

SND4-04

By a Moonlight Shadow

A 1-Round D&D LIVING GREYHAWK[®]
A Sunndi Regional Adventure

Version 1.0

Round 1

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It is late, the night is warm and a full Luna lights the deserted streets of the Olve District in Pitchfield. Only the adventurous are up and about. All is quiet and well – or is it? A woman's scream is followed by an unnerving hound's howl. Will you be in time to save her life? A scenario for APL 4 to 12.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A five-hour time block has been allocated for each round of this scenario. 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.

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 Website, 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*.

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 four 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 grey 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. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator along with any event tickets.

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.

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

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

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

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. 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 two things that you can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs

Charisma check. 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 1-round Regional adventure, set in Sunndi. Characters native to Sunndi pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Adventure Background

In the year 577 CY the forces of the Great Kingdom crossed the Greyflood River in what was to become a six-year long war of attrition. The war culminated in a short conquest of Sunndi in 583 CY. With the aid of Commander Osson of Almor the forces of the Great Kingdom within Sunndi were finally defeated at the Battle of Rieuwood in that same year. Six years of war leaves it scars both on the land and its people. If death itself did not cause enough harm, the cruelty of the soldiers of the Great Kingdom was worse. Few that were captured survived with their bodies and minds intact. Those victims that returned into the embrace of their loving families and friends tended to heal, though even for them the road was long and hard. Those that found their homes empty and desolate due to the depredations of the Great Kingdom's armies faced unimaginable hardship.

One of these lone souls was the young grey olve Derwyndal (DER-win-dahl). The youngster and his parents had lived in Pitchfield at the start of the Greyhawk Wars, and when the Sunndian army was overrun in 583 CY, they did not flee in time. Derwyndal's parents were brutally murdered by orcs, while a human officer kept Derwyndal and his younger sister, Nysneidre [nis-NEER-drey], alive. Their lives were not spared out of pity, the human officer was a cruel man who vented his anger and hatred on the poor olven youngsters. The hardships they had to endure during their brief imprisonment are impossible to describe, until finally Derwyndal was left behind for dead in an alley within the town of Pitchfield.

It was in this alley that a powerful worshipper of Wastri found him. At first the man wanted to kill the teenager, but something kept his knife from piercing the heart of the olve. It was not pity, but the realization that he could use Derwyndal as a tool in the aid of Wastri's cause. In secret he nursed Derwyndal back to physical health, but through careful manipulations he shattered an already fragile mind. He managed to direct the olve's madness into

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

to attack must succeed at a DC 10 Handle Animal or

the desired direction. Derwyndal came to despise humankind, though he considered them mere animals, not worth more attention than most people would pay to mosquitoes. His real hatred was directed at those elves that intermingled peacefully with these pests. They should know better and if it were not for them, humans would never have murdered his parents. The elves should have never been involved in the Greyhawk Wars, which was ultimately a human affair.

The true intent of the Wastrian was to use Derwyndal as an assassin against Hazendel. The idea of an olve killing another olve out of bigotry and self-deception was too good to pass up. Better yet, no human needed to die for it. To this effect he started to train Derwyndal in the arcane arts, since a mundane assassin would have a difficult time penetrating Hazendel's defences. It would take some time, but the Wastrian was patient, especially for a human.

It all looked very promising, and soon Derwyndal would be ready. Then the Wastrian lost control over Derwyndal, or more precisely, Derwyndal lost control over himself. In his obsession to learn about the enemy he joined a group of olven and human youngsters at the temple of the Eliastrair: a group that was formed to ferment better relations between mankind and the olves. One of the youngsters of this group had a relation with a human. When by chance he met both of them, four months ago, with the full moon in the sky, Derwyndal finally snapped. Furiously he confronted the couple, but both ignored him. Eaten by anger, he snapped and kidnapped the teenage olven lady later that same night. He took her to his home where he murdered her brutally three nights later and left her corpse on the street.

With his first murder, the dam was broken. Fully aware that his murders would draw unwanted attention, Derwyndal tried in vain to suppress his urge to kill. By the end of the month the urge once again got the better of him and another olven woman fell to his blade – again somebody he had met at the temple of the Eliastrair. With each murder the urge to kill was lessened for a time, and he could control himself once again. A month later his third victim fell, once again an olven lady who was overly friendly with humans.

The authorities found the corpses, and were revolted by the condition they were in. The corpses made it perfectly clear that the final moments of the women were far from pleasant. When the third corpse was found, the authorities realized they were dealing with a particular vicious murderer, suspecting an insane male human worshiper of Wastri or some other evil deity. They kept the news of the murders secret to prevent both a panic among the people and a rise of hatred and anger that come hand in hand with such a panic. They hoped to solve the crimes

before more victims fell. What they did not realize was that they were looking in the wrong direction: the murderer was not a human cultist or a lycanthrope, but an olven serial killer – a highly intelligent sociopath.

Now with Luna once again full in the sky, they are desperate for a break. It will not be up to the guards of Pitchfield to solve this case, since by now Derwyndal is much too powerful for mere city guards to handle. Instead, a group of adventurers gets the opportunity to stop Derwyndal when by chance they get to save the live of an important olven lady from the teeth of a pack of murderous dogs of clearly supernatural origin. After having seen these dogs, Pitchfield's guards are all too willing to leave it up to Sunndi's finest: a group of powerful adventurers.

As for the Wastrian, he sees his plot to assassinate Hazendel fail, but an olven serial killer, especially one that targets olves, is not a total failure...

A few words on why

During the scenario the players might wonder why their characters can find and confront the serial killer in three days, while the Sunndian authorities could not do so in four months. While speculations about ineptness are to be expected, it is not very fair to the guards of Pitchfield.

First of all, it takes time to recognize the work of a serial killer, especially in a world where brutal murders can have many more explanations. The lack of modern communication and archiving methods also pose of a problem in recognizing a problem. The murderer only strikes once per month, making it relatively easy for people to miss the overview. Nobody made the right connections during the first few months and only after the third victim did the authorities began to realize something was amiss.

Secondly, even a 4th level PC is a lot more powerful than the typical guard. Adventurers also tend to have more resources available. The murderer is incredibly powerful, especially at higher APLs, and it is relatively easy for Derwyndal to fool common guards. At the start of the scenario, the guards still think they are dealing with what appears to be a common murderer and one not particularly threatening at that. To the authorities using adventurers at this point to hunt down the murderer is like using a *fireball* to hunt a mosquito, especially since adventurers have a tendency to deal just as much collateral damage as a *fireball*.

It is only after the brutal attack by the dogs (see Encounter 1) that the authorities realize that they are dealing with a power beyond the ability of a common guard. At that point the PCs are already trying to solve the case and who better to solve it than adventurers? They are used to these kinds of situations and if they voluntarily want to risk their life, why intervene? The officers might balk because of misplaced pride and distrust, but most

guards cheer to the idea of somebody else then them risking their lives and who blames them? Guards are ill equipped to deal with supernatural threats of this magnitude after all.

Adventure Summary

By a Moonlight Shadow is a free-flow adventure around the PC's investigation of the kidnapping of a young olven woman. Which encounter follows after having been put on the trail of Derwyndal depends on the choices the PCs make and they can be run in whatever order the players chose. The adventure finally ends after they have confronted Derwyndal in his home in Encounter 9.

Introduction [Screams in the Night]: It is late and for some reason the PCs are wandering through the deserted streets of the Olve District in Pitchfield. Suddenly the peaceful silence of the night is shattered by a woman's scream and a hound's howl. Rushing towards the sound they find a single olven lady in dire straits, facing three murderous dogs the size of a horse.

Encounter 1 [Teeth and Fur]: Fighting the murderous beasts is no easy task, but without the PC's aid, the lady will most certainly die.

Encounter 2 [Royalty in Disguise]: Once the foul creatures have been defeated, the lady reveals herself as Princess Eyanata, younger sister to King Hazendel. Some dangerous lunatic has just kidnapped her friend Glynnna. She begs the PCs to rescue her. She knows the local authorities cannot handle such a threat. She can offer little information, nor help, because she was not supposed to be here.

The guards on the other hand can tell that there is more than meets the eye to the kidnapping. A innocent looking yellow wooden coin left behind by the kidnapper suggests a serial killer is behind the kidnapping.

Encounter 3 [On Sacred Ground]: One of the places for the PCs to visit is the temple of the Eliastriair. The bodies of the victims were brought to the temple and examined by the clergy and some clues can be found here.

Encounter 4 [Guards]: Another place to gain information is at the guard station in the district. Getting the guards to tell anything is not too easy.

Encounter 5 [Grieving Souls]: Much information can be gleaned by talking with the victim's relatives and friends. Though speaking with them in their grief is painful, and separating the wheat from the chaff is necessary.

Encounter 6 [Suspect Pupils]: All the victims were involved in a study group in the temple of the Eliastriair on human-elf relations. It is reasonable to assume the murderer was involved in it as well. This encounter details the other pupils of the group.

Encounter 7 [Haunted Dreams]: The olven gods have taken an active interest in the matters of mortals. Members of the Eliastriair, and clergy of Sehanine Moonbow are visited by a prophetic dream at the first night of their investigation. While it contains clues, it also includes a request to keep the murderer alive and hand him over to the followers of Sehanine Moonbow. The dream suggests a special reward for those who do so.

If there are no such characters present, either an olve, half-olve or human gets this dream in that order of preference.

Encounter 8 [Neighbourhood Watch]: This is an optional encounter to be used when the PCs arrive a bit too early at Derwyndal's doorstep. A group of concerned local citizens patrol the streets as the neighbourhood watch. They confront the PCs if the PCs are doing anything that might arouse their suspicion.

Encounter 9 [The Murderer's Hole]: Eventually the PCs should trace the tracks of the murderer to an old building within the Olve Quarters. In the cellar they find both the victim and the kidnapper.

Conclusion: After having confronted Derwyndal, all that remains is to return the victim or her corpse to her relatives. Searching the place reveals many clues about the identity of Derwyndal and how external manipulations have pushed him over the edge.

With the murderer disposed of (either killed or handed over to the followers of Sehanine Moonbow), Eyanata is grateful and she rewards the PCs.

The adventure is over, but who is the mysterious teacher Derwyndal talked about? What are the mad references about that the PCs found in his diary?

The Laws of Pitchfield

The adventure "By a Moonlight Shadow" takes place in the town of Pitchfield, which is one of the more law-abiding and civilized parts of Sunndi. The consequence of this is that the PCs are much more likely to clash with the local authorities. After all, during their investigations they run the risk of being accused of trespassing, violation of privacy, theft, vandalism, slander or even more serious crimes such as assault, the use of forbidden magic or impersonating a governmental official. Keep a close eye on the actions of the PCs during the game, and whether there are witnesses or not when they commit a crime. For fairness it is important to make sure the players are aware of both the laws and punishments of Sunndi even if their characters are not. It is of special importance to note the risk of using Enchantments (see below), since it is not a particular obvious crime.

More detailed information on the laws and punishments of Sunndi can found at

<http://www.sunndi.org/policies/law.html>. Note that these are guidelines. Use them at your discretion. Any punishment that might result in the (semi-) permanent removal of a character from play within Sunndi (hard labour longer than 1 year, death and banishment) should be brought to the Triad's attention after the session to be validated by them. If a player thinks punishment is unfair, that player can contact the Triad as well: in game the PC is appealing to a higher court. In most cases the triad confirms the DMs ruling.

There are a few specific laws that require special attention. Like in most parts of Sunndi carrying arms is not illegal in Pitchfield, though weapons must be peace-bound unless you have a special dispensation (like official licensed bodyguards). The guards do not enforce this law very strictly, and the peace-bound weapons are not sealed with an official seal to help check illegal use of a weapon. In theory a guard can confiscate weapons that are not peace-bound, or ask a fine of 5 gp, in practice all they do is give a warning.

Chances are that the PCs will want to use Enchantment spells such as *charm person* and *suggestion* during the investigation. While such magic is not illegal by definition, it tends to fall under the law that forbids the magic that would intervene with personal integrity. If used on anybody but the murderer, or for anything else than to quickly dispatch an attacker, it leads to 1 month (4 TU) of hard labour ***if*** the spell was used in the pursuit of justice (e.g. charming an uncooperative witness). Punishment can be as high as 6 months (24 TU) of hard labour if used for frivolous reasons, especially when used on government officials (e.g. making a guard act like a chicken).

Another danger of adventuring in the city is the fact that many of more dangerous spells have a tendency to do a lot of collateral damage. Fire spells are especially feared in a city. Adventurers should take real care what spells they use, and even in a slightly anarchic country like Sunndi, guards can react rather harshly to fools casting *fireballs* left and right. Most of the time the PC only needs to pay a fine of double the damages caused. When using fire magic, or spells that directly endanger the public, a PC can be charged with the reckless use of magic. This can be punished with 1 to 6 weeks of hard labour (1 to 6 TU). If an actual fire is started, the PCs can be accused of arson, which has a minimum penalty of 5 years of hard labour. If people actually die in the fire punishment is death without chance of resurrection. Note that fire spells with instantaneous duration only set readily burnable things on fire and even then the PCs should have enough time to douse the flames. As long as they do not cast it in haystacks, the local brewery or in a lamp oil shop chances are slim indeed of starting a raging bonfire.

Minor crimes, those that fall under the Noble's Laws, do not lead to an immediate arrest. It is best to deal with it at the end of the game. If there were witnesses or the PCs left behind solid evidence of their guilt, they eventually face trial and punishment. Otherwise they get away with it. Serious crimes (especially murder, grievous assault and the use of forbidden magic) lead to an immediate arrest, and most likely to the end of the adventure for that particular PC. Note that the authorities use spells like *speak with dead* and other Divination magic in case of such crimes and hence it is much more likely that the guilty PC eventually gets punished for the act (though without witnesses this most likely happens at the end of the adventure).

By the end of the scenario it is likely the PCs have earned a favour with the Pitchfield authorities for solving the murders. This favour can be immediately spent to remove any punishment for minor crimes and impersonating government officials. The punishment for major crimes is unavoidable. Obviously, killing the murderer is not murder and trespassing in the murderer's private home should not be punished either (as long as there is reasonable evidence of the guilt of the murderer – even if obtained after the fact). Sunndi is a neutral good state that tends to look favourable upon vigilantes as long as the vigilantes act against the guilty and within the limits of decency. Killing a pickpocket is still murder.

Introduction: Screams in the Night

For one reason or another, the PCs are out and about in the streets of the Olve District in the town of Pitchfield. It is past midnight, the sky is clear and a nearly full Luna provides plenty of illumination. The PCs can already be together, or wandering through town alone or in small groups. Reasons for being out, are up to the individual players, but might include an inability to sleep, the urge to see Pitchfield by moonlight or while in between a tavern visit. More than likely the PCs are in the area on their own or as small groups of friends, arriving at the battle from different directions.

