drops (10d6, crush); multiple targets (all targets within the room); Search (DC 30); Disable Device (DC 25).

APL 12 (EL 14)

↗ **Collapsing Tunnel Trap:** CR 12; mechanical; location trigger (pressure plate); no reset; never miss; onset delay (2 rounds); tunnel collapses (12d6, crush); multiple targets (all targets within the tunnel); Search (DC 30); Disable Device (DC 30).

↗ **Dropping Ceiling Trap:** CR 12; mechanical; location trigger (pressure plate); no reset; never miss; onset delay (2 rounds); ceiling drops (12d6, crush); multiple targets (all targets within the room); Search (DC 30); Disable Device (DC 30).

Treasure: The only treasure here is the *stone of alarm*, which is on the concealed door.

All APLs: L: 0 gp; C: 0 gp; M: *stone of alarm* (83 gp).

Encounter Nine: Necromancer's Lair

Please consult **DM Aid #2** for a map of the lair. Beyond the concealed door (H) is a long hallway (I) about 10 ft. wide and 10 ft. high that is roughly 40 ft. in length. The hallway ends in a closed door (J) that is guarded by glyphs at APL 10 or 12. The blast glyph targets the first non-undead creature to pass through the door:

↗ **Glyph of Warding (Blast):** CR 5; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 11th level cleric, Reflex save [DC 18] half damage, 5d8 acid); Search (DC 28); Disable Device (DC 28).

The spell glyph targets the second non-undead creature to pass through the door:

↗ **Glyph of Warding (Spell):** CR 5; spell; spell trigger; no reset; spell effect (*dispel magic*, 11th level cleric); Search (DC 28); Disable Device (DC 28).

Beyond the closed door is the necromancer's chamber (K), which has a 20-foot ceiling and is lit by 2 *everburning torches*. It contains a few large coffins where the vampire and vampire spawn rest. At lower APLs, the vampire and some of the vampire spawn may be off on missions elsewhere (in which case they don't appear in this scenario). At all APLs, Mjjeffis has cast an *unhallow* spell on the coffin (as 11th level caster), and, at APL 10 and 12, he has also cast a *desecrate* spell on the same coffin (as 11th level caster).

➤ **Mjjeffis, Male Human Clr11/Nec1:** hp 78.

The necromancer is a coward and will attempt to flee once he realizes the PCs have found his lair. He has taken many precautions to ensure his escape. The collapsing tunnel is likely to trap the PCs in his lair for a while. Either the trap being set off or the *stone of alarm* is likely to warn him of the PCs arrival. This should give him time to bolster the undead (they are all considered to have 11 HD for the purpose of being turned for the next 10 rounds) and give them orders before fleeing the lair via *word of recall* (to the lair of his master) or *gaseous form*, as appropriate. Mjjeffis will flee as soon as the PCs are about to confront him (let them get a glimpse of him disappearing). Under no circumstances should the PCs be given the opportunity to fight Mjjeffis.

Mjjeffis has been experimenting with creating many different types of undead. He does this to gain additional power for himself and for his master. He had heard of the incident involving Brenwith's death and wanted to see if he could bring a fairly powerful undead about by performing a particular ceremony. He is thinking of expanding his territory. He wants a bigger and quieter area to do his research. He thinks that this village may be just the spot. He hopes he can either scare off or kill all of the villagers with the banshee without anyone discovering that he is behind all of this. If he succeeds then he will have a large area of peace and quiet where he can do his research.

When he discovered that the Magistrate of the town is an old enemy of his, Mjjeffis' plans altered slightly. They had served together in the Gran March military. The Magistrate did not recognize Mjjeffis when they passed each other in town weeks ago. The necromancer is now trying to frame the Magistrate for all of the murders.

By the time the PCs reach the final chamber in the lair, the banshee will have already received orders from the necromancer and left on her mission. Thus the PCs will

not have to fight her. She returns the instant the PCs have the remains of Jarnet.

Jarnet's skeletal remains are in the necromancer's lair. The bones can be found relatively easily after the battle in the final chamber (K), but not so easily if attempted during the battle (Search DC 20 + the APL). Along with the bones, the PCs can find an unfinished letter from Mjiffis to his master (**Player Handout #2**).

If the vampire is present, he will attempt to stun his opponents on the first attack and the follow up with additional unarmed attacks/slams. If there is time before the battle, he will cast *mage armor*, *change self*, and *shield* on himself (*change self* to not look like undead).

APL 2 (EL 4)

☛ **Vampire Spawn:** hp 36; see *Monster Manual*.

APL 4 (EL 6)

☛ **Vampire Spawn (2):** hp 36 each; see *Monster Manual*.

APL 6 (EL 8)

☛ **Vampire Spawn (3):** hp 36 each; see *Monster Manual*.

☛ **Wraith:** hp 45; see *Monster Manual*.

APL 8 (EL 10)

☛ **Vampire Spawn (3):** hp 36 each; see *Monster Manual*.

☛ **Wraith:** hp 45; see *Monster Manual*.

☛ **Mohrg:** hp 126; see *Monster Manual*.

APL 10 (EL 12)

☛ **Vampire Spawn (3):** hp 36 each; see *Monster Manual*.

☛ **Wraith:** hp 45; see *Monster Manual*.

☛ **Mohrg:** hp 126; see *Monster Manual*.

☛ **Pheran, Male Human Vampire Mnk7/Sor1:** hp 72; see Appendix I.

