

SHE3-01

Have Tome – Will Travel

A One-Round D&D LIVING GREYHAWK[®] Sheldomar Valley Meta-Regional Adventure

Version 1.0

by Steven Conforti

An easy job, they said. Take some short jaunts through the Sheldomar Valley and pick up some rare arcane and historical tomes and documents. What could be easier? A Sheldomar Valley meta-regional adventure for APLs 6-14 and Stanza One in the Idyll of Tysiln.

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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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.

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	

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

face 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 Meta-Regional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley (Meta-Region One) 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.

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

Jaran Krimeeah, the Mage of the Valley, has disappeared. Since his disappearance, two individuals have assumed the identity of Jaran. The first was lost during a Giant attack against the Valley. The second is slowly gaining the support of the residents of the Valley.

Tysiln San, a female drow wizard, is still acting as First Protector for the Mage of the Valley. However, she is deeply in love with Jaran, and she hopes to find out his fate and return him to power. So while she pretends obedience to the imposter, she is working on means of finding Jaran.

The first step in her plan involves two objectives. First, she needs to research two topics. She needs to know how the power of the Valley is accessed by its ruler so she can cut the impostor off from his power. And she needs to know more about the Plane of Shadow, the topic that Jaran was investigating extensively before his disappearance. To that end, Tysiln needs someone to recover some tomes and scrolls on those two topics. Her second objective is to find adventurers that she can use to depose the impostor. To kill two birds with one stone, she has paid individuals throughout the Sheldomar Valley to hire adventurers to recover six ancient works strewn throughout the Sheldomar. If the adventurers recover the works, she'll have her information and the names of adventurers to call upon again later.

Adventure Summary

The PCs are hired by someone fulfilling an order from Tysiln San. The person who hires the PCs varies based on the starting location for the adventure (determined by the region the scenario is being played in). The hirer offers the PCs a payment upon delivery of each of the tomes/scrolls he requests they recover. He asks the PCs to bring back the originals or exact copies of the works.

PCs can always get an exact replica of any of the works they gain access to by paying a scribe to copy them word for word (50 gp total for each work).

The hirer accepted the job from Tysiln in return for a magic item or a book of ancient lore that Tysiln possesses that the hirer longs for (the item varies based on employer, but is appropriate to that NPC).

Introduction

You have been summoned by {see below} to {see below}. This may be odd since some of you may not have had the best history of positive relations with this individual. However, the note said that the job would be extremely lucrative, easy, and to the betterment of the entire Sheldomar Valley, so you found it difficult to refuse. You meet {see below} in a crowded tavern.

{He/she} makes you an interesting offer. {He/she} wishes to acquire a number of rare tomes and scrolls. {He/she} would like to hire you to acquire these works for {him/her}. {He/she} is willing to pay 50 gp to each of you for each work you return to {him/her}. {He/she} asks if you accept this offer.

The person who hires the PCs for this mission will not reveal the person they are working for or why they are doing this. If asked why he wants the books, he states it's for a secret project that will benefit the entire Sheldomar Valley and he can say no more (he believes this to be true). He will eventually admit that he is acquitting them for a third party if that line of questioning is pursued for a long time. He also simply states that his employer intends to use the knowledge in these works for a secret project that will benefit all of the Sheldomar Valley (he wholeheartedly believes this to be a true statement). If PCs use magical means to learn the final destination of these tomes (divination magic, for example) or make a successful Gather Information check (DC 18 + the APL) while investigating their employer (if they choose to do so), they can learn that Tysiln San is the final destination for these tomes/scrolls. They may then make a Knowledge (geography or history or arcana) check or Bardic Knowledge check (DC 20) to remember that Tysiln is a female drow wizard, second in command to the Mage of the Valley.

If the PCs accept this job, they are given a list of locations and works to find (see **Player Handout #1**) as well as maps and directions to all of these locations. Remind the players that these destinations are many days apart so they will have plenty of time to recover spells and heal between destinations (assuming they aren't attacked

enroute). They can undertake the six encounters in any order they wish.

PCs with influence points with the person who hires them for the mission (see below) may spend an influence point to make a Diplomacy check (DC 10 + the APL) to gain the name of the person behind the mission (Tysiln San). Do not suggest this to the players; they must come up with the idea themselves.

PCs might feel it is bad idea to give these books to their employer, especially if they discover who is really behind the mission. In this case, judges should suggest to the PCs that recovering the books to keep them out of the hands of their employer is an acceptable goal for taking on this mission as well. Otherwise, someone else will be hired to recover the books. Also, remind them that their employer seems to sincerely believe the books will be used for a good purpose.

The employers and meeting locations are:

Bissel

The PCs are summoned to the city of Pellak in the March of Bissel. They are offered the job by Lady Deidra Talmorin of Paercium who the PCs may have worked for in the scenario **Totem**.

☞ **Lady Deidra Talmorin:** Female human (Suloise) Mnk12, AL: LG.

Lady Deidra is a strong supporter of the Knights of the Watch and a monk of Heironeous. She won't participate in any shady deals but isn't above making a covert arrangement with someone to trade information of equal value in a legal way.

Geoff

The PCs are summoned to the refugee settlement of Enderyn in Geoff. They are offered the job by Kinkaid who the PCs may have worked for in the scenario **A Flower for a Giant's Grave**. Kinkaid believes she is working for wood elf, not a drow who consorts with valley elves.

☞ **Kinkaid:** Female Elf Rog5/Rgr1/ThfAcrbt4/DpwdSnpr2, AL: CG.

Kinkaid is playful and rather mischievous. She is cocky and takes foolish risks. She is the niece of Darlon Lea (not something she shares with everyone).

Gran March

The PCs are summoned to the city of Shibolet on the main road between Bissel and Keoland. They are offered

the job by Plajin the Elder who the PCs may have worked for in the scenario **Into the Rushmoors**.

☞ **Plajin the Elder:** Male Human Exp5, AL: NG.

This sage has dedicated his life to a study of the Sheldomar Valley and the Knights of the Watch.

Keoland

The PCs are summoned to the town of Kimberton in Keoland. They are offered the job by Wizenthorp the Sage who the PCs may have encountered in the scenario **Predators and Prey**.

☞ **Wizenthorp the Sage:** Male Human Div5/Exp3, AL: CN.

Wizenthorp is an old herbalist who dabbles in matters arcane. He is known for his in-depth information on obscure matters. He pretends to be absentminded and testy until he is sure he is dealing with someone worth talking to.

The Principality of Ulek

The PCs are summoned to the port city of Gyrax, capital of the Principality of Ulek. They are offered the job by a mysterious man named Spyder who the PCs may have worked for in the scenarios **Tomb Raiders**, **Spyder's Quest**, or **Old Tales**.

☞ **Spyder:** Male Human Rog8/Sor6, AL: CN.

Spyder is a human male dressed in black silk clothes with a cloak that resembles a large spider's web. Tattooed around his left eye is a spider's web. On his left hand, he wears a black ring that has been crafted to look like a spider with two dark red ruby eyes. Around his neck is an amulet that looks like a spider sitting upon a web. Additionally, he has several small tattoos of spiders and webs on his body but these are currently covered by his black clothes. He seems obsessed with any bit of spider-related lore or magic.

The Yeomanry

The PCs are summoned to the town of Nighford in the south end of the Little Hills. They are offered the job by Jalab Kreshin who the PCs may have worked against in the scenario **Throwing Stones**.

☞ **Jalab Kreshin:** Male Human, AL: N, wearing a *ring of mind shielding*.

Jalab seeks power, unafraid of taking any measures he sees necessary to accomplish that goal. Thought to be involved with shady dealings, there is no evidence to prove such, and he has proven himself to be a man of his word.

Encounter One: Keoland – A Wet Welcome

The PCs have been sent to the Keoish city of Gradsul on the Azure Sea. There they are expected to hire a vessel to sail them to a specific set of coordinates their employer provided. Using magical means, possibly purchased from an alchemist in Gradsul, they are to descend into the depths of the sea. Awaiting them beneath the waves is a fantastic undersea demesne, currently the home of the wizard Drawmij. An agent of Drawmij may provide them with the tome they seek. Assuming they get past the creatures of the deep.

After a long journey, you've finally arrived at the port city of Gradsul, the Keoish gateway to the Azure Sea. The city is immense and bustling; it is impressive to even those who have visited the Free City of Greyhawk. Your employer has sent you here to acquire a rare tome entitled Explorations at the Head of the Javan.

The interesting part is how you are supposed to get the tome. You've been asked to hire a vessel to take you to a set of coordinates off the coast of Keoland. From there you are supposed to use magical means to dive under the sea to the home of the powerful wizard Drawmij. And then you are tasked with convincing the mage, or one of his agents, that they should lend or sell you the book.

Your employer recommended you visit an alchemist by the name of Gerbel Daglar Bubblewock if you aren't equipped to deal with a trip under the waves.

If the PCs decide to visit the alchemist, they have no trouble finding his shop; they can get directions from some of the locals with relative ease. If they ask Gerbel for assistance with managing a mission underwater, Gerbel offers for sale *potions of water breathing* and *potions of swimming* (as per the *DMG* prices)

🧙 Gerbel Daglar Bubblewock: Male Gnome Wiz9/Exp3.

The PCs will have difficulty getting a sea-going vessel to take them to the coordinates they mention as no one wants to gain the attention of Drawmij. Allow them to make attempts to convince various captains to take them out to sea. If they make a convincing argument, allow them to make a Diplomacy, Intimidate, or Bluff check (DC 12 + the APL) to successfully hire the vessel (the check should match the method by which they are attempting to convince the captain). Eventually, they will successfully hire a sailing vessel for 10 gp per PC.

🚢 Sailing Ship: Colossal vehicle; Profession (sailor) +4; Spd wind x 20 ft. (nautical average); Ram 12d6; Face 80 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Crew 20; Cargo 150 tons.

It doesn't take more than a few hours for the ship to arrive at its destination. The PCs are free to then use whatever means they possess to journey underwater to Drawmij's demesne. The water in this area is rough so the PCs must make successful Swim checks (DC 15) to move about in the direction they desire (unless they are a creature that normally has a Swim speed). The journey to Drawmij's home will take 4 hours underwater (including the likely combat below) unless the PCs have means to travel underwater faster than the normal one half their speed (as a full-round action). Each hour the PCs swim they must make a Swim check (DC 20) or take 1d6 points of subdual damage from fatigue. See Appendix I for details on adjudicating underwater encounters.

Halfway to Drawmij's home, the PCs are attacked by a creature of the deep. If the PCs flee back to the boat, the creature will only pursue for 3 rounds:

APL 6 (EL 8)

🐙 **Giant Octopus:** hp 44; see *Monster Manual*.

APL 8 (EL 10)

🐙 **Giant Octopi (2):** hp 44 each; see *Monster Manual*.

APL 10 (EL 12)

🐙 **Kraken:** hp 290; see *Monster Manual*.

APL 12 (EL 14)

🐙 **Fiendish Kraken:** hp 290; see Appendix II.

APL 14 (EL 16)

🐙 **Fiendish Kraken of Legend:** hp 390; see Appendix II.

Tactics: The creature will rush into melee range and attack the nearest PC(s) with its arms/tentacles. Judges should carefully read the description on page 9 of the *DMG* of the improved grab special attack prior to running this encounter. The creature must decide each round whether to attack with all of its appendages, thereby reducing its ability to establish grapples, or to focus on grabbing and holding one creature.