Note that PCs need to prepare their spells before the start of the adventure. As far as the PCs are concerned it is a perfectly ordinary night in the town of Pitchfield. There was no hint of trouble until the woman's scream shattered the silence of the night. The blurb gives away a bit more than the characters might know, but that is not much of a problem.

Since the encounter takes place after midnight, it is important to know beforehand what spells PCs typically cast during the day (e.g. *mage armour* and *false life*) so that

you know which spells are active at the start of the encounter and which spells are still available to the PC.

It is a hot humid night. The sky is clear, and a nearly full Luna illuminates the dark streets of Pitchfield. It is past midnight and few people are up and about at this time of the night. Even the olves, who need so little rest, are meditating silently in their dark houses. Only a few late night tavern guests, the restless, night guards and the less than honest can be found outside.

The Olve District is one of the richer neighbourhoods, and though there are poor olves, they tend to take care of themselves much better than humans do. The night watch rarely has to venture out in this area since the locals rarely cause trouble and burglars can find more wealth, easier reachable, in other districts. Muggers frequent the place even less often. The broad lawns sided by huge trees and the many lush gardens in the area might offer ample hiding spots, but on average humans are simply easier victims for an ordinary mugger.

It is hot, and not even a light breeze offers comfort against the oppressive heat of the night. With all people asleep, and no wind, it is utterly silent. A few animals can be heard from the many gardens, rustling through the bushes, but even those disturbances of the peace are rare. It is almost as if the city is holding its breath, waiting for something disastrous to happen.

The sound of two laughing women from somewhere nearby is difficult to miss in the silence of the night. Though in the silence it is difficult to estimate where it comes from and how far away the two might be. Suddenly the laughter stops, followed within a single heartbeat by a scream of absolute terror. As if in response to the scream, a single, unnatural sounding, howl, not unlike that of a huge hound mixed in with a strange gurgling sound and that of a knife scratching a plate, follows. Birds sleeping in nearby trees and bushes screech in panic and many dogs start to bark loudly. Whatever made that sound woke up the whole neighbourhood. The laughter has been replaced desperate cries for help by a single woman...

The PCs have little time to react before it is too late. Roll initiative immediately to press the need for hurry upon the players and then ask each player in order what they do. Keep the initiative for the dogs (see Encounter 1 below) as of yet secret. If at least one PC has not arrived at the battle scene before the end of the third round, Eyanata dies a horrible death in the maws of one of the murderous beasts. If that happens, the beasts go on a killing spree and the PCs are the first victims on their path. In this case, you need to adjust the description at the start of Encounter 1. The troubleshooting section at the end of Encounter 2 also give

information on how to deal with this once the dogs are defeated.

Estimating distances is difficult, and unless the PC succeeds in a DC 20 Listen check he fails. The screams for help are roughly 60 feet away, around the corner from where the PCs are. It is 40 feet down the road. From that corner they enter Encounter 1. The dogs and the olven lady are 20 feet away from there.

More information on the battlefield can be found on Map 1: Teeth and Fur.

Encounter 1: Teeth and Fur

Once the PCs turn around the corner, read out aloud the following:

On the middle of the 20 feet wide lane, about 20 feet away from where you are standing, three horse-size <add multi-headed at higher APL 10 and 12> dogs circle around what appears to be a 5 feet tall lithe olven lady. Both sides of the road are lined with high straight trees about 20 feet apart from each other. 5 feet away from the trees a 10 feet high wall overgrown with ivy blocks entrance to the gardens behind.

The dogs look like large vicious war dogs with short sickly scruffy looking yellow fur. Their eyes glow with an unnatural yellow-green light. Their large, teeth-filled maws drip with saliva. Upon closer inspection their skin is covered with puss-filled bulbs some of which seem to pulse with a life of their own.

In contrast to the dogs' ugliness, the olven lady looks almost radiant. She wears a simple blue dress with a hooded green cloak. The hood is pulled off, and her steep pale golden hair flows freely in the air. A green cloth tiara keeps it out of her eyes, but no other obvious jewellery can be seen. Her eyes are wide open both in fear and concentration as she dexterously avoiding the snapping jaws of the monstrous dogs around her. It almost looks like a dance, and few people could duplicate some of the feats you see her doing in a desperate attempt to remain out of the maws of those beasts. It is a losing battle though. It is almost as if the dogs are playing with her and if she does not get aid soon, she will most certainly die. She cannot run, because even the slightest laps in her attention would mean immediate death.

The lady does not detect as evil and she is exactly what she appears to be: an olven lady in deep trouble. Though a *detect magic* or similar spell reveals her tiara to be a magical one (Faint Illusion aura).

PCs who succeed at a DC 30 Knowledge (nobility and royalty) or Knowledge (the Splintered Sun) check immediately recognize the girl as princess Eyanata, younger sister of Hazendel and future countess of Esparithen. Recognizing her in these plain clothes and distressing circumstances is not easy. People who have met her before (at the present impossible) obviously recognize her automatically. Members of the bardic college, The Lyre, gain a +5 circumstance bonus on this roll.

Creatures: Derwyndal has been experimenting with combining essence from the Far Realm with guard dogs, creating creatures not unlike dire wolves with the pseudonatural template (see Appendix 8). At first the results appeared to be satisfactory, but of late controlling the beasts became more and more difficult. Their barking and howling started to draw unwanted attention. He just hopes that their death is glorious, taking as many humans and olves with them as possible.

The dogs have the statistics of pseudonatural dire wolves (even multi-headed at APL 10 and 12) they look like large vicious war dogs the size of a horse. They are overcome by rage, and the moment they hear, see or smell the PCs they turn upon them as one. They do not make a sound except for their heavy tread and the snapping noises of their jaws. Recognizing the dogs as pseudonatural requires a DC 30 Knowledge (arcana) check, unless the PC is an alienist in which case the check follows the standard rules for recognizing creatures as described under the knowledge skill in the *Player's Handbook*.

Note: The fight takes place at night. While the moon provides a lot of light, using ranged attacks by those without low-light vision result in a 20% miss chance due to concealment.

The road itself is 20 feet wide and lined on both sides by trees each 20 feet apart. 5 feet further starts 10 feet high walls overgrown with ivy.

APL 4 (EL 7)

➤Pseudonatural dire wolves (3): hp 45 each; See Appendix 1.

APL 6 (EL 9)

➤Pseudonatural dire wolves, advanced 9 HD (3): hp 76 each; See Appendix 2.

APL 8 (EL 11)

➤Pseudonatural dire wolves, advanced 15 HD (3): hp 127 each; See Appendix 3.

APL 10 (EL 13)

➤Two-headed pseudonatural dire wolves, advanced 17 HD (3): hp 161 each; See Appendix 4.

APL 12 (EL 15)

➤Three-headed pseudonatural dire wolves, advanced 22 HD (3): hp 226 each; See Appendix 5.

Tactics: At the start of the combat these ferocious creatures are not expecting much resistance. Hence their cruel play with their prey (the olven lady).

The moment the PCs appear on the scene they leave the lady alone for more worthy and dangerous prey. They have been trained to kill humans, and those are their favourite. Unlike regular dogs these insane creatures do not work as well in a pack and each tends to fight on its own. At first they focus on the closest target, preferably human, but once they are aware of the biggest threat (as defined by dealing the most damage) they focus on it.

At the start the dogs have not yet used their True Strike ability. They do not use their alternate shape, not even realizing they can do that.

Note that only if the PCs do not have any smell, the dogs are automatically aware of their approach once they are within 30 feet.

Treasure: None.

Development: With the appearance of the PCs on the scene, the olven lady does not retreat. Instead she tries to help the PCs in the fight, though she is mostly ineffective (though she can provide flanking bonus or assist a PC either with AC or attack rolls). Her bardic song is one of the first abilities she uses to aid the PCs. She does not answer any questions while the fight is going on. Once the fight is over, or the PCs fled together with the olven lady and are out of danger, proceed with Encounter 2. It is easier if Eyanata survives this encounter. So do not give in to the urge to take one attack by the dogs on her. More then likely she will not survive it.

In the unlikely case that the PCs actually kill her by accident, they are in trouble. The lady is the younger sister of King Hazendel (see Encounter 2 for more information) and it is never smart to kill royalty, even accidentally.

Encounter 2: Royalty in Disguise

Proceed with this encounter once the hounds are killed, or the PCs manage to escape the hounds together with Eyanata. Modify the text if Eyanata did not escape.

Now that the threat to your life is gone, you can finally take a good look at the olven lady you rescued.

With the direct danger gone, the fair-haired olven lady drops to the ground, sobbing softly finally giving in to her emotions. Considering the circumstances and her age she did great, and she probably will become a great adventurer some day. As a quick glance already showed you, she has long steep pale golden hair, a pale skin and violet eyes. Her face shows deep anguish and tiredness. While not a great beauty, she is pretty and has a presence not easily dismissed. She wears a simple short blue dress with a green leaf pattern embroidered on the skirts, a light green, wide blouse and a short dark green hooded cloak. The clothing is surprisingly clean. The only jewellery she wears are two silver earrings made out of small interlocking links and one silver necklace made out of interlocking flowers.

If a PC succeeds in a DC 15 Sense Motive check read the following:

While her clothes and jewellery are simple, there is something about her that make the clothing somehow ill-suited. A glance at her hands shows that she never had to work hard. While not exactly uncommon amongst most olves, her whole attitude is more of one not used to hardships, but used to power even though her anguish has made her drop any barriers she might have erected otherwise.

Without the threat of three large vicious dogs, and overcome by grief and tiredness, Princess Eyanata has dropped her defences. It is much easier for the PCs to recognize her under these circumstances than when she has her wits still about her. A PC who succeeds at a DC 20 Knowledge (nobility and royalty) or Knowledge (the Splintered Sun) check recognizes the girl immediately. Princess Eyanata is the younger sister of Hazendel and future countess of Esparithen. She is well known as a generous patron of the bardic college, The Lyre. Little else is known about her, except that she has a reputation as a fun-loving merry girl with a wild streak not yet tempered by the sorrows of life.

Right now she needs a strong shoulder to cry upon. Hazendel has raised her well, and she makes little difference between the various races. Physically she is not hurt though. She is not supposed to be here, so she asks the PCs to wait calling the guards until she has had some time to recover. Once calmed down somewhat, she tells her story in bits and pieces.

She and her friend Glynnna had sneaked out early in the evening to visit some human taverns in town. It had

been a fun evening for the two of them and they had forgotten the time else they would not have stayed out so long. So they rushed home, when out of nowhere those three monsters appeared. Before she could react, she realized her friend was gone as if whisked away by magic. Then all she could think of was trying to stay alive long enough for the guards to rescue her. At which point she starts sobbing again, thanking the PCs profoundly for her timely rescue.

During the story she does not tell who she is, unless the PCs already clearly showed that they recognized her. As soon as the PCs ask her name, she looks at the PCs for a few seconds, to conclude that her rescuers should know her real identity. She asks if they can keep a secret before she introduces herself as Princess Eyanata, sister of King Hazendel. Even if the PCs do not want to promise to keep her identity a secret, she formally introduces herself. These introductions give her strength again, so she rises from the ground (if still sitting on it), and formally thanks the PCs again.

At this point, Eyanata asks the PCs for aid. Glynnna is a commoner, but she is one of the few real friends she has got. She fears that whoever captured her friend has no good intentions and considering the threat of the dogs, she suspects the guards are unable to deal with whoever controls such things. Of course, she could ask her brother to get involved in the case personally, but that would force her to tell of her nightly escapades. Besides, he is already burdened with much bigger things and more than likely would say that Lady Myrana, mayor of Pitchfield, is capable enough to decide whether more powerful aid is required or not. Myrana's pride is easily hurt, and she does not like it, if Eyanata asks for help. In fact, if she was to know that Eyanata put the PCs on this case, she is more likely to hinder the PCs than to help. The two clearly do not like each other. Even if the PCs are working on their own accord, if they succeed in rescuing her friend, Eyanata does plan to reward them generously. She is unaware of the existence of a serial killer.

Note that Eyanata is telling the truth, and that her tiara is a *tiara of disguise*. Though at the start of the encounter she is not disguised. She directs the PCs to the guards and local temple for more information and help, though she stresses not to use her name to get help. After all, those people should be more in touch with the locals and any rumours about what might be going on. The PCs should be able to get the necessary information without naming her.

◆ **Eyanata:** Female grey elf Brd3; CG; Bluff +8, Disguise +8 (+18 with the hat of disguise), Diplomacy +8.

Appearance: Eyanata is about 5 feet tall, ninety-year young olven woman. She has long steep pale golden hair, a

pale skin and violet eyes. While not a great beauty, she is pretty and has a presence not easily dismissed. She is lithe and has something catlike about her. Her eyes seem to pierce straight into the heart of those with whom she is talking and her laughter is infectious.

Personality: Eyanata is a merry young woman with a lust for fun so common among teenagers. She has a good sense for beauty around her (in case of persons more inside beauty than outside), and a superb sense of the true worth of people. She has been raised for a position of power, but right now she detests the idea of ruling, enjoying her freedom as long as she can. The irony is that she is a natural leader, and would make a great countess.

The Curious and the Guards

It is unlikely that the PCs could have kept the fight with the dogs quiet enough for none of the locals notice, and even if they did, the PCs want to inform the authorities at some point about the battle. If a lot of noise was made, official city guards definitely appear rather sooner than later on the scene. A patrol consists of two soldiers, in this case Sergeant Markos and watchman Dakann.

Curious bystanders show up even before that time (likely just after Eyanata has been able to tell the basics of her story as well as her identity). At this point Eyanata immediately activates her *tiara of disguise*, keeping her clothing the same, but changing her appearance so that people do not recognize her. She also stresses the importance of keeping her identity a secret. If not out of respect for her wishes, then at least out of respect for her and the nation's safety. It would do her and her brother little good if it became common knowledge she wandered through the streets in disguise during the night alone.

If the PCs do reveal her identity, she seems to accept the fact outwardly, but inward she is furious. She is willing to forget the slight if the PCs rescue her friend though. If her identity is revealed, the guards escort her to the palace immediately, and the PCs have no time to ask her more questions. If they keep her identity secret, the guards ask her to tell what happened and how they can reach her (at the palace, where she says she is a servant), after which the PCs can again speak with her.

The arrival of curious residents might pose a real hindrance to any investigations the PCs might want to do. The locals certainly pay little attention to possible clues the kidnapper might have left behind. Unless the PCs keep them away, much evidence is destroyed. Keeping the crowd away is real easy if they are members of the Sunndian army or Established Temple of Trithereon, but requires some diplomacy otherwise (though they should succeed unless they are truly obnoxious). If you have the

time, you might want to role-play some of the worried residents and curious thrill seekers.

Even if the PCs are not here in an official capacity as guards, dealing with the guards is easy. One glance at the corpses of the dogs tell the guards enough. They are really glad they were not the ones facing these monsters. They treat the PCs with respect, showing genuine gratitude for what they did. If the PCs show an interest in investigating the scene, the guards allow them to do so unhindered, in fact they help them do so by keeping the public at a distance. Though sergeant Markos asks the PCs to share anything they find with him.