APL 12 (EL 14)

☛ **Vampire Spawn (3):** hp 36 each; see *Monster Manual*.

☛ **Wraith:** hp 45; see *Monster Manual*.

☛ **Mohrg:** hp 126; see *Monster Manual*.

☛ **Pheran, Male Human Vampire Mnk7/Sor1:** hp 72; see Appendix I.

☛ **Devourer:** hp 108; see *Monster Manual*.

Treasure: The possessions of the necromancer's forces are the only treasure here (other than the *everburning torches*).

APL 2: L: 0 gp; C: 0 gp; M: 2 *everburning torches* (8 gp each).

APL 4: L: 0 gp; C: 0 gp; M: 2 *everburning torches* (8 gp each).

APL 6: L: 0 gp; C: 0 gp; M: 2 *everburning torches* (8 gp each).

APL 8: L: 0 gp; C: 0 gp; M: 2 *everburning torches* (8 gp each).

APL 10: L: 0 gp; C: 0 gp; M: 2 *everburning torches* (8 gp each), *wand of magic missile* (3rd level caster) (188 gp), *cloak of resistance +1* (83 gp), *scroll of change self* (2 gp).

APL 12: L: 0 gp; C: 0 gp; M: 2 *everburning torches* (8 gp each), *wand of magic missile* (3rd level caster) (188 gp), *cloak of resistance +1* (83 gp), *scroll of change self* (2 gp).

Conclusion

The investigation should run the course of two days, but could take several more than that.

In order to resolve the adventure successfully, the PCs have to accomplish two things:

1. Either return the baby's skeletal remains to its tomb or to its mother, Brenwith the banshee. In either case, Brenwith returns to her tomb with her baby's remains and stays there. At this point the immediate problem is solved, although the area near the tomb remains haunted and dangerous.
2. After Brenwith and the baby have returned to the tomb as mentioned above, the PCs can arrange to *consecrate* the tomb. When this is accomplished, the area is returned completely to normal. The trees and plants will begin to return to life in the area, animals will return as well, and the unnatural fog will lift. Brenwith will be permanently laid to rest. If the PCs don't do or suggest doing this, eventually Kadwynmedia the Druidess will suggest the idea.

If the PCs inform the townsfolk about the banshee and the necromancer, they will believe them and stop harassing the Magistrate. Either the Magistrate or one of

the deceased Birnhams (if the PCs help to pay for their *resurrection*, the son will agree to a *resurrection* but his father will only agree to one if all three of them are brought back from the dead) will become the next Elector and will owe the PCs a favor (see Treasure Summary).

Treasure: Kadwynmedia will also thank the PCs for their help. She will give them her favor (see Treasure Summary). She will also, at higher APL, offer the PCs the following possessions of her deceased sister:

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

APL 4: L: 0 gp; C: 0 gp; M: *bag of holding type I* (208 gp).

APL 6: L: 0 gp; C: 0 gp; M: *bag of holding type I* (208 gp).

APL 8: L: 0 gp; C: 0 gp; M: *bag of holding type I* (208 gp).

APL 10: L: 0 gp; C: 0 gp; M: *bag of holding type I* (208 gp), *+1 bane (undead) longsword* (1,526 gp).

APL 12: L: 0 gp; C: 0 gp; M: *bag of holding type I* (208 gp), *+1 bane (undead) longsword* (1,526 gp).

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 Two

Discover that the Elector's household had their throats slit after they were slain

- APL 2 – 30 xp;
- APL 4 – 45 xp;
- APL 6 – 60 xp;
- APL 8 – 75 xp;
- APL 10 – 90 xp;
- APL 12 – 105 xp.

Encounter Three

Discover the Elector's household was slain by a sonic attack

- APL 2 – 30 xp;
- APL 4 – 45 xp;
- APL 6 – 60 xp;
- APL 8 – 75 xp;
- APL 10 – 90 xp;
- APL 12 – 105 xp.

Encounter Seven

Defeat the lizardfolk

- APL 2 – 120 xp;

- APL 4 – 180 xp;
- APL 6 – 240 xp;
- APL 8 – 300 xp;
- APL 10 – 360 xp;
- APL 12 – 420 xp.

Encounter Eight

Survive or disable the traps

- APL 2 – 120 xp;
- APL 4 – 180 xp;
- APL 6 – 240 xp;
- APL 8 – 300 xp;
- APL 10 – 360 xp;
- APL 12 – 420 xp.

Encounter Seven

Defeat the necromancer's forces

- APL 2 – 120 xp;
- APL 4 – 180 xp;
- APL 6 – 240 xp;
- APL 8 – 300 xp;
- APL 10 – 360 xp;
- APL 12 – 420 xp.

Conclusion

Return Jarnet's skeleton to the banshee or the tomb

- APL 2 – 30 xp;
- APL 4 – 45 xp;
- APL 6 – 60 xp;
- APL 8 – 75 xp;
- APL 10 – 90 xp;
- APL 12 – 105 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 scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Seven:

APL 2: L: 0 gp; C: 0 gp; M: 312 gp.
APL 4: L: 0 gp; C: 0 gp; M: 330 gp.
APL 6: L: 0 gp; C: 0 gp; M: 476 gp.
APL 8: L: 0 gp; C: 0 gp; M: 1,118 gp.
APL 10: L: 0 gp; C: 0 gp; M: 1,193 gp.
APL 12: L: 0 gp; C: 0 gp; M: 1,193 gp.

Encounter Eight:

All APLs: L: 0 gp; C: 0 gp; M: 83 gp.