The PCs can't spot the creature by sight until it is within 200 feet (see Appendix I). If they do enough damage to seriously wound it, the creature will attempt to flee, carrying off a victim if possible.

If the PCs make it past the sea creature, they may proceed to Drawmij's home. It is made of crystal, shell, coral, and sand primarily. At first glance, there do not appear to be any entrances to the structure. PCs who make a successful Search check (DC 30) can locate an extremely well-camouflaged entrance with a shimmering field of force over it. PCs may pass through the force wall without suffering any apparent ill-effect. No other means of entry is available to the building including magic. Spells and spell-like abilities that would normally allow the PCs to pass through (or destroy) the walls of the structure in some fashion fail to operate within 30 feet of this building.

If the PCs pass through the force wall, they find themselves in a waiting room. The room contains air, not water, as well as a few chairs. There are no doors to this chamber and no magical or physical means will allow the PCs to leave this chamber, other than back through the force wall.

If the PCs wait for at least one hour in the room, they will be visited by Nautilia, an agent of Drawmij. She appears to pass right through one of the walls of the room (Drawmij grants his associates the means to travel in his abode). Nautilia lives in Drawmij's residence and assists the wizard on some of his projects. She likes her privacy and independence and gets along well with Drawmij since he doesn't impose on her time all that much. She is often responsible for greeting guests (what few Drawmij ever receives).

 **Nautilia:** Female Sirine Sor10, see Appendix II.

Nautilia will ask the PCs to state their business. She will use her spells and skills to discern if the PCs are being honest with her. If the PCs are hostile to her, she will leave (she avoids combat) and the house will expel the PCs out through the force wall (PCs can not avoid this effect). They will not be able to return during this adventure. If they are non-hostile but lie, she will call them on their lies. At this point, the PCs need to make a Diplomacy check (DC 35) or they will be treated just as if they were hostile. If the PCs are honest with her, one of two things might happen:

1. If the PCs know the identity of the person who hired their employer, and they either share this with Nautilia or she learns of it by magical means, she will agree to provide the PCs with an exact copy of the book they requested. Drawmij will be extremely interested in finding out the plans of Tysiln San so he will provide the replica of the book as a means of investigating her. The replica, in this case, radiates faint divination

magic and has been ensorcelled as a means of locating and scrying on Tysiln San.

2. If the PCs don't know the identity of the person who hired their employer, they will be asked by Nautilia to find out her name. Nautilia will refuse to hand over the tome otherwise. The PCs can then go back to investigate Tysiln San (and then receive the replica as per option one above) or they can attempt to convince Nautilia that she should share the book with them. A successful Diplomacy check (DC 30) will convince Nautilia to share a replica of the tome with the PCs (and this one won't be ensorcelled). If the PCs learn the identity of their true employer and no longer want to deliver this tome to their employer, Nautilia will ask them to do so as a favor to Drawmij (he really wants Tysiln to have the ensorcelled tome so he can investigate her).

Encounter Two: Gran March – A Hard Welcome

The PCs are sent to the city of Hookhill in Gran March. The PCs are asked to acquire an old scroll containing an account of an expedition to the Barrier Peaks, including the area now known as the Valley of the Mage, in 540 CY (before the Mage took control of the Valley). The explorer, Watcher Urrelin Polirian, Elder Inquisitive Raven, founded the Order of World Travelers in Hookhill in 560 CY (which is now known as the School of Hard Knocks by most locals), a social club for explorers like himself. Urrelin passed away in 572 CY, but the club lives on. There are two copies of the scroll, one in the keeping of the School and the other in the keeping of the Knights of the Watch.

Your mission takes you to the city of Hookhill in Gran March. You seek a scroll scribed by Watcher Urrelin Polirian of the Knights of the Watch. It is an account of his explorations in the Barrier Peaks. Now you need to decide where to look first.

The PCs have a few options here. If they make a successful Knowledge (local – Gran March) or Knowledge (geography) check (DC 20), they will know that two copies of that scroll exist – the Knights have one and the School has the other. If a PC is a member of either of those organizations, she would also know that their organization has a copy. A Gather Information check (DC 14 + the APL) gives the PCs information on the whereabouts of the two scrolls. Or, if all else fails, they can hire someone to research the answer for them (500 gp total).

If the PCs wish to acquire a copy of the scroll from the Knights of the Watch, they must have a PC who is a member of that organization in their group, or they must have an Influence Point with the organization to spend.

If the PCs wish to acquire a copy of the scroll from the School of Hard Knocks, they must have a PC who is a member of that organization in their group (or a member of the Royal Explorers Society of Keoland), or they must have an Influence Point with the organization to spend.

If the PCs don't meet any of the above requirements, they have one other option to acquire a copy of the scroll. They can hire someone who is a member of the School to borrow the scroll and have him make copies for them. This will cost the PCs (50 gp total).

Encounter Three: Yeomanry – A Dark Welcome

The PCs are sent to the town of Dark Gate in the Yeomanry. From there, they are to follow a map provided by their employer into the Passage of Slerotin. The map was acquired from a member of the Dustdiggers, archeological investigators of the Academy of Lore in Loftwick. The member parted with it for a large payment in gems. The map is supposed to provide the PCs with directions to a recently discovered set of side chambers off of the main passage under the Crystalmists. The group that discovered this set of passages was slain except for one survivor who came out of the Passage screaming about creatures in the dark. When locals in Dark Gate were finally able to calm her down, she reported that the entire party was slain by some creature(s) in the dark. The Academy has postponed future trips into those passages until adventurers could be hired to deal with the creatures there.

The survivor never got a good look at her attackers, but she had been looking over some ancient Suloise tomes at the time of the attack. One of them is the book the PCs have been sent to recover.

After a long journey, you've finally arrived at the town of Dark Gate, at the foot of the Crystalmists. Dark Gate is the stopover point for anyone heading into the Passage of Slerotin, your final destination. The Passage is an immense magically created tunnel through the depths of the Crystalmists, connecting the Yeomanry to the Sea of Dust.

Following a map provided to you by your employer, you are to enter the Passage and head for a small set of side chambers off of the main tunnel. Your employer states that some sort of malevolent creatures inhabits the chambers that you will have to expel before you

can recover an Ancient Suloise tome, titled Treatise on the Plane of Shadow, from the chambers.

The PCs encounter guards at the entrance to the Passage of Slerotin. At first, the guards will not allow the PCs to pass through the entrance. The PCs can get past them by stealth (Move Silently and Hide checks, DC 10 + the APL), bribery (20 gp per PC), or by convincing the guards to allow them to pass (Bluff, Intimidate, or Diplomacy checks (DC 12 + the APL), as appropriate).

Once in the Passage, the PCs will need a means to see in the total darkness in the tunnels and to follow the map. If the PCs fail to follow the map, they will get lost. To find their way back requires an Intuit Direction check (DC 20) or, for a PC with the Track feat and a light source, a Wilderness Lore check (DC 14 + the APL). If the PCs follow the map, they can easily reach the chambers in question.

The chambers are connected to the main tunnel by a 20-foot diameter tunnel, 100 feet long. This side tunnel exits into a series of seven 60-foot diameter roughly circular chambers with 50-foot ceilings. The chambers are arranged in a loop by 30-foot diameter tunnels of 40-feet in length; the tunnel from the main Passage connects to one of the tunnels in the loop. Within these dark chambers are some ancient Suloise tomes (including the one the PCs seek), some other miscellaneous treasure, little shards of what once were furnishings for these chambers, and one or more unfriendly creatures. These creatures will attack the PCs until one side or the other is dead, but they are unlikely to follow the PCs far from their home.

APL 6 (EL 7)

☛ Cloakers (2): hp 45 each; see *Monster Manual*.

APL 8 (EL 9)

☛ Cloakers (2): hp 45 each; see *Monster Manual*.

☛ Cloaker Lord: hp 85; see Appendix II.

APL 10 (EL 11)

☛ Cloakers (6): hp 45 each; see *Monster Manual*.

☛ Cloaker Lord: hp 85; see Appendix II.

APL 12 (EL 13)

☛ Beholder: hp 60; see *Monster Manual*.

APL 14 (EL 15)

☛ Beholders (2): hp 60 each; see *Monster Manual*.

Encounter Four: Geoff – A Royal Welcome

Tactics: If the cloakers are aware of the PCs before the PCs are aware of them, they will use their shadow shift ability to create mirror images as a partial action and use their moan special ability to Unnerve as a free action during the surprise round. Remember that a cloaker's moan is a free action and can be used in any of four ways each round. At APL 6 and 8, the cloakers will try to incapacitate the PCs from above before dropping down to engulf a victim. At APL 10, half the cloakers use their moan from above while the other half attempt to engulf immediately. At APL 8 and 10, the cloaker lord stays aloft and uses its spells and abilities from afar for as long as possible. The cloaker lord will cast spells initially in the following order (adapting to the PCs' actions as necessary): *haste, improved invisibility, shield, Evard's black tentacles, transmute rock to mud* (on the ceiling), *enervation, Melf's acid arrow, shadow evocation*. It will use *dispel magic, slow, and blindness/deafness* as opportunities present themselves. If the battle is going poorly for the cloaker force, the cloaker lord will use its *plane shift* ability to take it and any remaining cloakers with it to the Plane of Shadow. It will not return nor will it use this ability to bring more cloakers into the battle.

If the PCs encounter a beholder (or two), they could be in serious trouble. A beholder will charge into a party of PCs, if possible, so it can bring all of its eye rays to bear. It will use *charm person, charm monster, and fear* eye rays as early as possible. It will target obvious warriors with the *sleep* and *fear* eye rays. It will target obvious spellcasters with the *flesh to stone* eye ray. The most dangerous threats will be targeted with the *disintegrate* or *finger of death* eye rays. It will target the most magically powerful opponents with the antimagic cone.

If the PCs defeat the creatures, they are free to recover the treasure here. They could also try to steal the tome and other treasure and flee from the creatures. The creatures here are visitors from the Plane of Shadow. Their complete mission may be revealed in a future scenario. For purposes of this adventure, their current mission is to recover the tomes here (and any other items in the nearby tunnels), scout the area, and return to the Plane of Shadow.

Treasure: The treasure consists of a few ancient Suloise tomes and some other items that have survived the ages.

APL 6: L: 10 gp; C: 10 gp; M: 0 gp.

APL 8: L: 20 gp; C: 20 gp; M: 0 gp.

APL 10: L: 30 gp; C: 30 gp; M: *rope of climbing* (250 gp).

APL 12: L: 40 gp; C: 40 gp; M: *rope of climbing* (250 gp).

APL 14: L: 50 gp; C: 50 gp; M: *rope of climbing* (250 gp),
helm of comprehend languages and reading magic
(216 gp), *periapt of wound closure* (1,250 gp).

The PCs are sent to the town of Hochoch in Geoff. The PCs are asked to acquire a scroll containing ancient lore that was once in the possession of the King of the Valley Elves. The King entrusted this scroll with some other scrolls and unknown items to the Grand Duke of Geoff shortly after the turn of the century. The PCs' employer has no information on what other things the Grand Duke received, but he has learned through his sources that the scroll in question was amongst those items. The PCs must locate the scroll and recover it.

You continue your arduous expedition; this time it takes you to the town of Hochoch in war-torn Geoff. Your employer seeks a scroll containing some ancient lore of the King of the Valley Elves. The one you seek details some information on the ancient history of the land known as the Valley of the Mage. It was given to the Grand Duke of Geoff shortly after the turn of the century. It is believed to be in his keeping or in the keeping of one of his court. It's up to you to find it and bring it back.