Allow the PCs the time they think is necessary to investigate the area and question Eyanata (assuming she still is here) before the guards take away the corpses of the dogs and leave the area.

Note that if the PCs acquire healing, Markos direct them towards the nearest temple, which happens to be the Temple of the Eliastriir. The cleric on duty (a 3rd level cleric) provides healing for the normal rate as described in the *Player's Handbook*. Even if the PCs acted in defence of the town, they are wealthy and the gold is used to help those who cannot afford the help themselves. If the PCs require more powerful healing, they have to wait until the morning. Follow the standard rules for acquiring divine spells.

☠ **Sergeant Markos:** Male Suel Ftr2; NG; Intimidate +7.

Appearance: Sergeant Markos is a small, but broad-shouldered man with short red-blond hair, and a well-groomed beard. Forty years of age, he is a seasoned veteran, and has several scars to show it.

Personality: Markos is a grim man of little words. One angry glare of his tells volumes, and he rarely has to resort to violence when dealing with the low-life of Pitchfield. While respected, he is not well liked by his officers and the rich, since he is a bit too honest for their comfort. Still, they do not doubt his loyalty to the town and his fervour with which he does his best to keep it save.

Glynna

Once the PCs have decided to help rescue Glynna and find out who murders by the moonlight shadow, they probably want to know as much as possible about Glynna from Eyanata. She can give a quick description, as well as where to find her parents, who can provide much more information. Eyanata sees no reason for anybody who would want Glynna dead, but she doubts there is much reason behind the actions of the murderer.

More information on Glynna can be found in Encounter 5.

Investigating the Area

By the time the PCs arrive on the scene, Derwyndal is already gone with the unconscious Glynna. He followed Glynna and Eyanata for some time at some distance, using the *seeming* spell (at lower APLS cast from a scroll) to disguise his and his dogs true appearances. When he was certain of the route the two girls would take, he rushed ahead to prepare an ambush. He waited behind the walls next to the street for the two girls to walk by. Preparing by casting a *fly* spell on himself, he then ordered his dogs to attack, whom easily jumped over the wall. At the same time he flew behind Glynna and scratched her with a poisonous dagger, causing paralysis. Eyanata was totally surprised and distracted by the large dogs, so she did not note the paralyzed Glynna disappear when Derwyndal made her invisible. Seconds before the PCs arrived Derwyndal flew away with Glynna at top speed, and close to the ground (so he disappeared behind the wall before the PCs arrived on the scene).

Quick acting PCs might cast a *detect magic* (or similar spell such as *arcane sight*) as fast as possible in the hope of detecting any lingering magical aura's. The lingering auras of the *fly* and *invisibility* are most likely gone (since they dissipate within mere rounds). There is a chance the PC might note the dim Illusion aura (DC 20 Spellcraft) on the dogs as a result of the *seeming* earlier (this aura remains for about 3 minutes from the first round of combat with the PCs).

The PCs might use various skill checks to learn more.

Tracking:

- DC 13: The three dogs were hiding behind the wall next to the street. Once Glynna and Eyanata passed they jumped over the wall and attacked. They only arrived at the scene shortly before Glynna and Eyanata arrived.
- DC 15: There are tracks of a medium sized humanoid with the dogs. He travelled with the dogs to the location behind the walls, but there are no tracks of him leaving. The tracks are also very unclear as if he purposely let the dogs walk through them. It is impossible to determine the exact race, though the type of boots seems to suggest it was a human.
- DC 20: The man climbed on the wall, probably to observe the streets.

The above DCs do not include the +3 DC modifier due to poor visibility. Do not forget to add this unless the PCs have a bright light source. If the PCs follow the tracks backwards through the garden (requiring another DC 13 Survival check) it leads to another street where the tracks disappear among countless other tracks.

Search:

- DC 15: On the wall the PCs find a small wooden disk about the size of a gold coin painted in a yellow-white colour.
- DC 20: A small piece of gum arabic can be found at the place behind the wall where the dogs waited for the girls.

Spellcraft:

- DC 22: Gum arabic is used as a material component for the *invisibility* spell.

Knowledge (the planes):

- DC 30: Knowledge on the Far Realms is quite rare. If a PC examines the dogs, that PC recognizes the dogs as pseudonatural. The fact that they do not disappear after death obviously means these creatures were not summoned. The Far Realms are a plane of absolute madness: only the truly insane delve into it. It holds the promise of power, but even for most evil people the cost is too high. Most references to the place suggest that those inhabitants in the area interested in the Prime Material world only want to destroy it or change it into an equally nightmarish place. Other references suggest that it is the home plane of Tharizdum, though there is no evidence for this.

Note that at higher levels the PCs might resort to more powerful divination spells to acquire information. This is dealt with in Appendix 6.

Examining the dogs reveal that they used to wear collars, but that these were removed some time ago.

A note on the coin: The coin is the signet card of Derwyndal, named the Moonlight Murderer by the city guard. There is nothing special about it at a first glance. It is not a known symbol of one kind or another, though you could allow the PCs to make a Knowledge check related to heraldry (the Splintered Sun, nobility and royalty or religion) to realize it looks a bit like a full moon (assuming they did not make the connection themselves). Both Pholtus and Sehanine Moonbow have a full moon as a symbol, but their symbols consist of more things than merely a full moon.

The symbol means little to Eyanata, but Sergeant Markos looks visibly aghast when he sees the symbol. To get him to talk takes a bit of pushing by the PCs as well as a promise not to discuss what he is about say in public except with either his superior officer or high ranking members of the temple of the Eliastrair. After such a promise, he informs the PCs of four previous disappearances in the

previous three months each time during the night before Luna was full which all four ended with the person being found dead the morning after the last night of the full moon. He knows little detail since he was not stationed in the district at that time, so he advises the PCs to talk with Captain Yarquann at the Watch Post or Moon-Maiden Lanagh [LAN-nay] at the temple of the Eliastrair. Noting that if the Moonlight Murderer has kidnapped Glynna, they have three days to rescue her so that it might be a better idea to talk with these two in the morning as opposed to right now. See Development for more information in this regard.

Development

Once the PCs are finished at the scene, the PCs are free to leave. Fully investigating the area takes at least an hour. By now the PCs are more than likely very tired, and ready for bed. If they insist on going on with the investigations, they become fatigued due to lack of sleep (unless they have magical protection against it such as with the aid of a *ring of sustenance*).

The guards present know about the kidnappings and the murders, and they suspect the two are related, but they only know for sure if the PCs show the coin (see above). Without it, Markos can be convinced by the PCs to speculate about what he calls the Moonlight Murderer. See the notes on the coin above for more information. They advise the PCs to visit the guard station in the district the following morning to talk with Captain Yarquann, who as their officer is officially in charge of the investigation. Though Markos does advise the PCs to be careful with Yarquann. He is a good man, but something unnerved him greatly recently. He appears to be on the brink of a nervous breakdown and might not be on his best when stressed.

There is little for the PCs to do during the night, though they could start an immediate manhunt. Use the information given in Encounters 3 to 8 to run this. Almost all people are asleep and unwilling to help at this time of the night. The sole exception is the parents of Glynna, who are more than willing to assist once they realize their daughter has been kidnapped.

Encounters 3 to 8 are location based, and not time based. The PCs can follow them in any order they wish. The exception to this is Encounter 7. The PCs have this encounter the first time they sleep.

Note that Derwyndal's hideout offers full protection against divination magic at APL 8 and above. See Encounter 9 for more details.

A note on the reference to the Moonlight Murderer: The moment Markos mentions that four people have been kidnapped and murdered in the previous three months,

might ring a bell in the PCs memory. Allow the PCs a DC 15 Gather Information check. If successful inform them that they have heard rumours about a murdered olven teenage girl, who according to these stories was killed by a spurned human lover about four months ago. They also know about two deaths of two important elves, who, according to rumour, were murdered by a group of Wastrians, who were recently arrested and executed. There are no rumours connecting these murders together.

Troubleshooting

There always is a chance that the PCs lose the fight with the dogs due to bad luck or bad tactics. The dogs are vicious killers, and the best bet for the PCs is to flee. The dogs are fast, but they are not climbers and other victims might distract them from pursuing the PCs. The PCs might also heroically try to lure the dogs to an area with people present likely to be able to kill the dogs or at least offer assistance. Allow them to succeed. Eventually the dogs are killed by the combined efforts of the guards and present adventurers. Give the PCs half XP in this case. Obviously, they do not get the heroes treatment under these circumstances.

If innocents died and the PCs should have been able to prevent it (fleeing without good reason for example), they are charged with death by fault, which is punished with 4 to 24 TUs of hard labour (dependent on how cowardly the PCs acted). Note that if the PCs really tried to kill the dogs, but were forced to flee, they are not charged with any crime. Being defeated by these monsters is hardly a crime.

Only when the PCs ignore Eyanata's plight and leave her to her own fate (or simply wait too long to intervene) should Eyanata die. In this case, Sergeant Markos is the one asking the PCs for help. Bystanders recognize the corpse of Eyanata, and her corpse is brought to the palace, causing an uproar. Nobody will know of the kidnapping of Glynna, though the coin does Marcos to suspect there was somebody with Eyanata.

Encounter 3: On Sacred Ground

Start with this Encounter once the PCs decide to visit the temple of the Eliastrair. The descriptive texts assume it is their first visit during the adventure.

The temple of the Eliastrair is a marvel to behold. Centrepiece of this location of worship is a large white domed building surrounded by five white slender minarets with distinct green roofs. The minarets seem to have grown out of the ground, wider at the bottom and top than in the middle and each overgrown with ivy. The left

and right wings of the building extend from the domed building in the centre and curve in the same direction, forming half a circle. A wide gravel path leads from the main road to the domed building with tall majestic oaks on each side of the road. Around the whole temple area lies a green and vibrant garden: a controlled wilderness filled with trees, fountains, flowers and beautiful statues.

A 10 foot high wall overgrown with ivy encloses the whole area. A slender iron gate, overgrown with white roses, provides access to the terrain from the city. The gates stand wide open and behind it several people can be seen walking around: most are actually older humans or couples who are apparently enjoying the gardens. A small garden house with a domed roof stands right next to the gate, with which stand two grey elves wearing chain mail, winged helmets and armed with long swords and daggers. They are lazily sitting on comfortable looking chairs casually observing those who enter through the gates. Two beautiful grey slender hounds lie at their feet, equally relaxed.

The two guards usually ignore people entering or leaving through the gate. There is little reason within Pitchfield to be alert. Though they are a lot more alert than some people might conclude at first glance. They are always watchful for Wastrian related vandals.

If the PCs do not bear any obvious arms, the guards leave them alone. Though if the PCs approach the guards for advice, they politely help the PCs. If the PCs are well armed though, the guards approach them as soon as the PCs enter. They politely enquire who the PCs are and why they are visiting the temple. Most answers are satisfactory to the guards, though if they are here to enjoy the gardens, the guards remark that there is little reason to bear arms in a garden. If the PCs express the need for divine magic the guards tell them to follow the path to the Dome. There should be a cleric readily available within the temple. If the PCs tell that they are here to talk with the person responsible for preparing the dead for burial, one of the guards offers to guide them to the correct person: Moon-Maiden Lanagh [LAN-nay]. Any cleric on duty in the Dome also takes the PCs to Lanagh for everything except the simplest of healing.

Note that none of the guards or acolytes knows anything about the Moonlight Murderer or even of his existence. They are surprised when the PCs mention it, directing the PCs to Lanagh who as far as they are concerned might be aware about what the PCs are talking.

☞ **Temple Guards (2):** Male grey elf Ftr/Rng 1/1; AL CG.

☞ **Typical Cleric at duty:** Female or male grey elf Clr1; AL CG.

The first time the PCs are brought to Moon-Maiden Lanagh, she is in her office on the second floor of the western minaret – also known as the Moon Tower. A small spiral staircase behind the shrine of Sehanine Moonbow at the first floor leads up into the tower. Lanagh's office is not very big, but it looks comfortable and windows provide both light and fresh air. As far as furniture is concerned, there is one desk covered with papers and there are three chairs. The room quickly becomes crowded if there are more than three people, and in this case Lanagh offers to discuss business at the Whispering Fountain outside in the gardens. If the PCs express worry about privacy outside, Lanagh guarantees that nobody overhears any conversation, taking place at the fountain. A DC 15 Knowledge (the Splintered Sun) check confirms this. The fountain is reputedly protected against magical divinations, but the sound of the water definitely makes it impossible for mundane eavesdropping.

☞ **Lanagh:** Female grey elf Clr5; AL CG.

Appearance: Lanagh is a tall slender olven woman with long silver hair and large blue eyes. Like all grey elves, her skin is pale, almost like marble. Her smile is almost radiant, putting people quickly at ease. She wears simple grey robes and a silver holy symbol of Sehanine Moonbow.

Personality: Lanagh is quick to smile, and she has a good sense of humour. She lacks the typical aloofness of most grey elves and treats all people as equals. She is especially good at comforting grieving people, and she is a resolute organizer. Hence her position as the cleric in charge of burials, though as one of the higher level clerics in the temple, she does not shrink from healing duty.

As long as the PCs focus on mundane subjects, such as healing and burial rites of the elves, she politely answers any question the PCs have. If the PCs ask about those who died within the last four months, she mentions that three elves and a half-elf have had their final rites at the temple. She refuses to give more details because of privacy reasons. Nothing can convince her otherwise unless the PCs actually mention that they are investigating the Moonlight Murders and that one recent victim might still be alive. In that case she is willing to give more details. Though at first she wants to hear how the PCs acquired information on the existence of the Moonlight Murderer, because she is quite surprised to hear that some strangers learned about him.

What can you tell us about the Moonlight Murderer? Not much. In fact, we are not even sure it is only one person. It

is likely that a cult is behind the murders. Divinations have revealed little information and whoever is behind the attacks is powerful and clever. The leadership of the temple decided not to get involved yet out of respect for the local authorities, but with a fifth victim it is doubtful our stance will remain the same. Perhaps you will be more successful? I certainly hope so, because it would cause less strain in the relations when a politically neutral bystander solves these murders.

What are the names of the victims? As far as Lanagh knows there are three olven victims and one half-olve – all four were woman. The olven ladies names were Erathinn Greyswan, Narleen Moonflower, and Zalentha Aquillann. The name of the half-olven lady was Riobhan [RIO-vahn].

When did they die? Narleen Moonflower was the first victim of the Moonlight Murderer. She died four months ago. Zalentha was murdered one month later. Last month Erathinn died. Around the same time Riobhan was murdered as well. All but Riobhan disappeared the night before the Luna was full, and were found the fourth day after their disappearance. When found they had been dead for less than a day. Riobhan was found the morning after her disappearance.

As of yet there have been no new victims.