Encounter Nine:

APL 2: L: 0 gp; C: 0 gp; M: 16 gp.
APL 4: L: 0 gp; C: 0 gp; M: 16 gp.
APL 6: L: 0 gp; C: 0 gp; M: 16 gp.
APL 8: L: 0 gp; C: 0 gp; M: 16 gp.

APL 10: L: 0 gp; C: 0 gp; M: 289 gp.

APL 12: L: 0 gp; C: 0 gp; M: 289 gp.

Conclusion:

APL 2: L: 0 gp; C: 0 gp; M: 0 gp.
APL 4: L: 0 gp; C: 0 gp; M: 208 gp.
APL 6: L: 0 gp; C: 0 gp; M: 208 gp.
APL 8: L: 0 gp; C: 0 gp; M: 208 gp.
APL 10: L: 0 gp; C: 0 gp; M: 1,734 gp.
APL 12: L: 0 gp; C: 0 gp; M: 1,734 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 0 gp; C: 0 gp; M: 411 gp - Total: 411 gp (400 gp).
APL 4: L: 0 gp; C: 0 gp; M: 637 gp - Total: 637 gp (600 gp).
APL 6: L: 0 gp; C: 0 gp; M: 783 gp - Total: 783 gp (800 gp).
APL 8: L: 0 gp; C: 0 gp; M: 1,425 gp - Total: 1,425 gp (1,250 gp).
APL 10: L: 0 gp; C: 0 gp; M: 3,299 gp - Total: 3,299 gp (2,100 gp).
APL 12: L: 0 gp; C: 0 gp; M: 3,299 gp - Total: 3,299 gp (3,000 gp).

Special

☛ *Favor of the Elector of Birnham*

For clearing the name of the Magistrate, and possibly for helping with the *resurrection* of the Elector and his family, the Elector of Birnham is in your debt. This favor can be redeemed for one Influence Point with the Harvest Church. Other uses may be made available in the future. Contact the Gran March Triad for details.

☛ *Favor of Kadwynmedia*

The druidess can produce certain items for the PC to thank them for helping her sister reach her final resting place. What she offers depends on the APL played at:

- APL 2 or 4: The druidess will provide the PC with access to enough darkwood to produce any single weapon or shield of the PCs choosing. The PC still must pay for the cost of the item.
- APL 6 or 8: As above and the druidess will grant access to upgrade any single weapon, shield, or piece of armor to a +2 enhancement bonus. The PC must pay for the cost of the upgrade (the difference in price between the original item and the upgraded item).
- APL 10 or 12: As above and the druidess will grant access to upgrade any single weapon to a +3 enhancement bonus or with any of the following special abilities: *flaming burst*, *icy burst*, *shocking burst* or any single shield or

piece of armor to a + 3 enhancement bonus or with any of the following special abilities: *cold resistance*, *fire resistance*, *lightning resistance*, *acid resistance*, *sonic resistance*. The PC must pay for the cost of the upgrade (the difference in price between the original item and the upgraded item).

Once the favor is used to get/upgrade the item in question, it should be marked as being consumed.

Items for the Adventure Record

Item Access

APL 2:

- ❖ *Everburning Torch (Adventure, DMG)*
- ❖ *Stone of Alarm (Adventure, DMG)*

APL 4 (APL 2 Items plus):

- ❖ *Bag of Holding Type I (Adventure, DMG)*

APL 6 (APL 2, 4 Items plus):

- ❖ *Necklace of Prayer Beads (bead of blessing) (Adventure, DMG)*

APL 8 (APL 2, 4, 6 Items plus):

- ❖ *+2 Studded Leather Armor (Adventure, DMG)*

APL 10 (APL 2, 4, 6, 8 Items plus):

- ❖ *Potion of Heroism (Adventure, DMG)*
- ❖ *Wand of Magic Missile (3rd Level Caster, Adventure, DMG)*

APL 12 (APL 2, 4, 6, 8, 10 Items plus):

- ❖ *+1 Bane (Undead) Longsword (Adventure, DMG)*

Appendix I: NPCs

Encounter Five

All APLs

Brenwith the Banshee: CR 17; medium undead (incorporeal); HD 26d12; hp 234; Init +7; Spd Fly 80 ft. (good); AC 16 (touch 16, flat-footed 13) [+3 Dex, +3 deflection]; Atk +16 melee (1d8/19-20 plus 1d4 Charisma drain, incorporeal touch); SA charisma drain, horrific appearance, wail; SQ detect living, incorporeal subtype, stunt plants, undead traits; SR 28; AL CN; SV Fort +8, Ref +11, Will +19; Str –, Dex 17, Con –, Int 16, Wis 15, Cha 17.

Skills and Feats: Balance +5, Hide +13, Intuit Direction +7, Jump +2, Listen +24, Scry +13, Search +23, Spot +24, Tumble +16; Alertness, Blind-Fight, Combat Reflexes, Dodge, Expertise, Improved Critical (incorporeal touch), Improved Initiative, Iron Will, Mobility, Spring Attack.

Charisma Drain (Su): An individual struck by a banshee must make a Fortitude save (DC 26) or permanently lose 1d4 points of Charisma (or 2d4 points on a critical hit). The banshee heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points.

Horrific Appearance (Su): Any living creature within 60 feet that views a banshee must make a successful Fortitude save (DC 26) or permanently lose 1d4 points of Strength, 1d4 points of Dexterity, and 1d4 points of Constitution. A creature that successfully saves against this effect cannot be affected by the same banshee's horrific appearance for 24 hours.