The PCs have a few options here. If they have any influence with the court of the Grand Duke, Owen the Brenin, they can use it to discover that the scroll they seek was entrusted to the High Wizard of Gyrudd, Sorass, many years ago. Sorass has since died, during the fall of Gorna, but he was succeeded by Abinar, who gained possession of the scroll. Abinar has been too busy with all of the insanity of the war with the Giants to deal with inventorying the non-magical possessions of Sorass. So he isn't even aware that he possesses it. It is kept in a chest of miscellaneous documents in a library (part of the Grand Duke's private collection) in Hochoch in one of the towers of Caer Dwr Gwyldy. The library isn't aware of the value of this document so they don't keep it particularly secure. PCs can also gain this information with a Bardic Knowledge, Knowledge (arcana), or Gather Information check (DC 25). Or, if all else fails, they can hire someone to research the answer for them (500 gp total).

If the PCs decide to go the route of the Gather Information check above, a successful check leads them to a Prydythi (Flan scop/bard) by the name of Rhys of the Ash. He is a cranky old man that can be found in the Boar's Knuckle Tavern.

The Boar's Knuckle is a popular tavern in the Commons of Hochoch and is built on the road that comes in from Hills Gate. The low slung two story building is made of gray field stone and has a thatch

roof. Inside, the tavern is fairly dark as the windows are covered by curtains to keep the heat in. The heavy wooden beams hold up the second floor above you. Fireplaces at either end of the common room warm the place. The largest feature of the room is an enormous bar that runs the length of the far wall. It is made of a well-polished dark wood. Behind it is a wooden carving of a charging boar.

PCs must speak with Rhys and then make a successful Diplomacy or Bluff check (DC 18) to gain his information. If the PCs can convince Rhys that their mission will assist the people of Geoff in some meaningful way, the PCs gain a bonus of +1 to +4 on their check. If the PCs stay for drinks, they are served by a famous local by the name of Medwen.

If the PCs are owed favors with the Brenin or another high-ranking member of the court, they can use that favor to request a copy of the scroll as it doesn't seem to contain any information that is of great importance to Geoff. The court of the Brenin includes: Owen the Brenin (Grand Duke), Calisse the Brenines (Grand Duchess), High Seneschal Cuthalion Cuern, High Chancellor Colwyn ap Ffagan, Abinar the High Mage, and Briallen the Heatherdown (Old Faith druidic advisor).

They can also attempt to sneak into the library after hours and steal the scroll. This requires successful Hide and Move Silently checks (DC 12 + the APL each), or other quiet means of entry, to sneak into the castle and the library and a successful Open Lock check (DC 25) or other quiet method to open the chest to recover the scroll. If the PCs fail the Hide or Move Silently check, they are spotted or heard entering the castle and must flee Geoff immediately (they can not gain the scroll during this scenario):

Caer Dwr Gwyldy rises above you in wet gray stone that blends with the cloudy summer sky. It is a small castle with a modest bailey before a large keep that dominates the crest of the hill.

You quietly and carefully cross the muddy bailey to the narrow steps up to the keep's door. The bailey is a riot of commotion and activity as horses trot by you and wagons lumber pass. Once you sneak through the keep's massive doors, you are in short hallway that opens into the great hall of the castle. The two-story chamber is just as busy as the bailey. Servants scurry back and forth, and courtiers come and go on their business.

Entering the small room that serves as the library of Caer Dwr Gwyldy, you cannot help but notice the

room is cramped with tall stacks of books and parchments.

There is one further complication with sneak into the library at night: brownies. Abinar has a group of brownies (fey creatures) that clean the library at night. When the PCs enter the library, the brownies will notice the PCs immediately. The brownies will run and hide amongst the stacks, knocking over objects to make loud noises as they go. As PCs pass by them, they will attempt to blow out unprotected flames. PCs need to make Spot checks (DC 25) to notice find the brownies. The PCs need to make an offer to the brownies with five rounds of the noise beginning or the guards will show up (PCs will then have to flee Geoff as above). The brownies will comment as they make the noises about how they could do with a spot of soft cheese or a new set of brownie-sized clothing or some other oddball request. If the PCs make a genuine attempt to give them something they'd find interesting (judge's prerogative), the brownies take the offer and let the PCs go about their business.

Finally, the PCs can try to meet with Abinar, at the library during the day, and request permission to have a copy of the scroll scribed:

Caer Dwr Gwyldy rises above you in wet gray stone that blends with the cloudy summer sky. It is a small castle with a modest bailey before a large keep that dominates the crest of the hill. You cross the muddy bailey to the narrow steps up to the keep's door. The bailey is a riot of commotion and activity as horses trot by you and wagons lumber pass. You are stopped by a force of armed guards.

To accomplish this they must first get past the guards at the gate of the castle. This will require the expenditure of an appropriate favor or some serious fast-talking with the guards (Bluff or Diplomacy check, DC 10 + the APL) to explain why they should be permitted to see Abinar at the library. If successful, the guards will allow the PCs to completely disarm and then they will escort the PCs straight to the library:

Once you through the keep's massive doors, you are in short hallway that opens into the great hall of the castle. The two-story chamber is just as busy as the bailey. Servants scurry back and forth, and courtiers come and go on their business.

Entering the small room that serves as the library of Caer Dwr Gwyldy, you cannot help but notice the room is cramped with tall stacks of books and parchments. Scurrying about the piles are young men in robes looking for something.

A loud male voice rings out from the rear of the room behind the stacks “What did you do with it? I can’t believe that you did not file the book the way I showed you.” Moving carefully toward the sound of the voice, you begin to catch glimpses of a man with a long brown beard and black robes with silver trim. When you catch a full glimpse of the man, he matches the description of the High Mage Abinar, but he can’t even be 40 years old. Strange. You always thought High Mages tended to be old gray men. He is speaking quietly now with a young boy and pointing to a list of some type. Finishing, the boy scampers past you and out the door. Finally realizing that he has visitors, Abinar turns his attention to you. “What can I do for you?”

The PCs can attempt to convince Abinar to give them a copy of the scroll (Diplomacy check, DC 14 + the APL). Give them a circumstance bonus (up to +4) based on how well they argue their case to him.

Encounter Five: Bissel – An Undying Welcome

The PCs are sent to the town of Dimhaven, on the edge of the Dim Forest, in the March of Bissel. They are sent to meet Varik Goosedimple, a collector of rare books. Varik is supposed to meet the PCs in Dimhaven, as arranged by their employer, and sell them a tome on creatures of shadowstuff. Unfortunately, an agent of Evard the Necromancer, the bane of all Bissel, has learned of Varik’s possession of the book. The agent slays Varik and steals the book before the PCs arrive. The PCs must chase the agent into the Dim Forest and defeat him and his minions to recover the tome.

Your next stop is the town of Dimhaven in the March of Bissel. Dimhaven is a town nestled atop the trees of the Dim Forest. It lies along the edge of the Forest where the Realstream enters those dangerous woods.

You are here to meet Varik Goosedimple, a purveyor of rare tomes and ancient lore. Varik owns a copy of the tome, Shades of Grey Matter, which you were supposed to purchase for your employer.

You ascend the trees in wooden elevators that seem remarkably unsafe for the weight they carry. However, you make it to the treetops and head out along the wood and rope bridges that link the trees and buildings. Eventually, you arrive at the Well-lit Path, a tavern and inn atop an immense oak tree.

You enter expecting to find Varik, but instead you walk into an investigation by the authorities. You soon learn that Varik was murdered last night, and

his assailant is believed to have fled into the Dim Forest.

If any of the PCs are members of the Company of the Brightpath, or if they make a successful Diplomacy or Gather Information check (DC 10 + the APL), they will learn that all of Varik’s possessions were stolen by his assailant. No one saw the assassin enter or leave the inn or Varik’s room. His body was discovered this morning, and he was missing a few vital organs.

If the PCs want the book, they will need to follow Varik’s murderer into the Dim Forest, an extremely dangerous wilderness. PCs with the Track feat can make a Wilderness Lore check (DC 10 + the APL) to find and follow the assailant’s trail. Otherwise, the PCs will need to hire a guide from the Company of the Brightpath (which would cost either one Influence Point with the organization or 100 gp total). If the PCs hire a guide, she will stay out of any combat the PCs get themselves into.

After 10 hours of travel into the Dim Forest, the PCs finally reach their destination, a 75-foot diameter clearing containing a 50-foot diameter wooden hut. If the PCs wish to break through or climb the walls of the hut:

◆ **Wooden Walls:** 6 in. thick; hardness 5; hp 60; Break DC 20; Climb DC 21.

The only entrance to the hut is a locked wooden door:

◆ **Simple Wooden Door with Simple Lock:** 1 in. thick; hardness 5; hp 10; Break DC 15; simple lock (hardness 15; hp 30; Open Locks DC 20).

Unfortunately, the door has been trapped:

APL 6 (EL 4)

↗ **Bestow Curse Trap:** CR 4; magic device; touch trigger (*alarm*, 5th level wizard); automatic reset; spell effect (*bestow curse*, 5th level cleric, Will save [DC 14] negates); Search (DC 28); Disable Device (DC 28).

APL 8 (EL 6)

↗ **Glyph of Warding (Blast):** CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 16th level cleric, Reflex save [DC 14] half damage, 8d8 sonic); Search (DC 28); Disable Device (DC 28).

APL 10 (EL 8)

↗ **Insanity Mist Vapor Trap:** CR 8; mechanical; touch trigger; repair reset; never-miss; onset delay (1 round); poison (insanity mist, Fort save [DC 15] resists, 1d4 Wis/2d6 Wis); multiple targets (all within a 5-foot radius of the door); Search (DC 25); Disable Device (DC 20).

APL 12 (EL 10)

➤ **Burnt Othur Fumes Trap:** CR 10; mechanical; touch trigger; repair reset; never-miss; onset delay (1 round); poison (burnt othur fumes, Fort save [DC 18] resists, 1 Con [permanent]/3d6 Con); multiple targets (all within a 5-foot radius of the door); Search (DC 25); Disable Device (DC 20).

APL 14 (EL 12)

➤ **Burnt Othur Fumes Trap:** CR 10; mechanical; touch trigger; repair reset; never-miss; onset delay (1 round); poison (burnt othur fumes, Fort save [DC 18] resists, 1 Con [permanent]/3d6 Con); multiple targets (all within a 5-foot radius of the door); Search (DC 25); Disable Device (DC 20).

➤ **Door Handle Smearred with Contact Poison:** CR 10; mechanical; touch trigger; manual reset; poison (black lotus extract, Fort save [DC 20] resists, 3d6 Con/3d6 Con); Search (DC 26); Disable Device (DC 26).

Within the hut are Fryst, a necromancer who serves Evard, and some undead under his command. Fryst is awake when the PCs arrive and will react immediately if he or his undead sense any activity outside the hut. If the PCs flee at any point in the combat, Fryst and the undead will chase them for a while and then let them go. If the PCs don't return within 24 hours of fleeing, Fryst, the undead, and the tome are all gone.

APL 6 (EL 9)

➤ **Fryst, Male Human (Oeridian-Suloise) Wiz7:** hp 58; see Appendix II.

➤ **Spellstitched Ghosts (3):** hp 26 each; see Appendix II.

APL 8 (EL 11)

➤ **Fryst, Male Human (Oeridian-Suloise) Wiz7:** hp 58; see Appendix II.