What can you tell me about Erathinn? Erathinn was a 250 years old grey olve lady from what in human terms would be an upper middle class family. She has no permanent residence within Pitchfield and her remains had to be sent to her family in Rieuwood. She was staying at the inn “The Moonlit Glade” right at the border of the Olve District. The owner of the inn made the arrangements in name of the family with the temple. She was a *taelinri*, which loosely translates as teacher in the Common language. She was here to teach a group of pupils, both human and olve, at the temple. She is missed.

What can you tell me about Narleen Moonflower? Narleen Moonflower was 90 years old and still lived with her parents, Eamonnal and Alleina. They are tailors and own a small shop of their own on the Crown Street. Apparently Narleen had a human lover, because just before the ritual some human lad caused quite a stir. He was allowed to remain during the ritual, but since Lanagh was leading the ceremony, she had no time to speak with the boy and by the time she was finished he was gone. The human lover might also explain her sudden interest in human affairs and why she joined the *lithoedd* (lessons) on human-elf relations.

What can you tell us about Zalentha? Zalentha was a rich merchant acting as a liaison between several human trading houses and olven craftsmen. She was 200 years old, and a very beautiful woman. There were a lot of people during the service, both human and olve. She was well liked and had no enemies. Her granddaughter, the half-olve Narlana, leader of the merchant house of Hanaetix¹, was the main liaison between the temple and the family. Lanagh saw Narlana just yesterday in the temple while preparing a new *lithoedd* on human culture, which she is going to attend as a replacement for Zalentha.

What can you tell us about Riobhan? Riobhan was a half-olve with a rather bad reputation. According to the rumours she was a pleasure lady and a bitch to boot. She started to visit the temple a few months before her death and Lanagh had several conversations with her about spirituality and her personal problems. Most of those were hardly relevant to the investigation and Lanagh respects the privacy of the dead just as much. She apparently wanted to change her life. She even attended lithoedds in an attempt to get some formal schooling. Lanagh herself organized the burial, which was a lonely affair. The only people to attend the burial were a human woman by the name of Lana, and her half-orc chaperone. Riobhan could most often be found hanging around in “The Troll’s Eternal Rest” and she might have some friends in that inn.

Who prepared the bodies for their burial? Acolytes did most of the work, but Lanagh did examine every body before burial.

How did they die? All four showed signs of being strangled. Before they were murdered, the murderer had cut them on several places with superficial cuts in a ritual-like pattern. They were all naked and had markings on their wrists, ankles and neck that suggested they were tied with manacles. The three olven ladies showed signs of hypothermia as if they had been in a cool area for a prolonged time without clothes. Riobhan’s neck was broken and she showed signs of having been involved in a struggle. Her wounds were also applied post-mortem. Narleen also had several large bruises already healing as well as a wound on her head consistent with a hit by a blunt object.

¹ Some of the players might recognize the name Narlana Hanaetix. She had a prominent role in the Sunndi regional *SND3-03 Murky Waters*. For more information see her section in Encounter 5 Grieving Souls.

If asked about the discrepancies between Riobhan's death and that of the other elves, Lanagh speculates that she probably escaped and broke her neck while fleeing. In reality somebody else murdered Riobhan and her death has nothing to do with the Moonlight Murderer. Narleen probably put up a struggle as well. The others were completely surprised and showed no signs of beatings.

How do you explain the differences between Riobhan and the other three? Apparently she resisted her kidnapper and got killed during the struggle. The killer or killers probably vented their anger over her death on the corpse.

What are the similarities between the four victims? They all four had olven blood and long sleek blond hair. They were all four women. They all were regular visitors of the temple of Sehanine Moonbow. Further then that they came from totally different families and they did not know each other.

Note that Lanagh has not made the connection with the lithoedd yet. Only when the PCs mention Glynnna, does it ring a bell. If the PCs fail to see this connection by themselves, she wants to check something when hearing that name (whether or not Glynnna also attended those lithoedds) and when she verified it, tells the PCs about the possible connection.

You mention these 'lithoedds', had all the victims had anything to do with these? Now that you mention it, yes they were all involved: two as pupils and two as teachers. You think somebody from these lessons is behind the murders? How horrible...

Do you have a list of people who joined these lessons? Ten pupils attended the classes: four humans, five elves and one half-elf. Narleen and Riobhan are dead. The four humans were mostly from trading houses and noble families who deal with olves professionally. In alphabetically order they were Arkastend, son of trader, Hastern, son of a lawyer, Karn, heir to a minor barony in Dalmond, and Norann, son of a minor courtier at the Royal court. The elves attended mostly out of curiosity. Except for Zarenthi the others all have left Pitchfield since then. Zerenthi is the new aide to the representative of Esparithen at the Congress of Lords.

What about the teachers? She refuses to believe that they have anything to do with it. She knows all of them quite well and for a rather long time at that. It is not as if the temple select teachers at random. Their role in life is too important for that.

Did you or somebody else spoke with their souls? In olven tradition it is considered rather disrespectful to disturb the dead. Besides, the murderer clearly is intelligent and powerful, so Lanagh really doubts the victims actually have seen the murderer or anything that leads to him. After a bit of encouragement by the PCs she admits that she talked with the soul of Zalentha, but apparently she was drugged during the whole ordeal, drifting in and out of consciousness. The sedative was a bitter drink. She had not seen a thing. Out of respect for the dead, and the fact that they knew nothing anyway, she left the others alone.

Can you tell us something about this bitter drink? Lanagh is not a herbalist. A DC 15 Profession (herbalist) check reveals that there are several bitter sedatives. These potions are not easy to get or make in a city since they require rare herbs. To use them for several days in a row is dangerous and requires some extensive knowledge usually only privy to a herbalist. Of course, a herbalist could also have advised the user. There are circumstances imaginable when it is better to keep a patient sedated for several days and such a situation could have been used as an excuse.

Do you know any herbalists in town? Lanagh only knows the local herbalist with the temple works on a regular basis: the grey olve Derwyndal. He is a silent, quiet man with an extensive knowledge of herbs. Derwyndal has his own shop in the district. He has provided the temple with some very rare herbs on occasion. There are bound to be more herbalists in town though, especially since Derwyndal dislikes humans and hardly ever helps them.

Where were the corpses found? Lanagh was responsible for the preparations of the bodies, and the burial rituals. She has no idea where the bodies were found. The PCs have to ask the guards at the local post about this.

(Later on during the investigations the PCs might ask about Derwyndal).

What can you tell us about Derwyndal? Derwyndal is a young grey elf herbalist who knows more about plants and their uses than anybody else in Pitchfield. He has his own garden at the back of his house and given time he can get the most rare herbs imaginable. He is a quiet man whose parents and sister apparently died during the Greyhawk Wars. He himself has been imprisoned for some time, though he does not talk about it. He does not like humans very much and treats them with contempt.

Development

Lanagh cannot provide more information as given above. Once all has been told she blesses the PCs in their endeavour, expressing genuine hope that the PCs succeed in finding the fifth victim on time to save her life. If any of the PCs are wounded, and they were polite, she offers free healing cast by her while the investigation lasts (since she is a 5th level cleric this is limited to 3rd or lower level spells). The PCs can disturb her at any moment of the day if they need her advice or aid.

It is likely that PCs visit her to discuss their dream. See Encounter 7 for more details about this as well as about what she can tell the PCs about it.

Encounter 4: Guards

The guards responsible for security of the Olve District are stationed in a small house at the border of the district. At daytime the door stands open and leads to a small room dominated by a large table and six chairs around it. At night the door is closed, though a rope can be pulled to toll a loud bell. Under the window stands a large desk with writing gear on it. Next to which stands a file cabinet. A small door leads to a kitchen in the back and stairs lead up to the sleeping quarters of the guards stationed here.

Most of the guards are humans, and since there is rarely trouble in the district it is considered a reward to be stationed here for some time. The leaders of Pitchfield prefer to keep their finest in top condition, and don't like to see them become lazy. As a result the guards tend to be stationed here for a relatively short time.

The five guards currently stationed here are well behaved and disciplined. The PCs more than likely met sergeant Markos and Darkann in Encounter 2. At daytime these two are asleep. Ishandrin and Talana are the guards active by day, though they are patrolling the district about 50% of the day. Captain Yarquann is always present, and is the person most likely to speak with the PCs.

🗡️ **Captain Yarquann:** Male Oeridian Rog1/Ftr2; AL NG.

Appearance: Captain Yarquann is a tall gaunt man with short curly brown hair and a bronze skin. He looks like man who has not had a decent night of sleep in a long time, even though his uniform looks impeccable and he looks well groomed.

Personality: Yarquann has been transferred to this guard station recently after having successfully completed an undercover mission. The task though took his toll, and Yarquann is on the verge of a nervous breakdown. He sleeps badly, and he and his superiors hoped his stay here would give him some much needed relaxing time. Instead

he sees himself confronted with a brutal murderer, and apparently one that controls vicious monsters at that. He is not going to be very helpful to the PCs.

At first he denies that there is a problem, even belittling the PCs. If the PCs become angry, he sends them out. If the PCs remain polite and succeed in a DC 10 + APL Diplomacy check, he collapses into a chair after a while. He admits that there is a serious problem, and he begs the PCs to take the burden on their shoulders. He is too tired to deal with it himself. In this case he gives the PCs his consent in their investigations, allowing them to operate in the name of the guard. Though he does want a promise from them to behave themselves. Some olves can be very aloof, or downright arrogant to non-olves and such behaviour is not an excuse to use force of any kind, mental or physical.

He himself knows little about what happened. Like Lanagh in Encounter 3 he can give the PCs the names of the four victims. His advice to the PCs is to go to the temple of the Eliastrair and talk with priestess Lanagh about the victims. In all four cases she was in charge of the burial, and she has spoken with the relatives and examined their corpses. All he can tell is that they all had olven blood, were all women and that they all were worshippers of Sehanine Moonbow. He thinks that there is something odd about Riobhan, the half-elf, and he advises the PCs to look into her case first: either it was done by a copycat or the murderer screwed up, leaving more clues for the PCs to find.

If the PCs ask him if he has a suspect, he thinks some lunatic worshipper of Wastri is behind it. They are certainly organized enough for it, unlike other creeps that worship gods like Erythnul (god of slaughter), Nerull (god of death and undead) or Pyremius (god fire, poison and assassins). Besides, it must be somebody with a grudge against both women and olves.

Note: If the PCs befriended Yarquann, he states that the victims were all naked and that all personal belongings were left behind on scrap heaps throughout the city. *Locate object* offers little help in the investigations.

Development

Captain Yarquann is not a man the PCs would want as an enemy. He has earned the respect of his superiors, and they trust him even in his current mental condition. He can make life hard for the PCs, ordering the city guards to constantly keep an eye on the PCs, to arrest them for even the simplest of misdemeanours (e.g. not peace binding ones weapon) and to harass them at every opportunity. Simply making him angry does not put him in this mood, and if the PCs immediately leave, he lets it rest. Only when the PCs disobey him, or cause some real trouble, does he act

like this. If the PCs do such things, let them feel it during the adventure. After the adventure the PCs hopefully proved their skill by putting an end to the assassinations. If not, then Yarquann thinks them punished enough and he leaves them alone in the future.

On the other hand, as an ally he can be most useful. He ignores minor misbehaviour, believes the PCs more quickly and helps them where he can. With his backing it is also easier to force some of the less cooperative witnesses to help the PCs.

Due to Yarquann's behaviour people might think he knows more than he is letting on. These people are incorrect, but there is nothing wrong with a bit of paranoia.

Encounter 5: Grieving Souls

This section is divided into four parts: one for each of the victims. The order is alphabetical by their name, and has little relevance to the importance for the adventure.

Note that talking with various people costs time. It is virtually impossible to question all those involved in one day unless the PCs split up. Both Captain Yarquann and Lanagh advise the PCs to stay together. After the attack by the dogs it should be clear that they are dealing with a powerful opponent. What if the person attacks the heroes while they are split up? There is no real danger of this happening, but running a game with a split-up party is difficult and care should be taken to give each group their due. Use your judgment when determining the time needed to talk with people. Try to make sure there is at least one night in between, if only to give the PCs the time to recover from the fight with the dogs, but also to make sure they are able to play through Encounter 7.

Note that while detailed information on NPCs is given for Erathinn Greyswan, Glyнна and Zalentha, there is little to learn about the Moonlight Murderer from their relatives. Without such detail the players will quickly focus on the important things. The goal of this encounter is to let the players work for it. If you are running the game in a time sensitive fashion, you could/should glance through those parts though.

Erathinn Greyswan

The best place to get more information on Erathinn Greyswan is in the tavern "The Moonlit Glade".

The Moonlit Glade lies near the West Gate, also known as the Forest Gate, right at the border of the Olve District. It is a spacious quiet inn that caters to elves and foresters. The common room is divided into many smaller areas and the decoration is simple and rustic. The fare served

consists mainly of light wines and ales and the food typical of woodlands except that they do not serve meat. The innkeeper, Finn, is a tall gaunt half-elf with the reputation of being a calm man who never raises his voice.

The reputation of the Moonlit Glade is quite good, though it is not a place for rowdy people or persons looking for luxury. The price-quality relation is quite good, though it only serves simple fare and no strong liquor. It is not a tavern, but it does serve as a restaurant.

The servants of the inn, in general silent people who try to keep to the background, do not tell anything about their guests. If the PCs have any questions, they must direct them to the innkeeper Finn. Finn does not talk about his customers or friends without some good reasons to do so. He is not much of a talker in the first place, and he values the privacy of others.

The truth is that he cannot tell much about Erathinn, except that she was known as a wise woman who on more than one occasion spoke in defence of the close relations between humans of Sunndi and the elves of Rieuwood. She was convinced that without such an alliance Sunndi was doomed to fall to people or creatures with much less love for elves, which would not serve elven interests at all. As such she was an exception among the followers of Sehanine Moonbow who in general hold little love for humans and who prefer more distance between elves and humans.

If asked whether he knows if Erathinn had any enemies, he tells that she had her share of enemies. None of those are capable of a murder, let alone doing such a heinous act merely because of a disagreement. That is something some humans might do, but it is definitely not something elves do. If pressed, he provides the names of three elves that live in Pitchfield: Derwyndal the herbalist, Dranica, a high-ranking cleric at the local temple of the Eliastrair and Fyoder, an envoy from the county of Lemrathen.

All three of these people do not deny their dislike for Erathinn, but disagreeing with somebody, even on something as fundamental and important as the relations between human and elf, is not a reason to want somebody dead. That is perhaps the way of humans, but not of elves. All three think the PCs should look in the direction of human fanatics, most likely Wastrians, who oppose Erathinn's ideas just as much and they are obviously quite capable to kill for their ideals. All three say they are sad about the loss of a wise woman.

Note that Derwyndal is not a very good liar. A DC 15 Sense Motive check reveals that he actually hated Erathinn. He does not feel any regret about her death at all. The other two seem to be genuinely sad about her death.

Glynna

Glynna comes from a family that earns their living as tailors. They are not very rich and a quick dig into their backgrounds does not reveal any reason why anybody would want their daughter dead. They are ordinary people who love their daughter and only child. Her kidnapping has devastated them.