Wail (Su): During the night, a banshee can loose a deadly wail. This attack can slay up to eighteen living creatures within a 30-foot spread centered on the banshee, or within a 60-foot cone extending from the banshee, at the creature's option. A successful Fortitude save (DC 26) negates the effect. Once a banshee wails, it must wait 1d4 rounds before it can do so again, and it can wail no more than three times per day.

Detect Living (Sp): This ability functions like the *commune with nature* spell, except that it detects only living creatures and the range is one-half mile. The banshee can use detect living up to three times per day.

Incorporeal Subtype: Only other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, and supernatural abilities can harm a banshee. The creature has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. A banshee can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. A banshee always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Stunt Plants (Su): Once per day, a banshee can stunt all normal plants within a one-half mile radius. This ability otherwise functions like the stunt version of a *diminish plants* spell (caster level 18th).

Undead Traits: A banshee is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A banshee cannot be raised, and resurrection works only if it is willing. The creature has darkvision (60-foot range.)

Description: A banshee is the spirit of a strong-willed, selfish individual of a humanoid race. Because of its rage at the loss of its own life, it delights in bringing death to any living creature it encounters. This creature appears as a translucent image of the form it held in life. With the passage of time, the banshee's image tends to become blurred and indistinct, though the creature remains recognizable as a humanoid. The very presence of a banshee creates a pall over the landscape. Its ability to stunt the growth of plants combined with its deadly wail eventually reduces the surrounding territory to blasted heath and wasteland. Largely for this reason, many cultures consider a sudden blight upon the land to be an omen of death. A banshee speaks the languages that it knew in life.

Combat: Banshees hate all living things with an unholy fury, and they readily attack anyone foolish enough to trespass within their territories. A banshee typically uses its horrific appearance to drive off less powerful foes, then employs its howling wail one or more times to damage any who remain. Finally it finishes off the intruders with its Charisma drain in melee. If overmatched, the creature flees into the earth, usually to a grave-like lair that it maintains beneath the surface.

Encounter Seven

APL 2

Lizardfolk Rgr1: CR 2; medium-sized humanoid (aquatic, reptilian); HD 2d8+1d10+9; hp 27; Init +3; Spd 30 ft.; AC 23 (touch 13, flat-footed 20) [+3 Dex, +5 natural, +5 armor]; Atk +5 melee (1d4+3, 2 claws) and +3 melee (1d4+1, bite), or +5 ranged (1d6+3, javelin); SA favored enemy (human) +1; AL N; SV Fort +5, Ref +6, Will +0; Str 16, Dex 16, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +7, Hide +4, Jump +9, Listen +1, Spot +1, Swim +11, Wilderness Lore +1; Ambidexterity, Dodge, Multiattack, Track, Two-Weapon Fighting.

Possessions: +1 chain shirt, 3 javelins.

APL 4

Lizardfolk Rgr1: CR 2; medium-sized humanoid (aquatic, reptilian); HD 2d8+1d10+9; hp 27; Init +3; Spd 30 ft.; AC 23 (touch 13, flat-footed 20) [+3 Dex, +5 natural, +5 armor]; Atk +5 melee (1d4+3, 2 claws) and +3 melee (1d4+1, bite), or +5 ranged (1d6+3, javelin); SA favored enemy (human) +1; AL N; SV Fort +5, Ref +6, Will +0; Str 16, Dex 16, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +7, Hide +4, Jump +9, Listen +1, Spot +1, Swim +11, Wilderness Lore +1; Ambidexterity, Dodge, Multiattack, Track, Two-Weapon Fighting.

Possessions: +1 chain shirt, 3 javelins.

Lizardfolk Drd3: CR 4; medium-sized humanoid (aquatic, reptilian); HD 2d8+3d8+10; hp 38; Init +2; Spd 30 ft.; AC 21 (touch 12, flat-footed 19) [+2 Dex, +5 natural, +4 armor]; Atk +6 melee (1d4+3, 2 claws) and +4 melee (1d4+1, bite), or +5 ranged (1d6+3, javelin); SA spells; SQ animal companion, nature sense, woodland stride, trackless step; AL N; SV Fort +5, Ref +6, Will +5; Str 16, Dex 14, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Balance +6, Concentration +6, Handle Animal +5, Jump +9, Spellcraft +4, Swim +11; Blind-Fight, Multiattack.

Possessions: +1 hide armor, 3 javelins, spell components, *potion of cure moderate wounds*.

Spells Prepared (4/3/2; base DC = 12 + spell level): 0—[*cure minor wounds* x2, *light*, *purify food and drink*]; 1st—[*cure light wounds*, *entangle*, *magic fang*]; 2nd—[*resist elements*, *summon swarm*].

APL 6

Lizardfolk Rgr3: CR 4; medium-sized humanoid (aquatic, reptilian); HD 2d8+3d10+15; hp 46; Init +3; Spd 30 ft.; AC 23 (touch 13, flat-footed 20) [+3 Dex, +5 natural, +5 armor]; Atk +7 melee (1d4+3, 2 claws) and +5 melee (1d4+1, bite), or +7 ranged (1d6+3, javelin); SA favored enemy (human) +1; AL N; SV Fort +6, Ref +7, Will +1; Str 16, Dex 16, Con 16, Int 10, Wis 11, Cha 10.

Skills and Feats: Balance +7, Hide +5, Jump +9, Listen +2, Move Silently +4, Spot +3, Swim +11, Wilderness Lore +4; Ambidexterity, Dodge, Multiattack, Track, Two-Weapon Fighting.