➤ **Spellstitched Ghosts (3):** hp 26 each; see Appendix II.

➤ **Spellstitched Bodak:** hp 58; see Appendix II.

APL 10 (EL 13)

➤ **Fryst, Male Human (Oeridian-Suloise) Wiz7:** hp 58; see Appendix II.

➤ **Spellstitched Ghosts (3):** hp 26 each; see Appendix II.

➤ **Spellstitched Bodaks (3):** hp 58 each; see Appendix II.

APL 12 (EL 15)

➤ **Fryst, Male Human (Oeridian-Suloise) Wiz12:** hp 67; see Appendix II.

➤ **Spellstitched Bodaks (3):** hp 58 each; see Appendix II.

➤ **Spellstitched Devourer:** hp 78; see Appendix II.

APL 14 (EL 17)

➤ **Fryst, Male Human (Oeridian-Suloise) Wiz12:** hp 67; see Appendix II.

➤ **Spellstitched Bodaks (3):** hp 58 each; see Appendix II.

➤ **Spellstitched Devourers (2):** hp 78 each; see Appendix II.

➤ **Spellstitched Vilewights (3):** hp 78 each; see Appendix II.

Tactics: If the PCs are careful, they should be able to gain surprise on Fryst and his companions. Judges should keep in mind the rules for avoiding a gaze attack in the MM (pages 8-9) with respect to the bodak(s). If the PCs set the hut afire, they will drive out Fryst and his undead (and Fryst will bring the book with him). The spellstitched undead will use their spells and special abilities from as far a distance as they can manage before engaging in melee. At APL 6 to 10, Fryst casts spells in the following order (he will change this order in response to actions by the PCs that force him to do so): *haste, shield, cat's grace, slow, fireball* (if PCs grouped together), *enervation, enervation, spectral hand* (to use with touch spells), *bestow curse, vampiric touch, blindness/deafness, blindness/deafness*. At APL 12 or 14, Fryst casts spells in the following order (he will change this order in response to actions by the PCs that force him to do so): *haste, mind fog, shield, enervation, cat's grace, enervation, circle of death* (if the PCs were affected by the *enervation* spells or if there are a lot of animals involved in the combat), *flesh to stone, disintegrate*. He will switch in the following spells when he will hit the most PCs optimally: *chain lightning, cone of cold, ice storm, fireball, confusion*. Fryst will cast *teleport* or *magic jar* if his forces are losing the battle.

If the PCs defeat the creatures, they are free to recover the tome Fryst stole. They could also try to steal the tome and other treasure in the hut and flee from the creatures.

Treasure: The treasure consists of the tome the PCs sought and some other treasure Fryst collected or wielded.

APL 6: L: 370 gp; C: 20 gp; M: *bracers of armor +2* (333 gp).

APL 8: L: 370 gp; C: 40 gp; M: *bracers of armor +2* (333 gp), *cloak of resistance +2* (333 gp).

APL 10: L: 370 gp; C: 60 gp; M: *bracers of armor +2* (333 gp), *cloak of resistance +2* (333 gp), *headband of intellect +2* (333 gp).

APL 12: L: 910 gp; C: 80 gp; M: *bracers of armor +2* (333 gp), *cloak of resistance +2* (333 gp), *headband of intellect +2* (333 gp), *pearl of power* (3rd level spell) (750 gp).

APL 14: L: 910 gp; C: 100 gp; M: *bracers of armor +2* (333 gp), *cloak of resistance +2* (333 gp), *headband of intellect +4* (1,333 gp), *pearl of power* (3rd level spell) (750 gp).

Encounter Six: Principality of Ulek – An Ancient Welcome

The PCs are sent to an isolated location in the Lortmil Hills, somewhere between Eastpass, Havenhill, and Thunderstrike, in the Principality of Ulek. They are given a map to help them find an ancient tomb of a dwarven noble named Ulredd Luthgeim. Ulredd was an expert on the planes of existence. Buried with him are some scrolls detailing his research into the Plane of Shadow. These are what the PCs seek.

You've arrived in the Lortmil Hills, right smack-dab in the middle of the Principality of Ulek. Home to dwarves long before men roamed these lands, it's the proper location to search for the tomb of Ulredd Luthgeim, a dwarven noble and planar expert, long deceased.

You have been following a map your employer provided for the last day and it has guided you to a location where the tomb is supposed to be located. But you don't see anything but hills as far as the eye can see.

The tomb is here, but its entrance is well hidden. PCs may make a Search check (DC 30) to locate the secret entrance to the tomb; dwarves get a +2 racial bonus on this check. Once the entrance is found, the PCs need to find a way to get past the stone door blocking the entrance. There is a puzzle lock on the door (Dwarves get a +2 racial bonus to solving the puzzle lock).

🔒 **Stone Door with a Puzzle Lock:** 4 in. thick; hardness 8; hp 60; Break DC 28; puzzle lock (hardness 15; hp 30; Open Locks DC 20 + the APL).

The door is trapped as well:

APL 6 (EL 2)

🔪 **Rocks from Ceiling:** CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, rocks); multiple targets (all targets in two adjacent 5-ft. squares); Search (DC 20); Disable Device (DC 20).

APL 8 (EL 4)

🔪 **Collapsing Archway:** CR 4; mechanical; touch trigger; no reset; Atk +15 melee (6d6, stone blocks); Search (DC 20); Disable Device (DC 24).

APL 10 (EL 6)

🔪 **Built to Collapse Wall:** CR 6; mechanical; proximity trigger; no reset; Atk +20 melee (8d6, stone blocks); multiple targets (all targets in 10 ft square area); Search (DC 14); Disable Device (DC 16).

APL 12 (EL 8)

🔪 **Built to Collapse Wall:** CR 8; mechanical; proximity trigger; no reset; Atk +20 melee (8d6, stone blocks); multiple targets (all targets in 10 ft square area); Search (DC 24); Disable Device (DC 26).

APL 14 (EL 10)

🔪 **Built to Collapse Wall:** CR 10; mechanical; proximity trigger; no reset; Atk +20 melee (8d6, stone blocks); multiple targets (all targets in 10 ft square area); Search (DC 26); Disable Device (DC 30).

Once past the door, the PCs will find themselves in a slowly sloping stone passage (10 foot wide and tall) that is obviously of Dwarven origin to any dwarf or PC with Knowledge (architecture and engineering). The passage descends 100 feet and ends in a 75-foot square chamber (10 feet tall). The chamber appears empty except for some writing on the walls of the chamber and a strange looking pedestal about 20 feet into the chamber. The floor of the chamber is an alternating pattern of white marble and black obsidian tiles in a checkerboard pattern that continues up the passage to the door (each tile is 5 foot square).

The pedestal (**Player Handout #3**) contains a grid of holes (10 across and 10 down for a total of 100 holes) and 7 crystals, each a different color (red, blue, green, yellow, white, purple, and black), sitting atop the pedestal. The pedestal is the control mechanism for raising the resting place of Ulredd from underneath the floor of the chamber. PCs who make a Knowledge (architecture and engineering) check, Knowledge (arcana) check, or Craft (stonemasonry) check (DC 20) realize that the floor lifts

up via some sort of magical mechanism controlled by the pedestal.

The writing on the walls is in an ancient dialect of Dwarven. Anyone who can read Dwarven can read the writing on the walls as can anyone making a Decipher Script check (DC 30). There are eight individual sets of information on the wall, each one written in one of the colors of the crystals, except for one written in a silver ink. The sets of writing are questions/riddles that provide the locations in the pedestal to place the crystals to activate the pedestal (the crystals light when placed in the correct holes). The upper left hole in the pedestal is hole one and the rest of the holes are numbered to the right and then down and then to the left and the up and then right, etc. (in a spiral).

The writing in the silver ink reads (**Player Handout #2**):

If you seek my knowledge then you know my true treasure. You may borrow it as long as you return it. Start high and left and then spiral across to find the pattern. Answer my seven riddles and know the places the crystals should fall. Wrong answers will cost you, but those who seek my lore should have no problems with finding the truth. Red, blue, green, yellow, white, purple, black. The cleverest see the answer is right in front of them.

Below are the locations for each of the crystals, the knowledge needed to solve the riddles, and the penalties for placing crystals in the wrong space. Actual riddles are not provided; the information below provided the theme of the riddle and the skills or abilities needed to solve these puzzles (the PC, not the player, needs to solve them). If PCs count the number of letters in the seven sentences that comprise the message in silver ink, it gives the slot locations for the crystals in the order listed in the message:

Red

The red crystal goes in slot 45. The riddle involves completing an ancient dwarven alchemical formula. PCs must make an Alchemy check (DC 20), Bardic Knowledge check (DC 30), or Knowledge (arcana) check (DC 40) to get the correct answer. For every 5 points the PC fails the check by, they are off by one slot (minimum of one slot off). The first time the red crystal goes in the wrong slot, all PCs standing on white tiles are hit by a bolt of flame (1d6 fire damage per 2 APL, Reflex save (DC 16) for half damage). Each time afterwards the color of tile affected is rolled randomly.

Blue

The blue crystal goes in slot 33. The riddle involves completing a dwarven fable of why many dwarves dislike riding horses. PCs must make an Animal Empathy check (DC 20), Bardic Knowledge check (DC 25), Handle Animal check (DC 30), Ride check (DC 30), Wilderness Lore check (DC 30), or Knowledge (nature) check (DC 35) to get the correct answer. For every 5 points the PC fails the check by, they are off by one slot (minimum of one slot off). The first time the blue crystal goes in the wrong slot, all PCs standing on black tiles are hit by a bolt of ice (1d6 cold damage per 2 APL, Reflex save (DC 16) for half damage). Each time afterwards the color of tile affected is rolled randomly.

Green

The green crystal goes in slot 51. The riddle involves Dwarven religion. PCs must make a Bardic Knowledge check (DC 25) or a Knowledge (religion) check (DC 25) to get the correct answer. For every 5 points the PC fails the check by, they are off by one slot (minimum of one slot off). The first time the green crystal goes in the wrong slot, all PCs standing on white tiles are hit by a bolt of slime (1d6 acid damage per 2 APL, Reflex save (DC 16) for half damage). Each time afterwards the color of tile affected is rolled randomly.

Yellow

The yellow crystal goes in slot 57. The riddle involves ancient magical lore. PCs must make a Bardic Knowledge check (DC 30), a Knowledge (arcana) check (DC 30), or a Spellcraft check (DC 30) to get the correct answer. For every 5 points the PC fails the check by, they are off by one slot (minimum of one slot off). The first time the yellow crystal goes in the wrong slot, all PCs standing on black tiles are hit by a bolt of lightning (1d6 electrical damage per 2 APL, Reflex save (DC 16) for half damage). Each time afterwards the color of tile affected is rolled randomly.

White

The white crystal goes in slot 83. The riddle involves ancient dwarven history. PCs must make a Bardic Knowledge check (DC 25), Knowledge (local – PoU) check (DC 25), or a Knowledge (history) check (DC 30) to get the correct answer. For every 5 points the PC fails the check by, they are off by one slot (minimum of one slot off). The first time the white crystal goes in the wrong slot, all PCs standing on tiles in the outer two most rows and columns of tiles are hit by a bolt of sound (1d6 sonic damage per 2 APL, Reflex save (DC 16) for half

damage). Each time afterwards a random color of tile is affected.