Glynna is an intelligent young woman who wanted more out of her life than that of a tailor. Since her parents wanted nothing but the best for her child, but lacked the money, they arranged her education at the temple of the Eliastairir. They do mention that the death of Narleen devastated Glynna, and with each new victim she became more and more convinced it was somebody from her studies at the temple. Glynna did some investigations of her own.

They allow the PCs to search her room in the hope that they might find clues in there about her own investigations.

When the PCs search her room, they find a typical room of an elf: spacious, open, many plants and flowers and with curving wooden furniture. As such it contrasts with the typical human rooms where several people tend to sleep in one room and which are dark and cramped with furniture. A DC 20 Search check allows the PCs to find her diary. It is locked with an *arcane lock* that can be opened with the olven word for lily. Using force is certainly possible, but it does rip the binding apart. A 1st level wizard has cast the spell, so it is relatively easy to dispel.

Hand out Player's Handout 1: Glynna's Diary. It is written in Elven. It contains the more important passages on this case. Getting this information requires several hours of paging through the book and reading various pages about things that concern teenage olven girls.

Some PCs might be curious about the relation between Glynna and Eyanata. The PC that studied the diary realizes that Glynna does not know exactly who Eyanata is. Though she does suspect she is somebody important due to Eyanata's behaviour and knowledge. Glynna does not care much about Eyanata's true identity. The two of them have a lot of fun, mostly at the expense of others (though the two have a good natured sense of humour), and that is the most important thing as far as Glynna is concerned.

Narleen Moonflower

There are two groups of people with which the PCs can speak about Narleen. Her parents, Riordan and Tuenala, are not very helpful. They do not like it when strangers rip open old wounds. Besides, they know little of importance. They accuse Narleen's friendship with humans and in particular Alaern, as the cause of her death.

The best person to speak with about Narleen is with her human lover Alaern. Alaern works as a stable boy in one of the many inns in Pitchfield. Since the death of Narleen, he has become a grim withdrawn man. He is convinced an elf is behind her death, but since he could not give a good description and since there was no evidence nobody believed him. For a short time he was even seen as the main suspect, but during Zalenta's disappearance he had a solid alibi.

When the PCs first approach him, he is curt and very suspicious about their motives. When they tell him of Glynna's kidnapping, he assumes the PCs think he did it and he makes his opinion very clear. They first have to convince him that they know he was not responsible and that they need his aid to save Glynna's live. Once convinced of the PCs good intentions, he becomes more helpful. Talking about Narleen clearly hurts him very much. He is a man in mourning, embittered about how others treated him (especially Narleen's parents and the city guard).

The first thing he tells the PCs, is about their meeting with a tall white-haired grey elf the night before Narleen's disappearance. He did not know the elf, but then again, he does not know many elves. It was too dark to see many details. Narleen clearly recognized the elf, but she never mentioned his name. She knew him from the temple that much Alaern is certain of. The elf confronted Narleen about her relation with Alaern, stating that she was a disgrace for olvenkind. An argument ensued during which Alaern was completely ignored by the elf. At some point Alaern wanted to use force, but the elf had three large dogs with him. The growls they made sounded almost unnatural, as if the size of the dogs was too small for the sound they produced. So he and Narleen fled. She did not want to talk much about the event since she needed to get home really quick. That night somebody had forced himself into her room without causing a sound. Alaern is certain the elf with the dogs is responsible.

Alert PCs might immediately make the connection with the dogs in Encounter 1. If the players have missed the clue for whatever reason, allow a DC 15 Wisdom check to make the connection. If the PCs enquire about the dogs, Alaern provides a fairly accurate description of the dogs encountered in Encounter 1, except for size, skin condition and on higher APLs the amount of heads. A DC 15 Knowledge (local: any region with elves in it) check reveals that the breed is not used by elves very often and as such an elf with these dogs should draw some attention. The best place to ask about the dogs is at the guard station. Apparently no elf owns these dogs, but there were some complaints in the neighbourhood around Derwyndal's home about dogs. The guards were never able to track the sounds to a specific address though. Note that the guards

do not mention Derwyndal's house, only when the PCs get into the area and already suspect him, should they realize his house to be in that same area.

Riobhan

Riobhan was not a victim of Derwyndal. She died in an accident during a heated argument with a guard. The guard happened to know about the Moonlight Murderer and tried to hide the act by defiling the body afterward. It should not be too difficult for the PCs to learn this. What they do with the guard afterwards is up to them. The intent of this encounter is to provide some distraction and to give some life to Pitchfield. It can be quite a time-drainer though, so quickly summarize these events when running in a time-constrained environment. With a bit of work most PCs should be able to see through Nasran's deceit and learn the truth.

Riobhan did not have an easy life. She never knew her father. Her mother was a hooker and she hardly ever had time for her children, especially one not even pure human. Some of her customers were worse. Her mother died by the hands of a drunken customer when she was twelve and she has been alone since that time. She mostly wandered through the streets; as a form of self-protection she kept everybody at arm's distance. Which gave her the reputation as a bitch. Three months before she was murdered, she got ill and was treated at the temple of the Eliastriir. For the first time in her life she was treated like a person. It awakened the olven spirit within her.

Under the loving tutelage of Lanagh she was planning to leave her former life behind and that ultimately led to her death. She refused to do what one of her regular customers demanded. A heated argument followed, during which she fell through the window and broke her neck down below on the street. The customer, a city-guard by the name of Nasran, did not want to risk his career. Knowing about the Moonlight Murderer (being stationed in the Olive District around the same time), he decided to give her corpse the same treatment as the Moonlight Murderer's victim. Like he hoped his ruse worked, and until now nobody looked too deeply into the event.

The most likely place for the PCs to gain information about Riobhan is in the tavern The Troll's Eternal Rest. The Troll is a place that caters to the mercenary-types: cheap drinks and able to withstand a tavern brawl. The rooms are small, Spartan and can be rented by the hour. The Troll is closed for all but customers between 3 am and 10 am. The tavern part is open between 7 pm and 3 am, though the bartender and barmaids start working 2 hours earlier.

A simple Gather Information check gives the following, though if you have the time you can get some of the rougher customers tell it to the PCs in character.

Gather Information in the tavern (cost 1d4 gp):

- DC 5: Riobhan was a real bitch, but willing to do a lot for the right kind of money. Nobody liked her much, and she kept to herself.
- DC 10: She was on friendly terms with one of the barmaids... Lana is her name. Perhaps she can tell something more?
- DC 15: Where did she live? I think she had a permanent room in this inn. Better ask the innkeeper, he should know.
- DC 20: Riobhan? She has always been a bitch, but just before her death she began to act weird. As if she was in some kind of cult. I remember her kicking Nasran out of her room butt-naked just before her disappearance right into the common room. The whole tavern was laughing at poor Nasran's expense. That man was furious, I can tell you that, and who blames him?

Besides questioning the customers, the PCs can speak with the bartender, the barmaid Lana, the innkeeper and Nasran.

◆ **Lana:** Female Oeridian Com1.

Appearance: Lana is a petite woman with a ruddy complexion and long curly brown hair. Her breasts are rather large and her clothing revealing. She does not look very at ease in them, and she seems to try to make herself smaller than she already is. She acts a bit afraid of the customers.

Personality: Lana is a shy young woman who has been forced to work in the tavern out of necessity. She is lithe and quick, and has a good memory for faces and facts. She really hates working here, but hides it well. The customers ignore her due to Tanbert's interference. She acts rather nervous and afraid when questioned by the PCs.

What she knows: Lana was one of the few friends of Riobhan. Though getting her to admit this is not easy. The truth works best. Lana knows about Riobhan's newfound love for life due to her visits to the temple of Sehanine Moonbow. Riobhan was dreaming together with Lana of leaving Pitchfield and travel to Rieuwood. Lana knew this was just a dream though, since that would mean she had to leave her grandmother and younger sister alone. Something she cannot do, since she is the sole provider for them. Though she suspects that Riobhan was on the brink of leaving for real.

Lana is really afraid to tell more though. A DC 15 Sense Motive check reveals that she is afraid of somebody. It requires a DC 20 Bluff or Diplomacy check and the promise to protect her, her grandmother and little sister against harm. If they can convince her she is safe, she tells more.

She knows that Riobhan wanted to quit for real, but also that she still needed the money. This caused internal turmoil, which led to an unfortunate incident with Nasran. Riobhan kicked him out of the room without his clothes after demanding something particularly demeaning. Riobhan felt real guilty about it and wanted to apologize. Lana advised against doing so, knowing Nasran's temper. Riobhan would have had a private meeting with Nasran the night of her death. Nasran stated that when he arrived at her room, he found it empty and the window broken. Lana obviously does not believe him.

◆ **Tanbert, the bartender:** Male half-orc Ftr2.

Appearance: Tanbert is a giant of a man, not as much due to height, but due to a combination of width and height. He looks hairy and scary, but that is just looks. He looks more orc than human and some might think he is an actual orc looking a bit like a human.

Tanbert adores Lana, and he makes it perfectly clear that anybody that hurts her has to deal with him. A DC 20 Sense Motive check reveals that he actually loves her, but is too afraid to be rejected to admit it.

Personality: Tanbert loves his job. The people in this tavern do not fear him because of his appearance and they treat him like an equal. He is a good listener, and though he is not particularly bright, his intuition can be frighteningly accurate. He is very protective of his girls: the barmaids and servants of the taverns. He has been known to break the bones of customers who misbehave.

Xeriquann, the owner, trusts him completely, and Tanbert has almost free reign in running the tavern.

What he knows: Tanbert values the privacy of the customers, and he is not very forthcoming with information towards the PCs. Treating him with disdain or as dumb muscle is the quickest way to fall out of his favour. Treating him with respect, and honestly telling why the PCs are here asking questions about Riobhan is the best to get him to talk with the PCs.

He does not know much. Riobhan was a bitch who hardly ever talked with him. Tanbert thinks she was terrified of him because he is a half-orc. When asked why, he speculates that she probably had an unfortunate encounter with one of his less civilized brethren. Riobhan had few friends, except Lana. He knows that Lana seems to think that she knows who killed Riobhan. Though he also knows that Lana is too afraid to talk about it.

◆ **Xeriquann, innkeeper:** Male Oeridian Exp2.

Appearance: Xeriquann is an older man with short white hair and a wrinkled skin. He walks with a simple cane and wears simple clothing.

Personality: He never visits his own tavern, leaving the day-to-day affairs to Tanbert. Most of the day, he is busy with the inn. He is a kind elderly man, but a bit naïve.

What he knows: Nasran was the person who found Riobhan's room empty and her window shattered. Xeriquann thinks that Nasran is a nice young man, but apparently he thinks that Riobhan was a nice young woman and after a bit of talking he finds most people nice. If the PCs ask the right questions, they learn that the pieces of the wooden frame in the window were found outside, so the window was shattered from the inside. The elderly man also remembers seeing Nasran leaving from the direction of Riobhan's room after a heated argument (he might be getting old, but his ears are still working). Nasran returned about one hour later and then reported Riobhan missing. Xeriquann cannot remember seeing Riobhan in between.

Of course, Xeriquann thinks that Nasran returned to make his apologies, and he believes Nasran's story.

Note that this happened one month ago and Xeriquann needs some probing before he remembers these facts.

◆ **Nasran:** Male Oeridian War2.

Appearance: Nasran is a typical Oeridian, both in size as in appearance. He has short brown hair, an olive collared skin, brown eyes and a short well-groomed beard. He is muscled and has the attitude of a trained soldier: straight back, disciplined, and always alert for danger. His nose has been broken at least once. He is also missing two fingers on his right hand.

Personality: Nasran is a bit of a thug to those people below him and polite and disciplined to his superiors (such as PCs with an officer's rank in the Sunndian Army). He has a reputation of having a nasty temper, but forgiving people quickly afterwards. Still, his temper has landed him in many a tavern brawl – all after duty of course. He feels really guilty about the death of Riobhan. If people talk with him about it, a DC 10 Sense Motive check shows that he is hiding something. If the check was 20 or higher, the PCs realize he feels guilty about something.

What he knows: Nasran tries to act normal, which means that he can be found only for a short while in the tavern and only when not on duty. He is stationed in the district the tavern is located in and the PCs can find him there.

Once found, his reaction will depend on how the PCs approach him and whether or not they hold a rank within the Sunndian Army or an affiliated organization. If one of the PCs has a rank of sergeant or higher, he is polite and quick to answer any question. If the PCs are just part of the army as soldiers he treats them like sword brothers. If the PCs are not part of any military organization he treats them

with contempt. In this case the PCs have to coerce the information out of him.

In any event, he repeats the story that he told a month ago to the guards. He had an argument with Riobhan, as they have had many times before. He wanted to meet her in private to apologize, and he found her room empty and the window shattered. There were clear signs of a struggle. If confronted with the fact that he had an argument with her an hour before he reported her missing and that nobody had seen Riobhan in between, he tries to hide his surprise, but fails if the PCs succeed in a DC 12 Sense Motive check. He recovers relatively quickly and states that that was the argument he wanted to apologize for. Of course, if the PCs ask about him being kicked naked into the common room, his anger rises again. It should be clear, he is still furious about it, and he does not want to talk about it.

If the PCs leave it at that, he sticks to his story. There is not much evidence he really killed Riobhan. If the PCs press the matter though, and succeed in a DC 10 + APL Intimidate check (if using pressure) or a DC 10 + APL Bluff/Diplomacy check (when using promises not to alert his colleagues) he cracks and tell what really has happened. Riobhan wanted to apologize, but he was a bit too proud and hurt to accept it just like that and he demanded all his gold back. She refused, and a fight started. During the fight she fell through the window and broke her neck down below on the ground of the alley. He did not want to see his career ruined, so he brought her body to a different place and disfigured the corpse to prevent any nasty questions. He is clearly guilt wrecked and leaves it up to the PCs what to do about him.

Note: PCs with the right connections might consider looking into Nasran's past and whether or not he has been involved in the Moonlight Murder case. After checking some papers, Captain Yarquann can confirm that Nasran was one of the guardsmen who found the corpse of Zalentha and the first to find the wooden coin.

Zalentha Aquillan

Zalentha Aquillan was one of the few olven traders in Pitchfield who worked nationwide and she was relatively influential within the Merchant Guild of Pitchfield. Despite her influence she had no enemies, and was well liked by all (humans and elves). She had no reason to fear for her life, and she did not have any bodyguards with her despite her position. PCs from Sunndi, especially when they are members of the Pitchfield Merchant Guild, remember her death being a hot topic in the rumour circuit. Her death though was never associated with a serial killer. Most people think that Wastrians killed her, just like her son-in-law earlier in the year.

The most likely person to talk with is her granddaughter, the half-elf Narlana, leader of the merchant house of Hanaetix. Some of the PCs might have met her before in *SND3-02 Murky Waters*. If they earned her respect, she receives them as old friends. If not, she is polite and somewhat distant. Narlana had to endure a lot of loss the last year with her husbands and favoured grandmothers death. Both deaths only strengthened her resolve to battle the Wastrians at every opportunity.