Possessions: +1 chain shirt, 3 javelins, *potion of jump*.

Lizardfolk Drd5: CR 6; medium-sized humanoid (aquatic, reptilian); HD 2d8+5d8+14; hp 53; Init +6; Spd 30 ft.; AC 21 (touch 12, flat-footed 19) [+2 Dex, +5 natural, +4 armor]; Atk +7 melee (1d4+3, 2 claws) and +5 melee (1d4+1, bite), or +6 ranged (1d6+3, javelin); SA spells, wildshape 1/day; SQ animal companion, nature sense, woodland stride, trackless step, resist nature's lure; AL N; SV Fort +6, Ref +6, Will +6; Str 16, Dex 14, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Balance +6, Concentration +8, Handle Animal +9, Jump +9, Spellcraft +6, Swim +11; Blind-Fight, Improved Initiative, Multiattack.

Possessions: +1 hide armor, 3 javelins, spell components, *potion of cure moderate wounds*, *potion of hiding*, *necklace of prayer beads* (*bead of blessing*).

Spells Prepared (5/4/3/1; base DC = 12 + spell level): 0—[*cure minor wounds* x2, *detect magic*, *light*, *purify food and drink*]; 1st—[*cure light wounds* x2, *entangle*, *obscuring mist*]; 2nd—[*heat metal*, *resist elements*, *summon swarm*]; 3rd—[*greater magic fang*].

APL 8

Lizardfolk Rog3: CR 4; medium-sized humanoid (aquatic, reptilian); HD 2d8+3d6+15; hp 37; Init +7; Spd 30 ft.; AC 23 (touch 13, flat-footed 23) [+3 Dex, +5 natural, +5 armor]; Atk +6 melee (1d4+3, 2 claws) and +1 melee (1d4+1, bite), or +6

ranged (1d6+3, javelin); SA sneak attack +2d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +4, Ref +9, Will +1; Str 16, Dex 17, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +8, Bluff +0, Hide +7, Jump +10, Listen +2, Move Silently +7, Search +1, Spot +3, Swim +13, Tumble +8; Dodge, Improved Initiative.

Possessions: +2 studded leather, 3 javelins, *potion of jump*, *potion of bull's strength*.

Lizardfolk Rgr5: CR 6; medium-sized humanoid (aquatic, reptilian); HD 2d8+5d10+21; hp 66; Init +3; Spd 30 ft.; AC 23 (touch 13, flat-footed 20) [+3 Dex, +5 natural, +5 armor]; Atk +9 melee (1d4+3, 2 claws) and +7 melee (1d4+1, bite), or +9/+4 ranged (1d6+3, javelin); SA favored enemy (human) +2, favored enemy (elf) +1; AL N; SV Fort +7, Ref +7, Will +1; Str 16, Dex 16, Con 16, Int 10, Wis 11, Cha 10.

Skills and Feats: Balance +7, Hide +6, Jump +9, Listen +5, Move Silently +4, Spot +5, Swim +11, Wilderness Lore +6; Ambidexterity, Dodge, Mobility, Multiattack, Track, Two-Weapon Fighting.

Possessions: +1 chain shirt, 3 javelins.

Lizardfolk Drd7: CR 8; medium-sized humanoid (aquatic, reptilian); HD 2d8+7d8+18; hp 68; Init +6; Spd 30 ft.; AC 21 (touch 12, flat-footed 19) [+2 Dex, +5 natural, +4 armor]; Atk +9 melee (1d4+3, 2 claws) and +7 melee (1d4+1, bite), or +8/+3 ranged (1d6+3, javelin); SA spells, wildshape 3/day; SQ animal companion, nature sense, woodland stride, trackless step, resist nature's lure; AL N; SV Fort +7, Ref +7, Will +8; Str 16, Dex 14, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Balance +6, Concentration +10, Handle Animal +10, Jump +9, Spellcraft +7, Swim +11, Wilderness Lore +7; Blind-Fight, Improved Initiative, Multiattack, Silent Spell.

Possessions: +1 hide armor, 3 javelins, spell components, *potion of cure moderate wounds*, *potion of hiding*, *necklace of prayer beads (bead of blessing)*.

Spells Prepared (6/5/4/3/1; base DC = 13 + spell level): 0—[*cure minor wounds* x3, *detect magic*, *light*, *purify food and drink*]; 1st—[*cure light wounds* x2, *entangle*, *magic fang*, *obscuring mist*]; 2nd—[*barkskin*, *charm person or animal*, *heat metal*, *summon swarm*]; 3rd—[*cure moderate wounds*, *greater magic fang*, *protection from elements*]; 4th—[*flame strike*].

APL 10

Lizardfolk Rog5: CR 6; medium-sized humanoid (aquatic, reptilian); HD 2d8+5d6+21; hp 51; Init +7; Spd 30 ft.; AC 23 (touch 13, flat-footed 23) [+3 Dex, +5 natural, +5 armor]; Atk +7 melee (1d4+3, 2 claws) and +2 melee (1d4+1, bite), or +7 ranged (1d6+3, javelin); SA sneak attack +3d6; SQ evasion, uncanny dodge (Dex bonus to AC); AL N; SV Fort +4, Ref +10, Will +1; Str 16, Dex 17, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +8, Bluff +0, Hide +12, Jump +10, Listen +3, Move Silently +12, Search +1, Spot +5, Swim +13, Tumble +11; Dodge, Improved Initiative, Mobility.