Purple

The purple crystal goes in slot 34. The riddle involves ancient dwarven crafts. PCs must make a Bardic Knowledge check (DC 25), a Craft (any craft dealing with stonework or metalwork) check (DC 20), or a Knowledge (architecture and engineering) check (DC 20) to get the correct answer. For every 5 points the PC fails the check by, they are off by one slot (minimum of one slot off). The first time the purple crystal goes in the wrong slot, all PCs standing on tiles in the inner three most rows and columns of tiles must make a Fort save (DC 19) or turn to stone as per the spell *flesh to stone*. Each time afterwards a random color of tile is affected.

Black

The black crystal goes in slot 44. The riddle involves knowledge of the Planes. PCs must make a Bardic Knowledge check (DC 30) or a Knowledge (the Planes) check (DC 20) to get the correct answer. For every 5 points the PC fails the check by, they are off by one slot (minimum of one slot off). Every time the black crystal goes in the wrong slot, all PCs standing in the chamber must make a Fort save (DC 15) or be permanently blinded as per the spell *blindness/deafness*.

If the crystals are all in their correct slots, the center 35 foot square of the room rises up to the ceiling to reveal the final resting place of Ulredd. His skeleton is all that remains of his body. On the dais he lies upon are a number of scrolls containing his planar research as well as jewel encrusted arms, armor, wands, and rods that all radiate strong magic (enchantment school). However, if anything other than the scrolls is taken from the tomb, everything but the scrolls disintegrates immediately and anyone who possessed one of the stolen objects is struck by the *Curse of Ulredd Luthgeim* if they fail a Will save (DC 12 + the APL). If the PCs don't make sure that the scrolls are returned to the tomb after the scenario, all of them are also subject to the curse (see Treasure Summary for details).

The PCs may attempt to bash their way through to the final resting place of Ulredd. They can do this, but, for each round of attacks against the floor, they cause all seven of the magical traps keyed to the colored crystals to fire on all squares in the room, even if the crystals are already in the correct slot.

🗡️ **Stone Floor:** 1 ft. thick; hardness 8; hp 180; Break DC 45.

Conclusion

If the PCs bring back any of the works requested, their employer will happily pay them the reward promised. A few weeks after the PCs depart, he will be visited by Tysiln San who will pay the employer the magic item promised to him and then depart, by magic, for the Valley of the Mage. If the PCs decide to keep some of the books from their employer, they won't receive payment from him for those books.

Treasure: The PCs receive the reward (50 gp each) from their employer for each work recovered.

All APLs: L: 0 gp; C: 300 gp; M: 0 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.

Introduction

Discover the final destination of the tomes/scrolls

- APL 6 – 50 xp;
- APL 8 – 65 xp;
- APL 10 – 80 xp;
- APL 12 – 95 xp;
- APL 14 – 110 xp.

Encounter One

Defeat the sea creature(s)

- APL 6 – 240 xp;
- APL 8 – 300 xp;
- APL 10 – 360 xp;
- APL 12 – 420 xp;
- APL 14 – 480 xp.

Encounter Three

Defeat the creatures underground

- APL 6 – 210 xp;
- APL 8 – 270 xp;
- APL 10 – 330 xp;
- APL 12 – 390 xp;
- APL 14 – 450 xp.

Encounter Five

Defeat the necromancer and his undead

- APL 6 – 270 xp;
- APL 8 – 330 xp;
- APL 10 – 390 xp;
- APL 12 – 450 xp;
- APL 14 – 510 xp.

Encounter Six

Only remove the scrolls from the tomb (some PCs may get the xp here and some might not, depending on their actions)

- APL 6 – 50 xp;
- APL 8 – 65 xp;
- APL 10 – 80 xp;
- APL 12 – 95 xp;
- APL 14 – 110 xp.

Discretionary Role-playing Award

Judge may allocate up to the following for good role-playing

- APL 6 – 80 xp;
- APL 8 – 95 xp;
- APL 10 – 110 xp;
- APL 12 – 125 xp;
- APL 14 – 140 xp.

Total Possible Experience

- APL 6 – 900 xp;
- APL 8 – 1,125 xp;
- APL 10 – 1,350 xp;
- APL 12 – 1,575 xp;
- APL 14 – 1,800 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 Three:

APL 6: L: 10 gp; C: 10 gp; M: 0 gp.

APL 8: L: 20 gp; C: 20 gp; M: 0 gp.

APL 10: L: 30 gp; C: 30 gp; M: 250 gp.

APL 12: L: 40 gp; C: 40 gp; M: 250 gp.

APL 14: L: 50 gp; C: 50 gp; M: 1,716 gp.

Encounter Five:

APL 6: L: 370 gp; C: 20 gp; M: 333 gp.

APL 8: L: 370 gp; C: 40 gp; M: 666 gp.

APL 10: L: 370 gp; C: 60 gp; M: 999 gp.

APL 12: L: 920 gp; C: 80 gp; M: 1,749 gp.

APL 14: L: 920 gp; C: 100 gp; M: 2,749 gp.

Conclusion:

All APLs: L: 0 gp; C: 300 gp; M: 0 gp

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 380 gp; C: 330 gp; M: 333 gp - Total: 1,043 gp (800 gp).

APL 8: L: 390 gp; C: 360 gp; M: 666 gp - Total: 1,416 gp (1,250 gp).

APL 10: L: 400 gp; C: 390 gp; M: 1,249 gp - Total: 2,039 gp (2,039 gp).

APL 12: L: 960 gp; C: 420 gp; M: 1,999 gp - Total: 3,379 gp (3,000 gp).

APL 14: L: 970 gp; C: 450 gp; M: 4,465 gp - Total: 5,885 gp (5,885 gp).

Special

☛ *Curse of Ulredd Luthgeim*

The PC has incurred the wrath of Ulredd Luthgeim for failing to show his final resting place the proper respect it so richly deserved. The PC has received a curse that results in a -4 circumstance penalty to all attack rolls, saving throws, ability checks, and skill checks whenever the PC is dealing with dwarves, dwarven handiwork, or is within 30 feet of a graveyard, tomb, or other final resting place. This curse can be removed by the normal means (*remove curse*, *break enchantment*, *limited wish*, *miracle*, *wish*), except that a *remove curse* will only be effective if the caster is 13th level or higher.

☛ *Fryst's Spellbook I*

1st—[*burning hands*, *chill touch*, *endure elements*, *expeditious retreat*, *magic missile*, *obscuring mist*, *ray of enfeeblement*, *shield*, *shocking grasp*]; 2nd—[*blindness/deafness*, *cat's grace*, *ghoul touch*, *spectral hand*]; 3rd—[*fireball*, *haste*, *slow*, *vampiric touch*]; 4th—[*bestow curse*, *enervation*].

Market Price: 370 gp; *Weight:* 3 lbs.

☛ *Fryst's Spellbook II*

1st—[*feather fall*, *spider climb*, *Tenser's floating disk*]; 4th—[*confusion*, *ice storm*]; 5th—[*cone of cold*, *magic jar*, *mind fog*, *teleport*]; 6th—[*chain lightning*, *circle of death*, *disintegrate*, *flesh to stone*].

Market Price: 550 gp; *Weight:* 3 lbs.

☛ *Explorations at the Head of the Javan*

This is a copy of a rare tome describing explorations in the area that came to be known as the Valley of the Mage. It was created from the original copy that resides in the personal library of the wizard Drawmij.

Market Price: 50 gp; *Weight:* 3 lbs.

☛ *Account of an Expedition to the Barrier Peaks*

This is a copy of a set of scrolls, penned by Watcher Urrelin Polirian, describing explorations in the Barrier Peaks, especially in the area that came to be known as the Valley of the Mage. It was created from one of the original copies residing in Hookhill.

Market Price: 50 gp; *Weight:* 3 lbs.

☛ *Treatise on the Plane of Shadow*

This is a copy of an ancient Suloise tome describing theories on the Plane of Shadow. It was created from a copy found in the Passage of Slerotin.

Market Price: 50 gp; *Weight:* 3 lbs.

☛ *A Scroll of the King of the Valley Elves*

This is a copy of one in a set of scrolls given to the Grand Duke of Geoff by the King of the Valley Elves as he left for parts unknown. It describes some of the history of the valley elves in the last two centuries. Much of the information is incomprehensible and might, in fact, be a complicated code yet to be unraveled.

Market Price: 50 gp; *Weight:* 3 lbs.

☛ *Shades of Grey Matter*

This is a copy of an ancient tome, origin unknown, describing the creatures known as Shades and their natural habitat on the Plane of Shadow. It was acquired from a rare books dealer, Varik Goosedimple, now deceased.

Market Price: 50 gp; *Weight:* 3 lbs.

☛ *Ulredd Luthgeim's Planar Research – Plane of Shadow*

This is a copy of a set of scrolls, penned by the dwarven Planar sage Ulredd Luthgeim, describing his work on understanding the Plane of Shadow. It is copied from the set of scrolls buried in Ulredd's tomb.

Market Price: 50 gp; *Weight:* 3 lbs.

Items for the Adventure Record

Item Access

APL 6:

- ❖ *Potion of Water Breathing* (*Adventure*, 5th level caster, DMG)
- ❖ *Bracers of Armor +2* (*Adventure*, DMG)
- ❖ *Fryst's Spellbook I* (*Adventure*, see above)
- ❖ *Explorations at the Head of the Javan* (*Adventure*, see above)
- ❖ *Account of an Expedition to the Barrier Peaks* (*Adventure*, see above)
- ❖ *Treatise on the Plane of Shadow* (*Adventure*, see above)
- ❖ *A Scroll of the King of the Valley Elves* (*Adventure*, see above)
- ❖ *Shades of Grey Matter* (*Adventure*, see above)
- ❖ *Ulredd Luthgeim's Planar Research – Plane of Shadow* (*Adventure*, see above)

APL 8 (APL 6 Items plus):

- ❖ *Cloak of Resistance +2* (*Adventure*, DMG)

APL 10 (APL 6 & 8 Items plus):

- ❖ *Headband of Intellect +2* (*Adventure*, DMG)

- ❖ *Rope of Climbing (Adventure, DMG)*

APL 12 (APL 6 & 8 & 10 Items plus):

- ❖ *Pearl of Power (3rd level spell) (Adventure, DMG)*
- ❖ *Fryst's Spellbook II (Adventure, see above)*

APL 14 (APL 6 & 8 & 10 & 12 Items plus):

- ❖ *Headband of Intellect +4 (Adventure, DMG)*
- ❖ *Helm of Comprehend Languages and Reading Magic (Adventure, DMG)*
- ❖ *Periapt of Wound Closure (Adventure, DMG)*

Appendix I: Additional Rules Information

Combat Adjustments for Water:

Condition	Slash or Bludgeon Atk/Dmg	Claw or Tail Atk/Dmg	Move	Off Balance?
<i>Freedom of Mvmnt</i>	Normal	Normal	Normal	No
Swim Speed	-2/Half	Normal	Normal	No
Successful Swim check	-2/Half	-2/Half	¼ or ½	No
Firm Footing	-2/Half	-2/Half	½	No
None of the Above	-2/Half	-2/Half	¼ or ½	Yes

- ❖ The speeds listed for a successful Swim check are the standard ones from the *PH* (half speed as full-round action or one-quarter speed as a move action).
- ❖ Creatures without *freedom of movement* effects or swim speeds make grapple checks underwater at a -2 penalty, but they inflict damage normally when grappling.
- ❖ Off balance creatures loses Dex bonuses to AC, and opponents gain a +2 attack bonus against them.
- ❖ Thrown weapons are ineffective underwater. Ranged weapons suffer a -2 attack penalty for every 5 feet of water they pass through.
- ❖ Nonmagical fire does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a Spellcraft check (DC 15 + the spell level). If successful, the spell produces a bubble of steam instead of fire, but is otherwise effective. Supernatural fire effects are ineffective underwater unless their descriptions state otherwise.
- ❖ At this location in the ocean, visibility is limited. A PC can see no further than 200 feet away, assuming it has darkvision, low light vision, or sufficient light to illuminate that far away. Some magical effects or spells might permit a PC to see further or to use a non-visual method to locate creatures. Creatures underwater have concealment based on their distance away:

Distance	Concealment	Miss Chance
>200 feet	Total	50%
200 feet	Nine-Tenths	40%
150 feet	Three-Quarters	30%
100 feet	One-Half	20%
50 feet	One-Quarter	10%

Appendix II: NPCS

Encounter One:

All APLs

Nautilia: Female Sirine Sor10; CR 15; Medium Fey (Aquatic); HD 4d6+10d4+14; hp 55; Init +4 (Dex); Spd 30 ft., Swim 60 ft.; AC 23 (touch 20, flat-footed 19) [+4 Dex, +6 deflection, +3 amulet]; Atk +7 melee (1d6/19-20, short sword) and +2 melee touch (1d4 Int, touch); SA *charming song*, Int damage, spell-like abilities, spells; SQ deflection, low-light vision, soothing touch; AL CN; SV Fort +5, Ref +11, Will +14; Str 10, Dex 18, Con 12, Int 13, Wis 16, Cha 18 (22).