◆ **Narlana:** Female half-elf Rog4.

Appearance: Narlana has short blond hair, a pale skin and blue eyes, showing that she is of grey elf-Suel descent. She is not very tall, and her clothes are not very catchy, but there is a presence about her that makes her difficult to ignore. The corners of her eyes betray that life has not been easy to her recently and her clothing has the traditional mourning colour.

Personality: Narala is a strong resolute woman, who knows how to listen, but ultimately makes her own decisions. She is a hard worker, who strongly dislikes lazy persons. The recent deaths of her husband and grandmother have left their marks on her, and she is more grim and withdrawn than she used to be. She absolutely hates the faith of Wastri.

What she knows: When the PCs tell her about Glynna's kidnapping, she becomes furious. There is not much she can help the PCs with though. Only when the PCs ask about her position as a teacher at the temple of the Eliastriair, does she remember something her grandmother mentioned at the time of Narleen's disappearance. One of her pupils, the half-elf Riobhan, acted rather strangely – like somebody who knew more about the disappearance. In the time between Narleen's and Zalentha's death though Narlana hardly spoke with her grandmother. She was on a trip into the Hestmark Highlands.

Encounter 6: Suspect Pupils

All the victims had joined a human-elf relation class given at the temple of the Eliastriair either as pupils or as teacher. The organizer of this class, Moon-maiden Lanagh, can provide the PCs with a list of names on the pupils. Checking out the list costs in game time: at the very least a day. When pressed for time, you can quickly glance through this section and provide the PCs with the information. If there is time enough you can role-play checking up the different names.

- **Arkastend, son of a trader:** Arkastend can be found counting the wares in one of the warehouses of his family.

He is very busy and is not very helpful to the PCs. He goes to bed early. It almost looks like he is avoiding the PCs, which is not true. He simply is extremely busy and has little spare time. When questioned he is curt, answering in short sentences. He did not like the lessons. They were a waste of his time. He does not understand elves very well and he hoped the lessons would help.

He did not know four people connected to these classes were murdered. All he was aware of, was the murder of Narleen. He did not see anything special. He is speaking the truth. It should be clear to the PCs that Arkasten will not become a very good trader. He works hard, and he really strives to be one for his father, but he lacks the eye for detail or the charisma for it.

• **Hastern, son of a lawyer:** Most of the time he can be found at his father's office. Though he likes to visit the local tavern early in the evening for a pint of ale and to play some dart games with his friends. Hastern is a jovial young man with a good sense of humour and a genuine interest in others. He has a special interest in elves and olven culture. Hastern is the kind of person that makes friends easily.

Like the other pupils he is not aware of the four murders. He knows that Narleen has been murdered, something he is really sad about. She had become a good friend in the short time he had known her. He knows she was in love with Alaern, a stable boy. Hastern strongly believes she was murdered because of her friendship with a human. Stating that Alaern can tell more about it.

If asked if he saw anything suspicious, he notes that he did note something strange about Karn. It was about the time Narleen disappeared. Just before the lesson started, he smelled a rather pungent odour. He noted a tall grey elf with long almost white hair pass by while he was in the gardens. The elf was carrying a large rucksack filled with dried herbs. The elf handed these herbs to one of the priests. In itself not too extraordinary, but later, during the lessons, he smelled that same scent on Karn. Since then he has seen the elf a few more times at the temple, but only in passing so he cannot describe the elf very well.

The above description can point in the direction of Derwyndal, since he is the person delivering the healing herbs to the temple. If the PCs ask about this at the temple, all people note that it most likely was Derwyndal and then provide directions to his shop. If a human ask about him, they give a warning that Derwyndal does not like humans and charges them at least double the normal price.

While Hastern might not be able to give an exact description, he is sure that he recognizes the elf if he sees him again and he is willing to come along with the PCs to verify whether somebody is the elf mentioned above.

• **Karn, heir to a minor barony in Dalmond:** Karn never attended these lessons. In fact, he has not been to Pitchfield in several months. Derwyndal took on the appearance of Karn while trying to learn more about the enemy. He chose Karn because the boy lives far away enough so that chances of meeting somebody that knew him were minimal. Since he has been at Karn's house several times, he also knew the boy well enough to at least act a bit like him.

Karn is the eldest son of Baron Brakann of Whiteoak. With a DC 20 Knowledge (nobility and royalty) check the PCs know that Baron Brakann is known as an elf-friend and that many an elf, including the king and his family, have been guests at his house. A DC 15 Knowledge (geography) or DC 20 Knowledge (the Splintered Sun) makes the PCs realize the barony Whiteoak lies on the border of Rieuwood and that one of the main roads into Rieuwood passes right through it. Most elves in Pitchfield who come from Rieuwood have travelled through the barony. It is a bit odd that a young noble from this region requires lessons in human-elf relations.

It is easy to verify that Karn is not at the address given by Lanagh. The address given by Lanagh is of an inn and the innkeeper has not seen Karn in two months. Even when Karn slept here, he hardly saw him. The young man kept to himself. In fact, if the PCs ask around they never saw him for more than a few seconds when he was leaving the inn or entering. He never took friends with him except for a grey elf the servants saw once within his room. The funny thing is that nobody saw the elf enter or leave. Nobody can give a specific description.

Checking if he is back home is very difficult within the time frame given. By horse it is about one and half days to the barony. With the aid of magic though the PCs might be able to talk with Karn in person. He is surprised when asked about his visit to Pitchfield. He has not been to Pitchfield in over a year. He hates the city. Servants and locals verify this.

• **Norann, son of a minor courtier at the Royal Court:** Contacting Norann is not easy and involves negotiations with several servants at the Royal Court. A small bribe does wonders in hastening the process. Intimidating the servants only makes things more difficult. Without special measures (whether a bribe or some very good diplomacy with which the PCs manage to convince the servants that it is really important) Norann contacts the PCs the following day early in the morning. Else he approaches within the hour, rather irritated by the unexpected interruption of his work. Once he realizes what it is about, he becomes very helpful.

Norann has nothing to do with the murders. He seems genuinely sad when he talks about the victims. If asked if

there is something suspicious about the others in the group, he mentions that he was rather surprised to see Karn. Karn's father has close contacts with his neighbours: the grey elves of Rieuwood. In fact, one of the major routes into the woods pass right through his barony and on occasion the king himself slept in the castle of Karn's father. The boy must have dealt with elves in his youth often enough to be a teacher at the class as opposed to a pupil. Karn said that a class treated more formal subjects then he ever had dealt with at his palace. Which sounded logical. Considering his background though Karn was rather silent and withdrawn and never got involved in the discussions.

- **Zarenthi, aide to the representative of Esparithen:** Zarenthi is the first person to contact when you want to contact the representative of Esparithen and as such it is quite easy to find him. All the PCs have to tell the servants and guards is that they want to talk about olven affairs and they are brought to his working quarters.

Zarenthi is a bit formal and aloof, more out of unease over his new position than out of habit. When questioned about the lessons, he remembers them rather fondly. Like Norann, he was also surprised to find Karn at the lessons, but he can verify the boy looked and acted like Karn most of the time. Though he has to admit he only has seen Karn a couple of times and never outside formal occasions – which as far as Zarenthi is concerned also explains why Karn did not recognize him.

Encounter 7: Haunted Dreams

Unless the PCs simply guess a likely candidate as a suspect for the kidnappings, it should take them at least two days before they decide Derwyndal is the most likely suspect. During the first time the PCs meditate or sleep one or more PCs get a very strange vision or dream. All divine spellcasters of one of the olven deities² and members of the Sunndian Meta-Organization the Eliastrair get this vision. If there are none at the table, select one other PC. Full-blooded olven are preferred, but if there are none, non-divine spellcasters have the preference above others. If there are none of these either, select one PC. Only chose a dwarf or half-orc when there is no other choice.

² Aerdrie Faenya, Corellon Larenthian, Erevan Ilesere, Fenmarel Mestarine, Gadhelyn, Hanali Celanil, Labelas Enoreth, Rillifane Rallathil, Sehanine Moonbow, Solonor Thelandria and Ye'Cind.

The intent of the vision is to let the PCs know something about the motivations of Derwyndal and to inform them that Sehanine Moonbow would prefer the PCs to capture him alive.

Take the selected players aside and read aloud the following text:

The recollection of dreams is often hazy at best, and many are swiftly forgotten. Only rarely does one stand out, clear as a picture and blazing like a beacon. The wise often hold such dreams to be of great importance, something to treasure and think carefully about. When you wake up with a sudden shock, as if somebody poured some icy water in your neck, you realize you just had such a dream.

You were standing in a dark room. A beam of soft yellow-white like not unlike that of the moon provided the sole light. In the middle of this spot of light you saw two figures both with their back to you. One, whose appearance was well hidden by clothing, but kneeling on the ground with a small statuette in his or her hand, which looked a lot like Glynnna. The kneeling figure stared at the statuette in silence. The person behind the kneeling figure was that of a regal female grey elf in silver grey robes and long steep silver hair. Her slender hand rested on his shoulders as if trying to comfort the man though she was the one crying softly and no movement or sound betrayed any grief on the figures side.

The kneeling figure constantly pushed her hand away, without thought, as if he was not even aware the woman was there, but still felt the hand. Then the figure started to whisper: "I know this one is different, I can convince her to change faith and leave those pesky humans alone!" To your surprise, you heard a croaking voice coming from what appears to be a grey toad at his feet: "She is no different than the others, you will have to kill her, or else the wound will never heal, but if you want to try to convince her, that is fine by me." Then the woman turned around, looking straight at you with silvery glowing eyes, and whispers softly: "Save my children. Both of them."

With that you woke up. Still hearing the mad cackling laughter of the grey toad and the soft sobbing of the grey olven lady.

The olven woman is Sehanine Moonbow trying to comfort Derwyndal. A DC 15 Knowledge (religion) check lets a PC recognize her. The PC never got a good look at the kneeling figure, so they are not able to recognize Derwyndal on sight. The toad is an obvious reference to Wastri, but if the players do not realize the connection themselves, tell them after a successful DC 10 Knowledge (religion) check.

The dream is a request not to kill Derwyndal, but to capture him alive, since he is a child of Sehanine Moonbow just as is Glynna (or any elf for that matter). Lanagh tells as much if the PCs ask about the meaning of the dream. At the same time some clues about the identity of the murderer are given.

Development

When pressed for time, either in campaign (two nights have passed) or out of the campaign (the game has gone on for more than 3 hours in a time sensitive environment) you should either modify the first dream or give the PCs a second dream. This dream is almost the same as the one described above, except that instead of a dark cellar, it takes place in a lush garden of medicinal herbs and the figure clearly is a male grey elf. In this case, the man does not whisper, but screams the following just before shattering the statue: "Humans never give life, all they give is death and destruction. Why is she blind?" To which the toad replies: "To save the elves, you have to kill her like one cuts away the rotting meat around a wound." After which the man draws his dagger and rushes away.

Be careful when providing the second dream. It provides a lot of clues, and it might leave a bit of a bitter taste in the mouths of some players. The intention of the scenario is that the PCs solve the mystery on their own, and not that they would have solved it when just sitting on their behinds in a tavern doing nothing which the second dream might suggest. So if the PCs are doing fine and they clearly get at Derwyndal's doorstep without the second dream and within the desired timeframe let them bask in their own glory.

[Optional] Encounter 8: Neighbourhood Watch

It should take some time for the players to come to the right conclusion and land right at the steps of Derwyndal's house. There is always a chance the PCs draw their conclusions very quickly or just take a lucky guess and arrive at the herb shop very early on in the game. If it happens before two and a half hours of gaming time have past, or if you have more than enough time, the PCs have a run in with the neighbourhood watch of concerned citizens.

When the PCs are just visiting Derwyndal to ask a few questions, the PCs might note a group of lightly armoured elves walking over the street. The group is clearly watching the streets alertly for any sign of trouble. If the PCs do nothing that might warrant their attention, they do nothing. The moment the PCs are causing trouble of any kind or are acting suspiciously they intervene. When the

PCs do something clearly illegal, they try to arrest them. If they are acting suspiciously, they approach them for an explanation. For example, if one of the PCs tries to climb on the roof of area 7 (see Encounter 9 below) the patrol just happens to walk into the alley at the back.

These elves are fully within their right to patrol the streets. While the Sunndian justice system might start a more thorough examination into the background of a citizen's arrest then when the official city guard is involved, citizens can make an arrest and resisting it is treated like resisting an official apprehension.

Note that no full stats are given. This encounter is intended as a role-play scene to make sure the PCs at least have some proof for Derwyndal's involvement with which they can convince the citizen's watch that they are doing the right thing. Or at the very least realize that they are taking a risk. Obviously, if the PCs do have enough real evidence, and have brought it before the official city guard, these vouch for the PCs and the watch cannot (and do not want to do) anything.

☞ **Garradh [GAR-ray]:** Male grey elf Rog1.

Appearance: Garradh is a tall regal elf with long blond hair braided into several tails. He has something cat-like about him, and moves with a subtle grace and an alert expression. He wears expensive clothing in green and blue with a beautiful black belt with a silver belt-knuckle.

Personality: Garradh is the nominal leader and spokesperson of the group. He is polite, always ready with a wink and a smile. He treats most other races with respect, except for half-orcs, whom he considers to be uncivilized brutes without self-control. Locals are trusted above strangers, but he is a reasonable person and the PCs should be able to convince him with the proper evidence.

☞ **Eamonnal:** Male grey elf Ftr1.

Appearance: Eamonnal clearly is the muscle of the group. For an elf he is well muscled, short and broad-shouldered. He has short silvery hair and wears a chain shirt.

Personality: Eamonnal is the silent grim warrior type. He does not involve himself in any discussions except when a growl is required. He has iron self-control and treats no other race with disdain or contempt.

☞ **Rhys:** Male grey elf Exp3.

Appearance: Rhys looks like a typical grey elf with free flowing silvery hair and loose well-fitted clothing. His hands show the signs of a worker, and his gaze seems to miss little.

Personality: In daily life Rhys is a wood-carver and quite a good one at that. He is famous for his patience, even

for an elf, and for having a good eye for detail. He is a merry man who hates violence and the people who behave in a violent manner (except out of self-defence) as such he distrusts half-orcs somewhat. He knows enough good behaving half-orcs though to realize that not all half-orcs are violent. He has a dislike for dour dwur and loves to make fun of them.

He actually carved the wooden statuette of Derwyndal's sister (see area 4 in Encounter 9) and he knows part of the story. He thinks she died during the Greyhawk Wars and considers it a sad story indeed. As such he is somewhat more protective of Derwyndal than the others in the group.

☞ **Delwyndoon:** Male grey olve Com1.

Appearance: Delwyndoon has the looks of an eager youngster with long white hair and deep blue eyes. He is about 90 years old, and wears simple practical clothing.