Possessions: +2 studded leather, 3 javelins, *potion of jump*, *potion of bull's strength*.

Lizardfolk Rgr7: CR 8; medium-sized humanoid (aquatic, reptilian); HD 2d8+7d10+27; hp 85; Init +3; Spd 30 ft.; AC 23 (touch 13, flat-footed 20) [+3 Dex, +5 natural, +5 armor]; Atk +11 melee (1d4+3, 2 claws) and +9 melee (1d4+1, bite), or +11/+6 ranged (1d6+3, javelin); SA favored enemy (human) +2, favored enemy (elf) +1; AL N; SV Fort +8, Ref +8, Will +3; Str 16, Dex 16, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Balance +7, Hide +7, Jump +9, Listen +7, Move Silently +6, Spot +7, Swim +11, Wilderness Lore +7; Ambidexterity, Dodge, Mobility, Multiattack, Spring Attack, Track, Two-Weapon Fighting.

Possessions: +1 chain shirt, 3 javelins, *potion of heroism*.

Spells Prepared (2; base DC = 11 + spell level): 1st—[*magic fang* x2].

Lizardfolk Drd9: CR 10; medium-sized humanoid (aquatic, reptilian); HD 2d8+9d8+22; hp 83; Init +6; Spd 30 ft.; AC 21 (touch 12, flat-footed 19) [+2 Dex, +5 natural, +4 armor]; Atk +10 melee (1d4+3, 2 claws) and +8 melee (1d4+1, bite), or +9/+4 ranged (1d6+3, javelin); SA spells, wildshape (3/day, Large); SQ animal companion, nature sense, woodland stride, trackless step, resist nature's lure, venom immunity; AL N; SV Fort +8, Ref +8, Will +9; Str 16, Dex 14, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Animal Empathy +6, Balance +6, Concentration +11, Handle Animal +11, Intuit Direction +4, Jump +9, Spellcraft +7, Swim +11, Wilderness Lore +7; Blind-Fight, Improved Initiative, Multiattack, Silent Spell.

Possessions: +1 hide armor, 3 javelins, spell components, *potion of cure moderate wounds*, *potion of hiding*, *necklace of prayer beads (bead of blessing)*.

Spells Prepared (6/5/5/4/2/1; base DC = 13 + spell level): 0—[*cure minor wounds x3, detect magic, light, purify food and drink*]; 1st—[*cure light wounds x2, entangle, magic fang, obscuring mist*]; 2nd—[*barkskin, charm person or animal, heat metal, resist elements, summon swarm*]; 3rd—[*cure moderate wounds x2, greater magic fang, protection from elements*]; 4th—[*flame strike, freedom of movement*]; 5th—[*animal growth*].

APL 12

Lizardfolk Rog7: CR 8; medium-sized humanoid (aquatic, reptilian); HD 2d8+7d6+27; hp 64; Init +8; Spd 30 ft.; AC 24 (touch 14, flat-footed 24) [+4 Dex, +5 natural, +5 armor]; Atk +9 melee (1d4+3, 2 claws) and +7 melee (1d4+1, bite), or +10/+5 ranged (1d6+3, javelin); SA sneak attack +4d6; SQ evasion, uncanny dodge (Dex bonus to AC, can't be flanked); AL N; SV Fort +5, Ref +12, Will +2; Str 16, Dex 18, Con 16, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +9, Bluff +0, Hide +15, Jump +10, Listen +9, Move Silently +15, Search +1, Spot +9, Swim +13, Tumble +14; Dodge, Improved Initiative, Mobility, Multiattack.

Possessions: +2 studded leather, 3 javelins, *potion of jump, potion of bull's strength*.

Lizardfolk Rgr9: CR 10; medium-sized humanoid (aquatic, reptilian); HD 2d8+9d10+33; hp 105; Init +3; Spd 30 ft.; AC 23 (touch 13, flat-footed 20) [+3 Dex, +5 natural, +5 armor]; Atk +13 melee (1d4+3, 2 claws) and +11 melee (1d4+1, bite), or +13/+8 ranged (1d6+3, javelin); SA favored enemy (human) +2, favored enemy (elf) +1; AL N; SV Fort +9, Ref +9, Will +4; Str 16, Dex 16, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Balance +7, Hide +7, Jump +9, Listen +9, Move Silently +8, Spot +9, Swim +11, Wilderness Lore +9; Ambidexterity, Dodge, Mobility, Multiattack, Spring Attack, Track, Two-Weapon Fighting.

Possessions: +1 chain shirt, 3 javelins, *potion of heroism*.

Spells Prepared (2; base DC = 11 + spell level): 1st—[*magic fang x2*].

Lizardfolk Drd11: CR 12; medium-sized humanoid (aquatic, reptilian); HD 2d8+11d8+26; hp 98; Init +6; Spd 30 ft.; AC 21 (touch 12, flat-footed 19) [+2 Dex, +5 natural, +4 armor]; Atk +12 melee (1d4+3, 2 claws) and +10 melee (1d4+1, bite), or +11/+6 ranged (1d6+3, javelin); SA spells, wildshape (4/day, Large, Tiny); SQ animal companion, nature sense, woodland stride, trackless step, resist nature's lure, venom immunity; AL N; SV Fort +9, Ref +8, Will +10; Str 16, Dex 14, Con 14, Int 10, Wis 17, Cha 12.