Skills and Feats: Animal Empathy +11 (+13), Concentration +18, Heal +10, Hide +11, Knowledge (arcana) +11, Perform (dancing, singing, poetry) +15 (+17), Spellcraft +11, Swim +15, Wilderness Lore +10; Dodge, Expertise, Greater Spell Focus (enchantment), Spell Focus (enchantment), Spell Penetration.

Greater Spell Focus (from Tome & Blood): Choose a school of magic to which you have already applied the Spell Focus feat. Your magic spells of that school are now even more potent than before. Add +4 to the DC of saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Charming Song (Sp): At will, a sirine can sing a special song that functions like a *charm person* spell (2nd level caster; save DC 15 (17)), except that it lasts for 11 hours and affects every creature that hears it.

Intelligence Damage (Su): Any creature hit by a sirine's touch attack takes 1d4 points of Int damage (or 2d4 on a critical hit).

Spell-like Abilities (Sp): 1/day – *fog cloud, improved invisibility, polymorph self*; as 11th level caster; save DC 14 (16) + spell level.

Deflection (Su): A sirine is surrounded by an aura that grants it a deflection bonus to its AC equal to its Cha bonus.

Soothing Touch (Su): A sirine, if it desires, can use its touch to restore 1d6 points of Intelligence damage caused by any sirine.

Possessions: scroll of hold monster, scroll of mind fog, helm of telepathy, cloak of charisma +4, amulet of natural armor +3, spell components pouch.

Spells Known (6/6/6/6/5/3; base DC = 14 (16) + spell level, 18 (20) + spell level for enchantment spells): 0—[*arcane mark, daze, detect magic, disrupt undead, flare, light, ray of frost, read magic, resistance*]; 1st—[*chill touch, comprehend languages, mage armor, magic missile, shield*]; 2nd—[*glitterdust, Melf's acid arrow, mirror image, Tasha's hideous laughter*]; 3rd—[*dispel magic, hold person, suggestion*]; 4th—[*charm monster, confusion*]; 5th—[*dominate person*].

APL 12

Fiendish Kraken: CR 14; Gargantuan Magical Beast (Aquatic); HD 20d10+180; hp 290; Init +4 (Improved Init.); Spd Swim 20 ft.; AC 20 (touch 6, flat-footed 20) [-4 size, +14 natural]; Atk +28 melee (2d8+12/19-20, 2 tentacle rakes) and +23 melee (1d6+6, 6 arms) and +23 melee (4d6+6, bite); Face/Reach 20 ft. by 40 ft./10 ft. (100 ft. with tentacle); SA improved grab, constrict 2d8+12 or 1d6+6, smite good; SQ jet, ink cloud, spell-like abilities, darkvision 60', cold resistance 20, fire resistance 20, damage reduction 10/+3; SR 25; AL NE; SV Fort +21, Ref +12, Will +13; Str 34, Dex 10, Con 29, Int 21, Wis 20, Cha 10.

Skills and Feats: Concentration +19, Knowledge (geography) +10, Knowledge (nature) +10, Listen +15, Search +15, Spot +15; Alertness, Blind-Fight, Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will.

Improved Grab (Ex): To use this ability, the kraken must hit an opponent of up to Huge size with an arm or tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): A kraken can deal automatic arm or tentacle damage with a successful grapple check against Huge or smaller creatures.

Jet (Ex): A kraken can jet backward once per round as a double move action, at a speed of 280 feet.

Ink Cloud (Ex): A kraken can emit a cloud of jet-black ink 80 feet high by 80 feet wide by 120 feet long once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

Spell-like Abilities (Sp): 1/day – *control weather, control winds, dominate animal, and resist elements*. These abilities are as the spells cast by a 9th level druid (save DC 15 + spell level).

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

APL 14

Fiendish Kraken of Legend: CR 16; Gargantuan Outsider (Aquatic); HD 20d10+280; hp 390; Init +4 (Improved Init.); Spd Swim 20 ft.; AC 28 (touch 9, flat-footed 25) [-4 size, +3 Dex, +19 natural]; Atk +33 melee (2d8+17/19-20, 2 tentacle rakes) and +31 melee (2d6+8, 6 arms) and +31 melee (4d6+8, bite); Face/Reach 20 ft. by 40 ft./10 ft. (100 ft. with tentacle); SA improved grab, constrict 2d8+12 or 2d6+6, smite good, breath weapon; SQ jet, ink cloud, spell-like abilities, darkvision 60', cold resistance 20, fire resistance 20, damage reduction 10/+3, see in darkness, fast healing; SR 25; AL NE; SV Fort +29, Ref +18, Will +17; Str 44, Dex 16, Con 39, Int 23, Wis 22, Cha 14.

Skills and Feats: Concentration +24, Knowledge (geography) +11, Knowledge (nature) +11, Listen +16, Search +16, Spot +16; Alertness, Blind-Fight, Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will, Multiattack.

Improved Grab (Ex): To use this ability, the kraken must hit an opponent of up to Huge size with an arm or tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): A kraken can deal automatic arm or tentacle damage with a successful grapple check against Huge or smaller creatures.

Jet (Ex): A kraken can jet backward once per round as a double move action, at a speed of 280 feet.

Ink Cloud (Ex): A kraken can emit a cloud of jet-black ink 80 feet high by 80 feet wide by 120 feet long once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness.

Spell-like Abilities (Sp): 1/day – *control weather, control winds, dominate animal, and resist elements.* These abilities are as the spells cast by a 9th level druid (save DC 16 + spell level).

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

Breath Weapon (Su): Every 1d4 rounds, the fiendish kraken of legend can use a breath weapon of cold (15 foot cone, 3d6 cold damage). A target can make a Reflex save (DC 34) for half damage.

See in Darkness (Su): The fiendish kraken of legend can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Fast Healing (Ex): A fiendish kraken of legend regains lost 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 the fiendish kraken of legend to regrow or reattach lost body parts.

Encounter Three:

APL 8 or 10

Cloaker Lord: CR 7; Huge Aberration; HD 9d8+45; hp 85; Init +5 (Dex, Improved Init.); Spd 10ft., Fly 50 ft. (average); AC 17 (touch 9, flat-footed 16) [-2 size, +1 Dex, +8 natural]; Atk +12 melee (2d6+8, tail snap) and +7 melee (2d4+4, bite); Face/Reach 15 ft. by 15 ft./10 ft. (5 ft. with bite); SA moan, engulf, spellcasting, dominate cloakers; SQ shadow shift, plane shift; SR 18; AL CN; SV Fort +8, Ref +6, Will +9; Str 26, Dex 13, Con 20, Int 18, Wis 17, Cha 15.

Skills and Feats: Hide +3, Knowledge (arcana) +13, Move Silently +10, Spellcraft +13, Spot +12; Blind-Fight, Combat Reflexes, Expertise, Improved Initiative, Lightning Reflexes.

Moan (Ex): As a free action, a cloaker lord can emit a dangerous subsonic moan at will, as long as it does not use its bite attack in the same round. By varying the frequency and intensity of the moan, a cloaker lord can create one of four different effects:

Unnerve: All within 90 feet of the cloaker lord suffer a –2 morale penalty on attack and damage rolls. Those forced to hear this sound for 6 consecutive rounds must make a Will save (DC 16) or enter a trance and become unable to attack or defend themselves until the moaning stops. Opponents who successfully save must repeat the save next round if the moaning continues.

Fear: All within 40 feet of the cloaker lord must make a Will save (DC 16) or flee in terror for two rounds.

Nausea: Everyone in a 40 foot cone must make a Fort save (DC 16) or become overcome with nausea and weakness. Affected characters fall to the ground and are unable to take any actions, including defending themselves, for 1d4+1 rounds.

Stupor: A single individual no more than 50 feet from the cloaker lord must make a Fort save (DC 16) or be affected as by a *hold monster* spell for 6 rounds. A cloaker lord can affect only one victim at a time with this ability, so if it decides to affect one character while another is still under the effect of the stupor, the previous effect is cancelled.

Engulf (Ex): A cloaker lord can try to wrap a foe of Large size or smaller in its body. The cloaker lord makes a grapple attack that does not provoke an attack of opportunity. If the cloaker lord achieves a hold, it is free to use its whiplike tail to strike at another target while it gnaws on an engulfed victim. The cloaker lord can bite an engulfed foe with a +4 attack bonus. Attacks made on an engulfing cloaker lord deal half their damage to the monster and half to the trapped victim.

Dominate Cloakers (Ex): Cloaker lords have a natural power of domination over ordinary cloakers, allowing them to rule as the unquestioned leaders in cloaker communities.

Shadow Shift (Su): Cloaker lords have the ability to manipulate shadows. This power is effective only in shadowy areas and has several possible effects:

Obscure Vision: The cloaker gains one-quarter concealment for 1d4 rounds.

Dancing Images: This duplicates the effect of a *mirror image* spell cast by a 9th level sorcerer.

Silent Image: This duplicates the effect of a *silent image* spell cast by a 9th level sorcerer.

Plane Shift (Sp): Cloaker lords can travel to and from the Plane of Shadow at will. Once per day, they can bring up to seven cloakers along with them on such a journey, as the spell *plane shift*.

Spellcasting: Cloaker lords have the spellcasting ability of 9th level wizards. They are considered specialists in spells of the shadow subschool. Cloaker lords cast all their spells with verbal components only:

Spells Prepared (4/6/6/5/4/2; base DC = 14 + spell level): 0—[*dancing lights, disrupt undead, ghost sound, read magic*]; 1st—[*chill touch, magic missile (2), ray of enfeeblement*, shield, sleep*]; 2nd—[*blindness/deafness, blur*, darkness, Melf's acid arrow, scare, spectral hand*]; 3rd—[*dispel magic, gaseous form*, haste, nondetection, slow*]; 4th—[*enervation*, Evard's black tentacles (2), improved invisibility*]; 5th—[*shadow evocation*, transmute rock to mud*].
*Shadow subschool bonus spell

Encounter Five:

APL 6

Fryst: Male Human (Oeridian-Suloise) Wiz7 (Necromancer); CR 7; Medium Humanoid (Human); HD 7d4+21; hp 58; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [+2 Dex, +2 bracers]; Atk +2 melee or +5 ranged; SA spells; SQ familiar (toad); AL NE; SV Fort +5, Ref +4, Will +4; Str 8, Dex 14, Con 16, Int 19, Wis 8, Cha 8.