Personality: Looks can deceive, but in this case they do not. Delwyndoon is a youngster, eager for some action, sometimes a bit too eager. He is the most likely one to act when all the PCs are doing is looking around. The others let him do his thing, but when he goes too far, they reign him in.

Encounter 9: The Murderer's Hole

Derwyndal lives at the edge of the Olve District in an area consisting of mostly human designed and built buildings. His house is no exception and as such it is small, high and deep. The outer walls are made of thick stone that form good insulation against the burning sun. The walls are plastered with white chalk. The doors and shutters are painted green with pots with flowers hanging below the second floor windows on the main street. It looks like a well-maintained house. The fact that the upper shutters are always closed is to be expected since the house is much too big for Derwyndal.

It used to be a wagon repair shop, and the ground floor was the workplace, while the second and third floor contained the living space. A small attic directly under the roof was there solely for isolation. In Sunndi's climate it was simply too hot for people to live there. It also had a large storage space at the back of the building and in effect it consisted of three buildings. Less known is the fact that it also has a large cellar.

It was abandoned before Derwyndal moved in the house ten years ago and he refitted it to fit his own needs. To the public eye he is a herbalist, with the shop in the former workplace and an actual garden in what used to be the storage area. He officially lives above the shop, but

during the days of the full moon he spends all his free time in his secret laboratory in the cellar.

See Map 2 for a map of the house. All doors that lead to the streets as well the door from the house into the garden (Area 7) are strong wooden doors with average locks. They are also protected with an *arcane lock* spell. The shutters of the windows are strong at the ground floor, but simple at the second and third floors. These are closed with bolts from the inside. The inside doors are simple wooden doors, and they have no locks.

Strong Wooden Doors/Shutters: 2 in. thick; hardness 5; hp 20; AC 5; DC 25 (33 with *arcane lock*) Break; DC 25 Open Lock (assuming *arcane lock* is removed or suppressed).

Simple Wooden Shutters: 1 in. thick; hardness 5; hp 10; AC 5; DC 15 Break. (Note that breaking open a shutter while clinging to a wall is not particular easy.)

Area 1: The Herb Shop

The front half of the house is used as the shop area. It is a dark place with the shutters of the windows closed even when the shop is open. The walls are covered with shelves filled with all manner of jars, pots, bags and dried herbs. From the ceiling all kinds of dried herbs hang, filling the area with a strong difficult to place odour. There is one wooden counter that looks surprisingly clean. Writing gear lies on the counter while below the counter, away from the shop, stands a locked cabinet. Surprisingly enough there are no chairs or tables in the area. A door opening leads to the back. A thin green curtain blocks sight into the back.

There is little of interest for the PCs in this room. All of the herbs and medicines in the room are common and not very valuable. Raiding the complete shop and selling it simply would not be worth it for adventurers.

The wooden cabinet is locked with an average lock, though a DC 15 Strength check would allow a person to break it open. It contains several books detailing all the transactions of the last year. The text is in olven, the handwriting is very precise and all it shows is that Derwyndal's business is quite successful.

It is likely the PCs meet Derwyndal in this area if they pay him a visit when the shop is open (which is from noon to just before sundown). When the shop is open, he has a *misdirection* running to fool any unexpected divination magics. He is helpful to elves, and rather aloof and cold towards other races. If confronted with the murders, he acts like he knows nothing about them. Except for Erathinn, he does not know the victims except by reputation. If asked about the sedatives, he tells the truth in

as far the type of sedative goes and that only three people in Pitchfield can brew it. He admits he is one of them, stating that he just brew a batch for Elleniander (see below).

A DC 20 Spot check alerts the PCs to the smell coming from area 2. See below for more information on the source of this smell. If they confront Derwyndal with it, he tells that he recently brewed a sedative potion for the elderly Elleniander who needed something against the pain from rheumatism. The story is true, but it might rouse the PCs suspicion.

Development

If the PCs attack Derwyndal while in the shop he tries to flee, using a scroll of *dimension door*. He definitely screams for guards before doing so, resulting in quick arrival of the neighbourhood watch especially if there is more than 2 hours gaming time left. See Encounter 8 for more details. If he fails to *dimension door* away, he defends himself to his full capabilities. During the fight he tries to get the fight outside so that the locals witness it and chances for the guards to intervene rise significantly.

If they actually manage to capture him alive, he becomes angry, denying any accusations the PCs might have. No amount of pressure can get him to admit guilt, let alone tell where Glynna is kept. Note that the guards do not react to kindly on the PCs harassing the citizens of Pitchfield without some solid evidence. If the PCs suggest searching the place and Derwyndal is conscious and able to talk, he does not object. In fact, Derwyndal warns the guards about the poisonous plants, stating that he has them for medicinal purposes. With Derwyndal's capture the battle in area 8 is considerably easier, but that is the reward for good thinking or just a bit of luck on the PCs side.

Area 2: Preparation Room

The back half of the house is even darker than the front house, though a couple of oil lamps have been placed strategically around the room. The area is some sort of kitchen, or laboratory and there is a sharp irritating odour that creates a strong urge to sneeze. The room is dominated by a large strong wooden table with on it all kinds of laboratory equipment. The tabletop looks very used, is covered with scratches, scorch marks and unidentifiable stains. Along the wall stand several closed cabinets. A wooden staircase leads up in one corner. A strong wooden door leads even further to the back, while another probably is that of a stonewalled storage area.

This area is used by Derwyndal to prepare his herbs and medicines. The cabinets contain the equipment necessary for his work. It is all of good quality, but each piece individually is not very valuable.

The strong smell was created when Derwyndal made a rather strong sedative for Glynna. A DC 20 Knowledge (nature) or Profession (herbalist) allows a PC to recognize the smell.

The door to the storage room is a strong wooden door, locked with a good lock (DC 30 Open Lock to open) as well as an *arcane lock*. The closet contains the more valuable herbs of Derwyndal, as well as the money.

There is a toilet below the stairs leading up.

Treasure

Looting the Storage Room:

All APLs: L (10 gp); C (40 gp); M *decanter of endless water* (750 gp).

Detect magic results: *decanter of endless water* (Moderate Transmutation).

Area 3: Kitchen

The thick wooden floor of this large room is polished smooth and almost shining clean. A large fireplace for cooking and the white plastered chimney above dominate one corner of the room with next to it a pile of firewood. Wooden stairs lead down and up with between them two closets. In the middle of the room stands a large dining table with several chairs around it. A large cabinet with cooking and eating utensils stands in the last corner. A door leads to a room in the front and another thick wooden door leads to the roof of the attached building.

The kitchen is clean and little used. The coals in the fireplace are cold. One of the rooms is indeed for storage, and it is well filled with vegetables, fruit as well as a small barrel of wine. There is no meat. The other room is a toilet, which is just as clean as the kitchen. There is nothing of value here.

Area 4: Master's Bedroom

Three large windows provide an excellent view down on the street, even though the shutters are closed right now. Half of this large room is furnished as a bedroom and the other half as living quarters. The bed is a lavishly decorated four-poster bed with green curtains and beautiful carved posts that resemble trees reaching into the sky. It looks very comfortable. Next to the bed stands a plain stool, and a heavy steel bound chest. In the living area stands a comfortable looking chair from where one can look out over the street. In a corner under another window stands a large heavy desk. The carpets on the walls depict idyllic forest scenes.

Like the rest of the house, this room is clean and at this time of the month little used. There is little of value. The

chest is filled with clothes, and the drawers in the desk are mostly empty.

A DC 20 Search check reveals a small hidden compartment. In the compartment there are two things: a small statuette of a young olven woman playing with a doe and an iron pin of a gauntlet clasping several swords pointing outward. A DC 10 Knowledge (religion) check reveals that the symbol looks a lot like the symbol of Hextor, except that what should be arrows are swords. With a DC 20 Knowledge (nobility and royalty) check or a DC 15 Knowledge (history) check the PCs recognize the symbol as that being used by an elite unit in the Glorioles Army of old. The unit supposedly died to the last man in the Battle of Rieuwood, neither asking quarter nor giving it. For their actions outside the battlefield they were hated and despised by the Sunndians. The statuette is a portrait of a kind. Paintings do not live as long as elves and hence are rarely used. On the bottom of the statuette the name Nysneirdre [nis-NEER-drey] is etched in olven. Neither item is really valuable, but they are of personal significance to Derwyndal.

Area 5: Empty Rooms

Each of these rooms is empty and filled with cobwebs. It is clear these rooms have not been used for a long time.

Area 6: Attic

A hatch in the hallway below leads to the attic. At its highest point it is only 5 feet high, and like the rooms directly below it, it is dusty and filled with cobwebs. The place is filled with all kinds of junk that probably has not seen the daylight for decades. Nothing of it is useful, let alone valuable. During the day the heat is nearly unbearable here.

Area 7: The Gardens

When you open the door you look into a single large room. The temperature and humidity within the room are slightly higher than outside. The room behind looks more like a garden than a room. The walls are covered with shells and the rest of the room is filled with open cabinets. The shelves are filled with plants of all kinds of species. There are paths along these cabinets, but even there you will need to push your way through plants – it is almost like you are looking into a jungle. The constant sound of dripping water can be heard, making it difficult to hear any other soft sounds. When you look up, you note that the ceiling consists partially of wooden shutters that can be opened to provide light to the plants below.

If the PCs examine the cabinets, they note with a DC 15 Knowledge (nature) or Profession (herbalist) check that

almost all of the plants have their uses for medicinal purposes, though some have no known uses yet or are just pretty to look at. None of the plants is particularly dangerous to touch (with the exception of the area near the hatch – see below). An ingenious system of pipes and drains allow one person to give water to the various sections from one point. At higher APLs Derwyndal uses his *decanter of endless water* (see treasure section in area 2) to great effect in his work in his garden.

PCs examining the walls towards the streets (either inside or outside) learn that in the past there used to be several large doors. These have been bricked up later, and now there is only one smaller door that leads to the street. The shutters are closed at night-time and open at daytime, it is one of the few times the PCs might catch Derwyndal outside the cellar. If confronted, he tries to flee into the cellar as quick as possible.

There are built in closets in the area. Area A is a compost heap for use in the garden. It reeks very strong of rotten organic material, but it does not contain any animal material. Area B is a storage area for the tools needed in gardening. There is neither anything valuable or dangerous in these two areas.

In the middle of the room there is a secret hatch that leads down into the cellar. A DC 25 Search check reveals it. Note though that it is trapped (see below). It is locked with an *arcane lock* spell.

Stone Hatch: 2 in. thick; hardness 8; hp 60; AC 5; DC 28 (38 with *arcane lock*) Break; DC 25 Open Lock (assuming *arcane lock* is removed or suppressed).

Trap: Derwyndal placed poisonous plants at three sides (Ts on the map) of the secret hatch, leaving only the southern path open for safe approach. Touching these plants lead to an immediate allergic reaction very similar to touching contact poison. Unlike regular traps, a search check cannot locate the plants. It requires a Knowledge (nature) or Profession (herbalist) check with the DC dependent on APL (see below). Note that the player does not need to state they are actively looking for dangerous plants. If not actively looking, make the check in secret.

Note that usually a Survival check also allows a person to recognize a natural hazard, but this garden is not particular natural. The usual signs of these plants growing in the area are not here. Hence a Survival check does not warn the PCs about the presence of the plants.

At higher APLs there is also a magical trap at the secret hatch. Note that this glyph is placed below the hatch and as such cannot be detected with a *detect magic*. The hatch does provide limited cover though when the trap is

triggered, providing a +2 cover bonus on the Reflex saving throw.

APL 4 (EL 4)

↗**Poisonous Plants:** CR 4; natural; location trigger; automatic; Atk +15 melee (poison, 1d6 Dex/2d6 Dex*); Fort save resists (DC 16); Knowledge (Nature) or Profession (Herbalist) (DC 15); Disable Device automatic.

* Treat as Terinav root: see *Dungeon Master Guide* page 297.

APL 6 (EL 6)

↗**Poisonous Plants:** CR 4; natural; location trigger; automatic; Atk +15 melee (poison, 1d6 Dex/2d6 Dex*); Fort save resists (DC 16); Knowledge (Nature) or Profession (Herbalist) (DC 15); Disable Device automatic.

* Treat as Terinav root: see *Dungeon Master Guide* page 297.

↗**Glyph of Warding (blast):** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

APL 8 (EL 8)

↗**Poisonous Plants:** CR 6; natural; location trigger; automatic; Atk +14 melee (poison, 3d6 Str/0*); Fort save resists (DC 26); Knowledge (Nature) or Profession (Herbalist) (DC 25); Disable Device automatic.

* Treat as dragon bile: see *Dungeon Master Guide* page 297.

↗**Glyph of Warding (blast):** CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

APL 10 (EL 10)

↗**Poisonous Plants:** CR 8; natural; location trigger; automatic; Atk +20 melee (poison, 3d6 Str/0*); Fort save resists (DC 26); Knowledge (Nature) or Profession (Herbalist) (DC 29); Disable Device automatic.

* Treat as dragon bile: see *Dungeon Master Guide* page 297.

↗**Greater Glyph of Warding (blast):** CR 8; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 20th-level cleric, 10d8 sonic, DC 19 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 31; Disable Device DC 31.

APL 12 (EL 11)

↗**Poisonous Plants:** CR 8; natural; location trigger; automatic; Atk +20 melee (poison, 3d6 Str/0*); Fort save resists (DC 26); Knowledge (Nature) or Profession (Herbalist) (DC 29); Disable Device automatic.

* Treat as dragon bile: see *Dungeon Master Guide* page 297.

↗**Greater Glyph of Warding (blast):** CR 8; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 20th-level cleric, 10d8 sonic, DC 19 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 31; Disable Device DC 31.

Forbiddance: CR 7; spell; location trigger; constant; spell effect (*forbiddance*, attuned alignment neutral evil, 6d6 or 12d6, DC 21 Will save half damage); multiple targets (all that enter the cellar); Search DC NA; Disable Device NA.

This spell is placed in the whole cellar. See *Player's Handbook* page 232 for its exact effects. It has a password ("Nysneidre"). Alert PCs (and DMs) might note that the *forbiddance* is attuned to the neutral evil alignment, which is impossible if the secret mentor of Derwyndal is a cleric of Wastri. One of the few clues something more is amiss then meets the eye...

Development: While the floor is made out of stone, it does carry sound quite well. Unless the PCs are extraordinary silent, Derwyndal hears them if they walk and talk in this area. The hatch itself also squeaks loudly when opened, giving a final warning to Derwyndal. If Derwyndal is aware of the PCs presence, he prepares himself for their arrival by casting long lasting (duration of 1 hour per level) buff spells. He waits with the spells with a short duration until combat is actually on.

It is certainly possible to surprise Derwynal if the PCs use for example a *silence* spell or perhaps *dimension door* into the cellar (at APL 12 it is impossible to *dimension door* into the cellar). If they fly through the room, and bypass the hatch silently they do not alert Derwyndal, making the battle with Derwyndal in the cellar certainly easier.