Skills and Feats: Animal Empathy +10, Balance +6, Concentration +11, Handle Animal +11, Intuit Direction +6, Jump +9, Knowledge (nature) +2, Spellcraft +7, Swim +11, Wilderness Lore +7; Blind-Fight, Improved Initiative, Maximize Spell, Multiattack, Silent Spell.

Possessions: +1 hide armor, 3 javelins, spell components, *potion of cure moderate wounds, potion of hiding, necklace of prayer beads (bead of blessing)*.

Spells Prepared (6/6/5/5/3/2/1; base DC = 13 + spell level): 0—[*cure minor wounds x3, detect magic, light, purify food and drink*]; 1st—[*cure light wounds x3, endure elements, entangle, obscuring mist*]; 2nd—[*animal messenger, barkskin, charm person or animal, heat metal, summon swarm*]; 3rd—[*cure moderate wounds x2, greater magic fang x2, protection from elements*]; 4th—[*cure serious wounds, flame strike, freedom of movement*]; 5th—[*animal growth, ice storm*]; 6th—[*summon nature's ally VI*].

Encounter Nine

APL 10 or 12

Pheran: male human vampire Mnk7/Sor11; CR 10; medium-sized undead; HD 8d12; hp 72; Init +8; Spd 50 ft.; AC 24 (touch 18, flat-footed 20) [+4 Dex, +6 natural, +1 monk, +3 Wis]; Atk +11/+8 melee (1d8+6, unarmed strike/slam); SA spells, stunning attack 7/day (DC 16), domination, energy drain, blood drain, children of the night, create spawn; SQ evasion, still mind, slow fall 30 ft., purity of body, wholeness of body, leap of the clouds, damage reduction 15/+1, turn resistance +4, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing; AL CE; SV Fort +6, Ref +12, Will +13; Str 22, Dex 18, Con -, Int 14, Wis 16, Cha 18.

Skills and Feats: Alchemy +3, Balance +8, Bluff +13, Climb +7, Concentration +10, Diplomacy +5, Escape Artist +5, Hide +23, Jump +9, Knowledge (arcana) +4, Listen +23, Move Silently +23, Scry +3, Search +10, Sense Motive +11, Spellcraft +3, Spot +14, Tumble +15; Alertness, Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Improved Trip, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Stunning Fist, Weapon Focus (unarmed strike).

Possessions: *wand of magic missile (3rd level caster), cloak of resistance +1, scroll of change self*.

Spells Prepared (5/4; base DC = 14 + spell level): 0—[*dancing lights, detect magic, open/close, read magic*]; 1st—[*mage armor, shield*].

Domination (Su): A vampire can crush an opponent's will just by looking onto his eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must make a Will save (DC 18) or fall instantly under the vampire's influence as though by a *dominate person* spell cast by a 12th level sorcerer. The ability has a range of 30 feet.

Energy Drain (Su): Living creatures struck by a vampire's slam attack suffer 2 negative levels.

Blood Drain (Ex): A vampire can suck blood with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of permanent Con drain each round the pin is maintained.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth a pack of 4d8 dire rats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain attack rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Con to 0 or less, the victim returns as a spawn if it had 4 or fewer HD and as a vampire if it had 5 or more HD. In either case, the new vampire or vampire spawn is under the command of the vampire that created it and remains enslaved until its master's death.

Gaseous Form (Su): As a standard action, a vampire can assume *gaseous form* at will, as the spell cast by a 5th level sorcerer, but can remain gaseous indefinitely and has a fly speed of 20 ft. (perfect). It will only go gaseous if reduced to 0 hp (see below).

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph self* spell cast by a 12th level sorcerer, except that it is limited to the forms above. It can remain in that form until it assumes another or until the next sunrise.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hp or lower, it automatically assumes *gaseous form* and attempts to escape to its coffin. Once at rest, it rises to 1 hit point in 1 hour, then resumes healing at the rate of 5 hit points per round.

Vampire Weaknesses: Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented, holy symbol. These things don't harm the vampire—they merely keep it at bay. Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship. They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Slaying a Vampire: Simply reducing a vampire's hit points to 0 or below incapacitates but doesn't destroy it. However, certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it: It can take only partial actions and is destroyed utterly on the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round. Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

DM Aid #1: Town Relations

Donwyn Birnham (Male human War1; Magistrate) – 37 years old.

Pelena Birnham (Female human Com1; Magistrate's Wife) – 33 years old.

Conwris Birnham (Male human Com1; Magistrate's Son) – 14 years old.

Gromar Cynnion (Male human Com 1; Local Handyman; Pelena Birnham's Brother) – Deputy, Gravedigger, Carpenter, Stonemason, Undertaker, Mortician. First to die after the PCs arrive. Also made the tomb for Brenwith and Jarnet. 45 years old.

Heronwy Traita (Female human Com1; Midwife - Herbalist of Beory) – Second to die after PCs arrive. 42 years old.

Lorwyn Birnham (Male human Com1; Elector's Son, Body #1) – First to Die. 14 years old. (577 CY – 591 CY)

Harel Birnham (Male human Com1; Elector, Body #2) – Second to Die. He was also the Magistrate's cousin. 40 years old. (551 CY – 591 CY)

Shalen Tullis (Female human Com1; Elector's Servant, Body #3) – Third to Die. She was pregnant with Harel's daughter. 19 years old. (572 CY - 591 CY)

Wanera Birnham (Female human Com1; Elector's Wife) – Died during childbirth many years ago (14 years ago). (556 CY - 577 CY)

Palenda Kedion (Female human Com1; Tavern Girl) – Eligible Bachlorette. Both Birnham cousins' sons were competing for her hand in marriage. 15 years old.