Skills and Feats: Concentration +13, Knowledge (arcana) +14, Knowledge (the Planes) +14, Knowledge (Undead) +14, Scry +14, Sense Motive +4, Spellcraft +14; Combat Casting, Empower Spell, Scribe Scroll, Spell Focus (evocation, necromancy, transmutation).

Possessions: bracers of armor +2, spell components pouch.

Spells Prepared (4+1/5+1/4+1/3+1/2+1; base DC = 14 + spell level, 16 + spell level for evocation/necromancy/transmutation spells): 0—[*detect magic, disrupt undead*, disrupt undead, ghost sound, read magic*]; 1st—[*burning hands, chill touch*, magic missile, ray of enfeeblement, shield, shocking grasp*]; 2nd—[*blindness/deafness (2), cat's grace, ghoul touch, spectral hand**]; 3rd—[*fireball, haste, slow, vampiric touch**]; 4th—[*bestow curse, enervation, enervation**]. *school bonus spell

Spellbook: 0—[*all PH cantrips*]; 1st—[*burning hands, chill touch, endure elements, expeditious retreat, magic missile, obscuring mist, ray of enfeeblement, shield, shocking grasp*]; 2nd—[*blindness/deafness, cat's grace, ghoul touch, spectral hand*]; 3rd—[*fireball, haste, slow, vampiric touch*]; 4th—[*bestow curse, enervation*].

APL 8

Fryst: Male Human (Oeridian-Suloise) Wiz7 (Necromancer); CR 7; Medium Humanoid (Human); HD 7d4+21; hp 58; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [+2 Dex, +2 bracers]; Atk +2 melee or +5 ranged; SA spells; SQ familiar (toad); AL NE; SV Fort +7, Ref +6, Will +6; Str 8, Dex 14, Con 16, Int 19, Wis 8, Cha 8.

Skills and Feats: Concentration +13, Knowledge (arcana) +14, Knowledge (the Planes) +14, Knowledge (Undead) +14, Scry +14, Sense Motive +4, Spellcraft +14; Combat Casting, Empower Spell, Scribe Scroll, Spell Focus (evocation, necromancy, transmutation).

Possessions: bracers of armor +2, cloak of resistance +2, spell components pouch.

Spells Prepared (4+1/5+1/4+1/3+1/2+1; base DC = 14 + spell level, 16 + spell level for evocation/necromancy/transmutation spells): 0—[*detect magic, disrupt undead**, *disrupt undead, ghost sound, read magic*]; 1st—[*burning hands, chill touch**, *magic missile, ray of enfeeblement, shield, shocking grasp*]; 2nd—[*blindness/deafness (2), cat's grace, ghoul touch, spectral hand**]; 3rd—[*fireball, haste, slow, vampiric touch**]; 4th—[*bestow curse, enervation, enervation**]. *school bonus spell

Spellbook: 0—[*all PH cantrips*]; 1st—[*burning hands, chill touch, endure elements, expeditious retreat, magic missile, obscuring mist, ray of enfeeblement, shield, shocking grasp*]; 2nd—[*blindness/deafness, cat's grace, ghoul touch, spectral hand*]; 3rd—[*fireball, haste, slow, vampiric touch*]; 4th—[*bestow curse, enervation*].

APL 10

Fryst: Male Human (Oeridian-Suloise) Wiz7 (Necromancer); CR 7; Medium Humanoid (Human); HD 7d4+21; hp 58; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [+2 Dex, +2 bracers]; Atk +2 melee or +5 ranged; SA spells; SQ familiar (toad); AL NE; SV Fort +7, Ref +6, Will +6; Str 8, Dex 14, Con 16, Int 19 (21), Wis 8, Cha 8.

Skills and Feats: Concentration +13, Knowledge (arcana) +15, Knowledge (the Planes) +15, Knowledge (Undead) +15, Scry +15, Sense Motive +4, Spellcraft +15; Combat Casting, Empower Spell, Scribe Scroll, Spell Focus (evocation, necromancy, transmutation).

Possessions: *bracers of armor +2, cloak of resistance +2, headband of intellect +2, spell components pouch.*

Spells Prepared (4+1/6+1/4+1/3+1/2+1; base DC = 15 + spell level, 17 + spell level for evocation/necromancy/transmutation spells): 0—[*detect magic, disrupt undead**, *disrupt undead, ghost sound, read magic*]; 1st—[*burning hands, chill touch**, *magic missile (2), ray of enfeeblement, shield, shocking grasp*]; 2nd—[*blindness/deafness (2), cat's grace, ghoul touch, spectral hand**]; 3rd—[*fireball, haste, slow, vampiric touch**]; 4th—[*bestow curse, enervation, enervation**]. *school bonus spell

Spellbook: 0—[*all PH cantrips*]; 1st—[*burning hands, chill touch, endure elements, expeditious retreat, magic missile, obscuring mist, ray of enfeeblement, shield, shocking grasp*]; 2nd—[*blindness/deafness, cat's grace, ghoul touch, spectral hand*]; 3rd—[*fireball, haste, slow, vampiric touch*]; 4th—[*bestow curse, enervation*].

APL 12

Fryst: Male Human (Oeridian-Suloise) Wiz12 (Necromancer); CR 12; Medium Humanoid (Human); HD 12d4+36; hp 67; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [+2 Dex, +2 bracers]; Atk +5 melee or +8 ranged; SA spells; SQ familiar (toad); AL NE; SV Fort +9, Ref +8, Will +9; Str 8, Dex 15, Con 16, Int 20 (22), Wis 8, Cha 8.

Skills and Feats: Alchemy +20, Concentration +20, Knowledge (arcana) +20, Knowledge (the Planes) +17, Knowledge (Undead) +20, Scry +20, Sense Motive +6, Spellcraft +20; Brew Potion, Combat Casting, Empower Spell, Scribe Scroll, Skill Focus (concentration), Spell Focus (evocation, necromancy, transmutation), Spell Penetration.

Possessions: *bracers of armor +2, cloak of resistance +2, headband of intellect +2, pearl of power (3rd level spell), spell components pouch.*

Spells Prepared (4+1/6+1/6+1/5+1/4+1/4+1/3+1; base DC = 16 + spell level, 18 + spell level for evocation/necromancy/transmutation spells): 0—[*detect magic, disrupt undead**, *disrupt undead, ghost sound, read magic*]; 1st—[*burning hands, chill touch**, *magic missile (2), ray of enfeeblement, shield, shocking grasp*]; 2nd—[*blindness/deafness (3), cat's grace, ghoul touch, spectral hand, spectral hand**]; 3rd—[*fireball (2), haste, slow (2), vampiric touch**]; 4th—[*bestow curse, confusion, enervation, enervation*, ice storm*]; 5th—[*cone of cold (2), magic jar*, mind fog, teleport*]; 6th—[*chain lightning, circle of death*, disintegrate, flesh to stone*]. *school bonus spell

Spellbook: 0—[*all PH cantrips*]; 1st—[*burning hands, chill touch, endure elements, expeditious retreat, feather fall, magic missile, obscuring mist, ray of enfeeblement, shield, shocking grasp, Tenser's floating disk*]; 2nd—[*blindness/deafness, cat's grace, ghoul touch, spectral hand*]; 3rd—[*fireball, haste, slow, vampiric touch*]; 4th—[*bestow curse, confusion, enervation, ice storm*]; 5th—[*cone of cold, magic jar, mind fog, teleport*]; 6th—[*chain lightning, circle of death, disintegrate, flesh to stone*].

APL 14

Fryst: Male Human (Oeridian-Suloise) Wiz12 (Necromancer); CR 12; Medium Humanoid (Human); HD 12d4+36; hp 67; Init +2 (Dex); Spd 30 ft.; AC 14 (touch 12, flat-footed 12) [+2 Dex, +2 bracers]; Atk +5 melee or +8 ranged; SA spells; SQ familiar (toad); AL NE; SV Fort +9, Ref +8, Will +9; Str 8, Dex 15, Con 16, Int 20 (24), Wis 8, Cha 8.

Skills and Feats: Alchemy +21, Concentration +20, Knowledge (arcana) +21, Knowledge (the Planes) +18, Knowledge (Undead) +21, Scry +21, Sense Motive +6, Spellcraft +21; Brew Potion, Combat Casting, Empower Spell, Scribe Scroll, Skill Focus (concentration), Spell Focus (evocation, necromancy, transmutation), Spell Penetration.

Possessions: bracers of armor +2, cloak of resistance +2, headband of intellect +4, pearl of power (3rd level spell), spell components pouch.

Spells Prepared (4+1/6+1/6+1/5+1/4+1/4+1/3+1; base DC = 17 + spell level, 19 + spell level for evocation/necromancy/transmutation spells): 0—[*detect magic, disrupt undead**, *disrupt undead, ghost sound, read magic*]; 1st—[*burning hands, chill touch**, *magic missile (2), ray of enfeeblement, shield, shocking grasp*]; 2nd—[*blindness/deafness (3), cat's grace, ghoul touch, spectral hand, spectral hand**]; 3rd—[*fireball (2), haste, slow (3), vampiric touch**]; 4th—[*bestow curse, confusion, enervation, enervation**, *ice storm*]; 5th—[*cone of cold (2), magic jar**, *mind fog, teleport*]; 6th—[*chain lightning, circle of death**, *disintegrate, flesh to stone*]. *school bonus spell

Spellbook: 0—[*all PH cantrips*]; 1st—[*burning hands, chill touch, endure elements, expeditious retreat, feather fall, magic missile, obscuring mist, ray of enfeeblement, shield, shocking grasp, spider climb, Tenser's floating disk*]; 2nd—[*blindness/deafness, cat's grace, ghoul touch, spectral hand*]; 3rd—[*fireball, haste, slow, vampiric touch*]; 4th—[*bestow curse, confusion, enervation, ice storm*]; 5th—[*cone of cold, magic jar, mind fog, teleport*]; 6th—[*chain lightning, circle of death, disintegrate, flesh to stone*].

APL 6 or 8 or 10

Spellstitched Ghast: CR 4; Medium Undead; HD 4d12; hp 26; Init +2 (Dex); Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 natural]; Atk +4 melee (1d8+1 and paralysis, bite) and +1 melee (1d4 and paralysis, 2 claws); SA stench, paralysis, create spawn, spell-like abilities; SQ undead, turn resistance +4, damage reduction 5/+1; SR 18; AL CE; SV Fort +3, Ref +5, Will +8; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8; Multiattack, Weapon Finesse (bite).

Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fort save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed at a Fort save (DC 15) or be paralyzed for 1d6+4 minutes. Even elves are vulnerable to this paralysis.

Create Spawn (Su): Humanoid victims of a spellstitched ghast that are not devoured by the creature rise as ghosts in 1d4 days..

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. The creature has darkvision 60'.

Spell-like Abilities: 2/day – *chill touch, fog cloud, magic missile, Melf's acid arrow*; 1/day – *fireball, lightning bolt*; as 4th level sorcerer; save DC 13 + spell level.