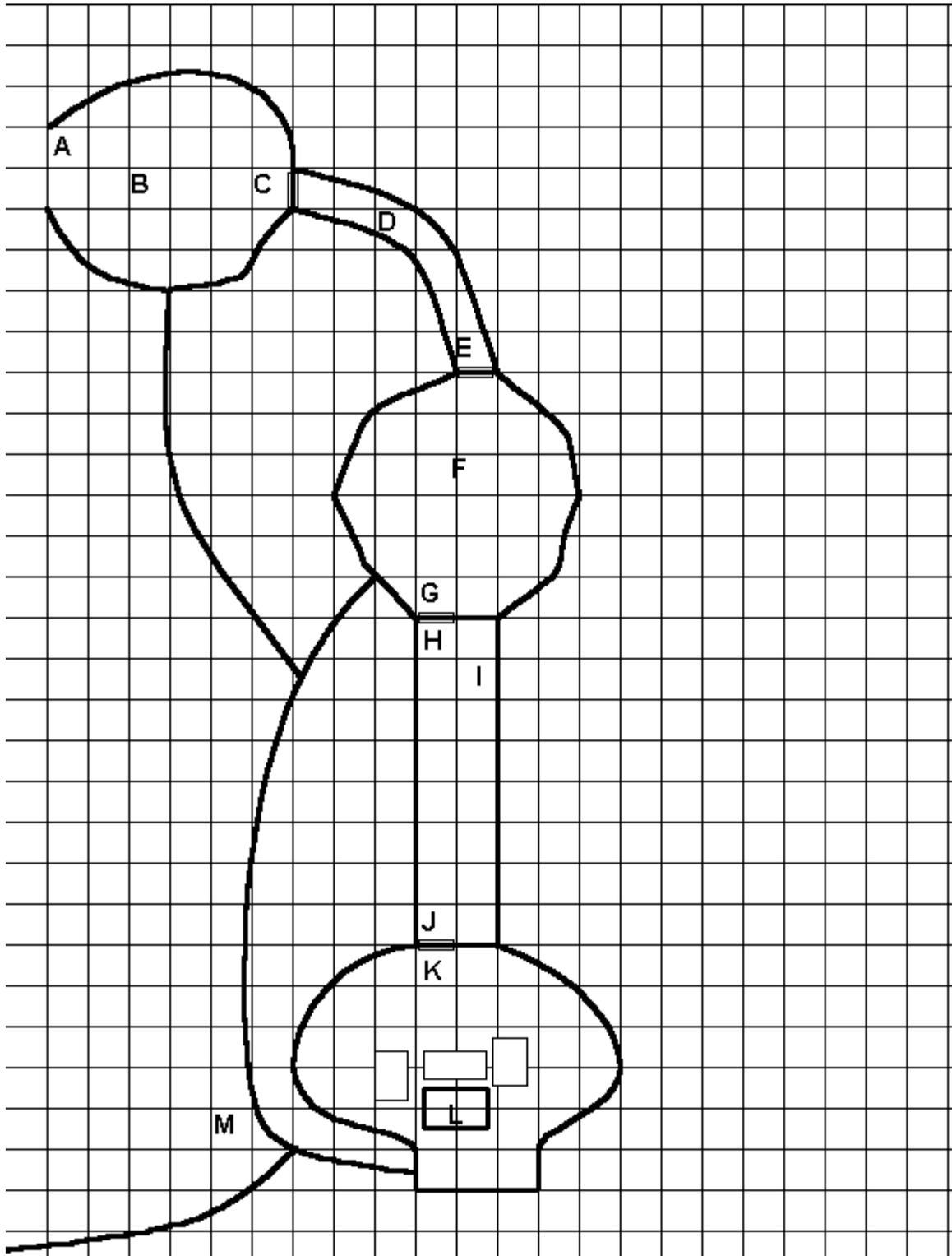
Meyrwon Cynnion (Male human Rgr4; Brenwith's husband) - Gromar's brother. Died many years ago in the war. (550 CY – 585 CY)

Kadwynmedia (Female Elf Drd5; Banshee's Sister - Sylvan Elf) - 138 years old.

Brenwith (Female Sylvan Elf Com1) – (453 CY – 588 CY); Became the banshee.

Jarnet (Male Half Sylvan Elf Com1- Brenwith's Son): (586 CY – 588 CY)

DM Aid #2: Map



Player Handout #1
Kadwynmedia's Lament

In the bayou dark and quiet,
The birds were startled from their riot.
Low ones fear the death in the air.
The bayou weeps for her and listens to her despair.
There you find the precious soiled.
Guarded by the tree so spoiled.
Thrice the brinded cat hath whined.
Thrice the sister cries, "'Tis time, 'tis time."
When sidhe whines, listen not to her cries,
Her whines will bring you to your quick demise.
You seek the one who commands her pains.
He sits and waits and time he bides.
When Pelor's glory runs and hides,
Sidhe follows it to find his reigns.
Despair his charm, this angel dark,
His evil spell for her he harks,
Return the one that's on her lips.
He was, from his mother's tomb, untimely ripped.

Player Handout #2

Unfinished Letter

Master,

So far the experiments have been a success. I have been able to create two intelligent undead using the rituals that you have provided for me. I believe that it is almost time to start the second phase of the experiments.

The Magistrate is suffering dearly for his acts against me.

I will let ...