APL 8 or 10 or 12 or 14

Spellstitched Bodak: CR 9; Medium Undead; HD 9d12; hp 58; Init +6 (Dex, Improved Init.); Spd 20 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 natural]; Atk +6 melee (1d8+1, slam); SA death gaze, spell-like abilities; SQ undead, damage reduction 15/silver and 5/+2, fire and acid resistance 20, electricity immunity, sunlight vulnerability, flashbacks, turn resistance +2; SR 16; AL CE; SV Fort +5, Ref +7, Will +9; Str 13, Dex 15, Con -, Int 6, Wis 12, Cha 12.

Skills and Feats: Listen +11, Move Silently +14, Spot +13; Dodge, Improved Initiative, Weapon Focus (slam).

Death Gaze (Su): Death, range 30 feet, Fort negates (DC 15). Humanoids who die from this attack are transformed into bodaks in one day.

Sunlight Vulnerability (Ex): Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

Flashbacks (Ex): At the start of an encounter, there is a 5% chance that a bodak notices something about an opponent (randomly determined) that causes it to recall its life. If this happens, the bodak takes no action for 1 round and suffers a -2 morale penalty to all attacks directed at that opponent.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. The creature has darkvision 60'.

Spell-like Abilities: 2/day – *chill touch, fog cloud, magic missile, Melf's acid arrow*; as 9th level sorcerer; save DC 11 + spell level.

APL 12 or 14

Spellstitched Devourer: CR 12; Large Undead; HD 12d12; hp 78; Init +4 (Improved Init.); Spd 30 ft.; AC 18 (touch 9, flat-footed 18) [-1 size, +9 natural]; Atk +11 melee (1d6+5, 2 claws); Face/Reach 5 ft. by 5 ft./10 ft.; SA energy drain, trap essence, spell-like abilities; SQ undead, spell deflection, damage reduction 10/+3, turn resistance +2; SR 21; AL NE; SV Fort +6, Ref +6, Will +13; Str 21, Dex 10, Con -, Int 16, Wis 16, Cha 17.

Skills and Feats: Climb +10, Concentration +18, Jump +17, Listen +17, Move Silently +12, Spot +17; Alertness, Blind-Fight, Combat Casting, Expertise, Improved Initiative, Weapon Focus (claw).

Energy Drain (Su): Living creatures hit by a devourer's claw attack or spectral hand ability receive one negative level. The Fort save to remove the negative level has a DC 19.

Trap Essence (Su): The devourer is named for its ability to consume an enemy's life essence. To do so, it must forgo its normal melee attacks and make a trap essence attack. This requires a normal attack roll but deals no damage. The affected creature must succeed at a Fort save (DC 19) or die instantly. The slain creature's essence is trapped within the devourer's ribs, and the diminutive figures takes on that victim's features. The trapped essence cannot be raised or resurrected, but a *limited wish, miracle*, or *wish* spell frees it, as does destroying the devourer. A devourer can only hold one essence at a time. The trapped essence provides the devourer with enough power to use five spell-like abilities per HD or level of the trapped creature. As this energy is expended, the twisted soul fades away until it evaporates completely. The trapped essence receives one negative level for every five spell-like uses. When the number of negative levels equals the creature's total HD or level, the essence is destroyed. If an essence is freed, the restored creature must succeed at a Fort save (DC 17) for each negative level or lose that permanently.

Spell-like Abilities: At the start of any encounter, the trapped essence within a devourer is assumed to have 3d4+3 levels (enough fuel for 30 to 75 uses). Once per round, the devourer can use one of the following as the spell cast by an 18th level sorcerer (save DC 13 + spell level): *confusion, control undead, ghoul touch, lesser planar ally, ray of enfeeblement, spectral hand, suggestion*, and *true seeing*.

Spell Deflection (Su): The trapped essence provides a measure of magical protection. If any of the following spells are cast at the devourer and overcome its spell resistance, they affect the imprisoned essence instead: *banishment, chaos hammer, confusion, detect thoughts, dispel evil, dominate person, emotion, fear, geas/quest, holy word, hypnosis, imprisonment, magic jar, maze, suggestion, trap the soul*, or any form of charm or compulsion. In many cases, this effectively neutralizes the spell. Some of them, might eliminate the trapped essence, robbing the devourer of its magical powers until it can consume another.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. The creature has darkvision 60'.

Spell-like Abilities: 2/day – *chill touch, fog cloud, magic missile, Melf's acid arrow*; 1/day – *contagion, fireball, ice storm, lightning bolt*; as 12th level sorcerer; save DC 13 + spell level.

APL 14

Spellstitched Vilewight: CR 9; Medium Undead; HD 12d12; hp 78; Init +6 (Dex, Improved Init.); Spd 30 ft.; AC 18 (touch 12, flat-footed 16) [+2 Dex, +6 natural]; Atk +10 melee (1d6+4, 2 claws) and +5 melee (1d8+2, bite) and +5 melee (1d6+2 and disease, tendril bites); Face/Reach 5 ft. by 5 ft./5 ft. (10 ft. with tendril bites); SA *dark channel*, disease, energy drain, improved grab, spell-like abilities; SQ undead, create spawn, damage reduction 10/+3, turn resistance +2; SR 17; AL NE; SV Fort +6, Ref +8, Will +11; Str 18, Dex 15, Con -, Int 17, Wis 12, Cha 14.

Skills and Feats: Climb +12, Hide +15, Knowledge (arcana) +16, Listen +16, Move Silently +25, Spot +14; Alertness, Combat Reflexes, Dodge, Expertise, Improved Initiative, Mobility.

Dark Channel (Sp): Once every other round, a vilewight can channel the negative energy infusing it into a line of cold, black energy 5 feet wide and 30 feet long. Everyone in the area takes 8d8 pts of damage (Reflex save DC 18 half).

Disease (Ex): Any creature hit by the vilewight's intestinal tendrils must succeed at a Fort save (DC 16) or contract life blindness (Incubation: 1 day, Damage: The infected victim loses all ability to perceive living creatures, even plants. All such beings are treated as invisible, silent, and odorless. The loneliness and alienation eventually drive the victim to become completely anti-social, suffering effects similar to the *emotion (despair)* and *emotion (hate)* spells.)

Energy Drain (Su): Any living creature hit by any of a vilewight's natural attacks gains two negative levels. For each negative level bestowed, the vilewight heals 5 points of damage. If the amount of healing is more than the damage it has taken, it gains any excess as temporary hit points. If the negative level hasn't been removed (with a spell such as restoration) before 24 hours have passed, the afflicted opponent must succeed at a Fort save (DC 18) to remove it. Failure means the opponent's level (or Hit Die) is reduced by one.

Improved Grab (Ex): If a vilewight hits a Medium or smaller opponent with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +10). If it hits with a claw it automatically hits with its tendril bites in the next round. The vilewight has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the vilewight is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw and tendril bites damage.

Create Spawn (Su): Any humanoid slain by a vilewight becomes a wight in 1d4 rounds. Such wights are under the command of the vilewight that created them and remain enslaved until its destruction. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. The creature has darkvision 60'.

Spell-like Abilities: 2/day – *chill touch*, *fog cloud*, *magic missile*, *Melf's acid arrow*, as 12th level sorcerer; save DC 12 + spell level.

Player Handout #1

Explorations at the Head of the Javan

Gradsul, Keoland – Drawmij

Account of an Expedition to the Barrier Peaks

Hookhill, Gran March – Watcher Urrelin Polirian

Treatise on the Plane of Shadow

Dark Gate, Yeomanry – Dustdigger map

A Scroll of the King of the Valley Elves

Hochoch, Geoff – Grand Duke

Shades of Grey Matter

Dimhaven, Bissel – Varik Goosedimple

Ulredd Luthgeim's Planar Research – Plane of Shadow

Lortmil Hills, Principality of Ulek – map to tomb

Player Handout #2

If you seek my knowledge then you know my true treasure.

You may borrow it as long as you return it.

Start high and left and then spiral across to find the pattern.

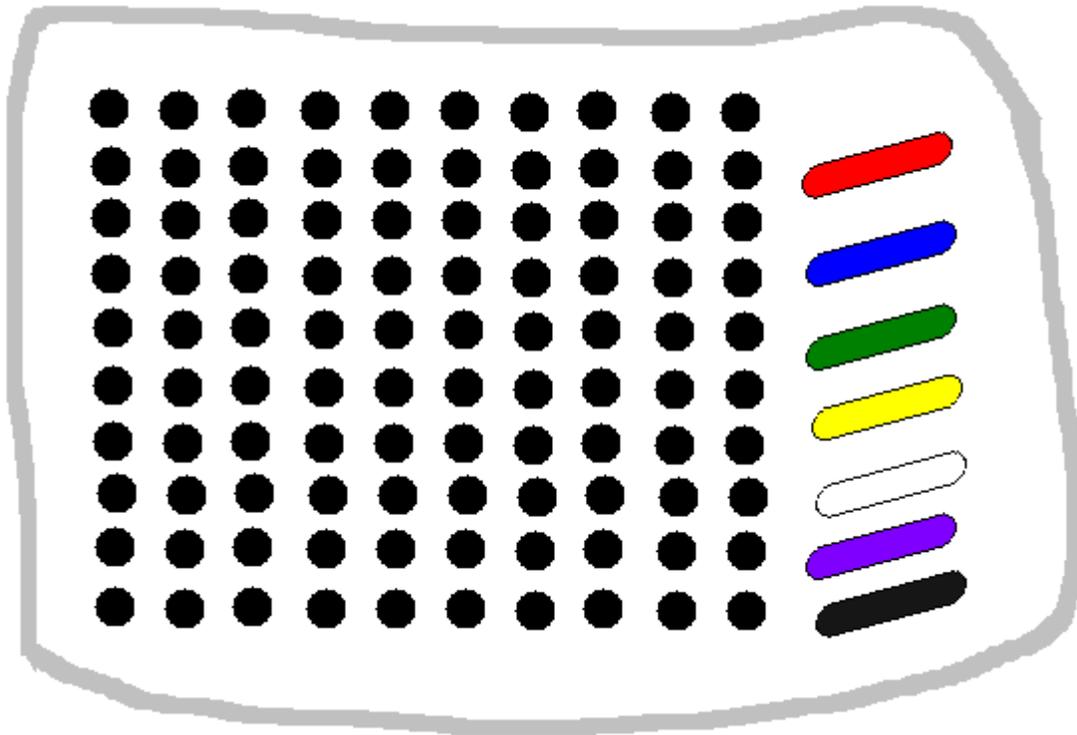
Answer my seven riddles and know the places the crystals
should fall.

Wrong answers will cost you, but those who seek my lore
should have no problems with finding the truth.

Red, blue, green, yellow, white, purple, black.

The cleverest see the answer is right in front of them.

Player Handout #3



Have Tome – Will Travel
Critical Events Summary
For Tables Running in March, April, or May of 2003

1. *Did the PCs uncover Tysiln San's involvement in this mission?*

2. *Which books did the PCs deliver to their employer? Did they keep any of them from him and what did they do with those books?*

3. *Did Nautilia learn of Tysiln San's involvement?*

4. *Did the PCs slay all of the creatures in the encounter in the Passage of Slerotin?*

5. *Did the PCs take anything other than the scrolls from Ulredd's tomb?*

6. *Did the PCs make copies of any of the tomes/scrolls for their own collection, and, if so, which ones?*

If you run this event in March, April, or May of 2003, please e-mail the results from this sheet to Steven Conforti, Circle representative for the Sheldomar Valley, scon40@aol.com, by June 15, 2003.