Area 8: The Cellar

Note that the hatch is only 5 by 5 feet wide and Large or bigger creatures cannot enter through it without destroying the floor. At APL 8 and higher it is also impossible to look into the cellar without entering. At those APLs communication is also nearly impossible: those inside can see and hear perfectly what happens outside, but this is not true the other way round.

The cellar is one large single room shrouded in darkness. Simple stone pillars support the roof and form a forest of

stone trees. The floor consists of large stone tiles. The odour of smoke and sulphur makes breathing in the area somewhat difficult. Considering the humidity of the room above, it is surprisingly dry down here. A simple wooden staircase leads down from the hatch in the ceiling.

Black curtains surround one corner of the room. A flickering glow from that direction provides what little illumination there is in this area. Showing all kinds of strange black drawings and symbols on the walls and pillars. These drawings look like the work of a madman with little rhyme or reason. The drawing of an orb seems to be a reoccurring theme. In another corner hangs a hammock between two pillars. In each remaining corner stands a large statue roughly in humanoid shape made out of stone/flesh (stone at APL 4, 10 and 12; flesh at APL 6 and 8), but lacking much detail. Between these two statues lies an altar-like stone slab with chained on it a semi-conscious naked olven lady, shivering in the cold.

Directly under the hatch lies a summoning circle drawn on the floor with what appears to be charcoal, the remains of silver dust and ash can be seen as well as burned down black candles on each point of the pentagram.

The cellar is used as the secret laboratory and summoning room by Derwyndal. The area behind the curtains is the laboratory, containing the standard furnishing of one. Two *everburning torches* provide illumination in this area. There is no light source in the rest of the cellar.

The drawings on the walls are made with charcoal and have little meaning to anybody besides Derwyndal. The words are mostly written in olven. The name Nysneidre surfaces regularly as does the ramblings against the vermin humans and treacherous elves that deal with humans and who deserve nothing but death. There are also some references to the yellow orb reoccurring in his dreams, blinding him with her light and demanding a sacrifice from him. The symbols and pictures are mostly nonsensical, except for a few arcane symbols used in summoning rituals, though the symbols that are usually used to determine whether the summoning is celestial, elemental or fiendish are missing. Instead there are unknown symbols, that with a DC 30 Knowledge (arcana) are recognized as symbols used to contact the Far Realm.

The olven girl, Glynnna, on the stone slab is chained to them with masterwork manacles. Breaking the manacles requires a DC 28 Strength check. The chains have hardness 10 and 10 hit points. The manacles are locked with an average lock. Derwyndal has the key in his pocket. Glynnna has been sedated and she does not react to the arrival of the PCs. Reviving Glynnna requires a DC 20 Heal check with the proper medicines or she regains consciousness after a

couple of hours when the sedative starts to wear off. She is covered with superficial wounds, none of these are life threatening, but they are painful. The mental scars though are a lot more troublesome to cure.

At APL 8+ Derwyndal protected the cellar against divination magic with the *Mordekainen's private sanctum* spell. Note that this means that at that APL it is be impossible to look into the cellar without actually entering it. For more information look into the *Player's Handbook* page 256.

Creatures: Either one or both statues are magical constructs animated to guard the cellar against unwanted intrusion. They attack anybody entering the cellar unless ordered otherwise by Derwyndal. Derwyndal himself is in his laboratory, or hammock, when surprised. Else he is waiting for the PCs behind one of the constructs, attacking as soon as somebody enters the cellar.

APL 4 (EL 7)

☞ **Derwyndal:** Male grey elf Wiz5 (Conjurer); hp 21; See Appendix 1.

☞ **Animated statues (2):** Large animated objects; hp 52 each; See *Monster Manual* page 13 and Appendix 1.

APL 6 (EL 9)

☞ **Derwyndal:** Male grey elf Wiz5 (Conjurer)/Alienist 2; hp 29; See Appendix 2.

☞ **Flesh golem (1):** hp 79; See *Monster Manual* page 135 and Appendix 2.

APL 8 (EL 11)

☞ **Derwyndal:** Male grey elf Wiz5 (Conjurer)/Alienist 4; hp 40; See Appendix 3.

☞ **Flesh golem (2):** hp 79; See *Monster Manual* page 135 and Appendix 3.

APL 10 (EL 12)

☞ **Derwyndal:** Male grey elf Wiz5 (Conjurer)/Alienist 6; hp 48; See Appendix 4.

☞ **Stone golem (1):** hp 107; See *Monster Manual* page 136 and Appendix 4.

APL 12 (EL 15)

☞ **Derwyndal:** Male grey elf Wiz5 (Conjurer)/Alienist 8; hp 72; See Appendix 4.

☞ **Stone golem (2):** hp 107; See *Monster Manual* page 136 and Appendix 4.

Tactics: Derwyndal is a bright man with a superb knowledge on his spell effects and the abilities of his

guardian constructs. It is very difficult to lure him away from Glynna, realizing that while he is near her, chances are that the PCs do not use any damaging area spells on him. He is likewise careful not to hurt her even when desperate.

On APL 8 and higher it is impossible for the PCs to look into the cellar without entering it, nor are they able to hear any sound coming from below. Derwyndal uses this to his advantage by casting several spells in advance if he is certain the PCs are coming down.

In any case, he tries to remain hidden until several PCs down after which he tries to use his spells to block the entrance and split up the PCs, quickly followed by a *dispel magic* on the PCs within reach. He keeps himself behind the golems, realizing the danger of getting in melee or being grappled by opponents.

Note that the golems are virtual immune to almost all spells, and Derwyndal uses this to his advantage. At APL 6 and 8 Derwyndal uses *shocking grasp* to heal the flesh golems and to counteract any *slow* effect upon them.

Treasure:

Looting the cellar:

All APLs: L (18 gp); C (50 gp); M (0 gp).

Looting Derwyndal:

APL 4: L (117 gp); C (0 gp); M *cloak of resistance +1* (83 gp), *wand of mage armour* (62 gp), 2x *potion of cure moderate wounds* (25 gp each), *potion of remove blindness* (62 gp), *scroll of resist energy* (12 gp), *scroll of see invisibility* (12 gp), *scroll of dimensional door* (58 gp).

APL 6: L (180 gp); C (0 gp); M *cloak of resistance +1* (83 gp), *wand of mage armour* (62 gp), 2x *potion of cure moderate wounds* (25 gp each), *potion of remove blindness* (62 gp), *scroll of resist energy* (12 gp), *scroll of see invisibility* (12 gp), *ring of protection +1* (166 gp), *scroll of dimensional door* (58 gp).

APL 8: L (305 gp); C (0 gp); M *cloak of resistance +2* (333 gp), *wand of mage armour* (62 gp), 2x *potion of cure moderate wounds* (25 gp each), *potion of remove blindness* (62 gp), *scroll of resist energy* (12 gp), *scroll of see invisibility* (12 gp), *ring of protection +1* (166 gp), *scroll of dimensional door* (58 gp).

APL 10: L (468 gp); C (0 gp); M *cloak of resistance +2* (333 gp), *wand of mage armour* (62 gp), 2x *potion of cure moderate wounds* (25 gp each), *potion of remove blindness* (62 gp), *scroll of resist energy* (12 gp), *scroll of see invisibility* (12 gp), *ring of protection +2* (666 gp), *ring of counterspelling* (333 gp), *scroll of dimensional door* (58 gp).

APL 12: L (513 gp); C (0 gp); M *cloak of resistance +3* (750 gp), *wand of mage armour* (62 gp), 2x *potion of cure*

moderate wounds (25 gp each), *potion of remove blindness* (62 gp), *scroll of resist energy* (12 gp), *scroll of see invisibility* (12 gp), *ring of protection +2* (666 gp), *ring of counterspelling* (333 gp), *amulet of health +2* (333 gp), *scroll of dimensional door* (58 gp).

Detect magic results: *cloak of resistance* (Faint Abjuration), *wand of mage armour* (Faint Conjunction), *potion of cure moderate wounds* (Faint Conjunction), *potion of remove blindness* (Faint Conjunction), *scroll of resist energy* (Faint Abjuration), *scroll of see invisibility* (Faint Divination), *scroll of dimensional door* (Moderate Conjunction), *ring of protection* (Faint Abjuration), *ring of counterspelling* (Moderate Evocation), *amulet of health +2* (Moderate Transmutation).

Development: Insane and obsessed with his victims, Derwyndal does not try to flee during the battle. Either the PCs kill or capture him, or he kills them. The idea of using Glynna as a hostage does not even cross his mind. Only if the PCs confront him, or ransack his house, and then leave without having defeated him, does he leave Pitchfield. In this case he takes Glynna along.

Once defeated the PCs can search the cellar in all peace. In the laboratory they find his spellbook as well as a lot of notes on his magical research into the Far Realm. Notes that help another wizard to duplicate his research and contact the forces of that realm. The notes are written in a whole range of languages varying from Olven to Draconic to Ur-Flan. A DC 20 Knowledge (arcana) check is required to learn the nature of the research without actually delving into the material. There is no evil aura around the work, but some PCs might prefer to destroy it, especially if they know more about the Far Realm. If it is destroyed, PCs obviously lose access to the possibility to take levels in the alienist prestige class.

His diary might hold an equal interest for the PCs. In it they find information about the motives and past of Derwyndal. If PCs are interested in it, you can summarize the information given in the Background section of this scenario. Obviously, the information in his diary is a lot more difficult to read due to insane ramblings, but the PCs would be able to filter the ramblings from the real facts.

One of the things they find in the cellar is a poem, which is repeatedly drawn on the walls and in his diary. Give the players Handout 2. While it has no impact on the current adventure, it becomes more important in future scenarios.

If they capture Derwyndal alive, they could try to question him, but he provides little information. Once defeated, he withdraws into his own mind, and he hardly reacts to the outside world. Strangely enough, he does not try to flee even if given the opportunity. All he does is to

stare into the distance and mumble all kinds of incomprehensible things.

The PCs might be able to revive Glynna within the cellar. Obviously, she feels miserably: noxious, afraid, tired and cold. If still naked, shame is added to the list. Once outside, she realizes that some pretty powerful adventurers rescued her and she becomes afraid that her parents spend too much money on her account. She cannot hide her fear about it.

Conclusion

Once the dust settles down, the PCs hopefully have been able to rescue Glynna and either they have killed or captured Derwyndal.

If they managed to rescue Glynna alive her parents are ecstatic. They are not rich and there is little they can offer as a reward, but Eyanata helps them in that regard. Even when they angered her by betraying her identity in Encounter 2, they earn an amount of cash depending on the APL at which this scenario was played (see below in the treasure section). If they kept her identity a secret, they also earn her favour. What the PCs can do with her favour is described in the Treasure section below and on the AR.

If on the other hand Glynna was killed, her parents are devastated and Eyanata is sorely disappointed. As long as the PCs did not kill Glynna themselves, but were simply too slow to save her, she lets it rest and provides the PCs with half the usual reward in gold for their trouble. Chances are though that the PCs were responsible for her death due to the use of area of effect spells and in that case the PCs do not get a reward at all (including the favour with the Eliastraiir they might have gained by capturing Derwyndal alive). If it were not for their battle with a dangerous criminal, they would have been charged with murder.

The easiest thing for the PCs to do was to kill Derwyndal. In this case they do not invoke the wrath of Sehanine Moonbow or the Sunndian authorities. These groups are fully aware Derwyndal is a powerful spellcaster and a cruel murderer. In fact, most people would be surprised to learn he was captured alive in the first place, that is, if they ever learned of his existence and his deeds. The authorities certainly try to keep any knowledge about Derwyndal hidden from the general populace. In this case they is no special reward, nor is there any special punishment.

Sometimes though the easiest thing to do is not the best thing to do. In the eyes of Sehanine Moonbow and her followers, Derwyndal is just as much victim as his victims and they prefer to get him alive in the hope of curing his insanity. In their eyes no elf is irredeemable. Whether the PCs hand Derwyndal over to the Sunndian authorities or

directly to the temple, eventually he ends up in the care of Sehanine Moonbow's temple in Sunndi. In this case the PCs have earned the favour of the Eliastraiir. What the PCs can do with this favour is described in the Treasure section below and on the AR.

Whether or not the PCs captured Derwyndal alive, Captain Yarquann and Moon-Maiden Lanagh have one final debriefing with them before saying final goodbyes. In it they discuss the motivations of Derwyndal and if captured alive what happens with him. During the debriefing they also stress the importance of keeping the details of this case hidden from the public. Knowledge about Derwyndal and his actions only serve to heighten tensions between humans and elves and that is not something Sunndi can use right now. It is not that the PCs have to keep their actions secret. It is just that there is no need to tell that Derwyndal was behind the previous murders, and why he committed these heinous crimes.

Treasure

Rescuing Glynna alive (half that if she died due to no fault of the PCs):

APL 4: L (0 gp); C (50 gp); M (0 gp).

APL 6: L (0 gp); C (100 gp); M (0 gp).

APL 8: L (0 gp); C (150 gp); M (0 gp).

APL 10: L (0 gp); C (200 gp); M (0 gp).

APL 12: L (0 gp); C (250 gp); M (0 gp).

Campaign Consequences

This module has Campaign Consequences; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to the Sunndi regional Team at poc@sunndi.nl as soon as possible. General comments about the module are also welcomed at this address.

1. Did Eyanata survive her encounter with the wild dogs?
2. Did the PCs betray Eyanata's identity to the city guards?
3. How was the relation between the PCs and Captain Yarquann?
4. Was Glynna rescued?
5. Was Derwyndal killed or captured alive or did he escape?

The End

Experience Point Summary

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

Encounter 1: Teeth and Fur

Defeating the dogs (half the xp if the PCs failed to rescue Eyanata):

APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP

Encounter 9: Area 7, the Gardens

Disabling, bypassing or triggering the traps at the hatch:

APL4	120 XP
APL6	180 XP
APL8	240 XP
APL10	300 XP
APL12	360 XP

Encounter 9: Area 8, the Cellar

Destroying the golems and dispatching Derwyndal:

APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP

Discretionary Role-playing Award

APL4	135 XP
APL6	180 XP
APL8	225 XP
APL10	270 XP
APL12	315 XP

Total Possible Experience:

APL4	675 XP
APL6	900 XP
APL8	1125 XP
APL10	1350 XP
APL12	1575 XP

Treasure Summary

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

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

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

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

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

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

Encounter 9: Area 2, Preparation Room

Looting the vault:

All APLs: Loot: 10 gp; Coin: 40 gp; Magic: 750 gp

Encounter 9: Area 8, the Cellar

Looting the Cellar:

All APLs: Loot: 18 gp; Coin: 0 gp; Magic: 0 gp

Looting the Derwyndal:

APL 4: Loot: 117 gp; Coin: 0 gp; Magic: 341 gp

APL 6: Loot: 180 gp; Coin: 0 gp; Magic: 539 gp

APL 8: Loot: 305 gp; Coin: 0 gp; Magic: 789 gp

APL 10: Loot: 468 gp; Coin: 0 gp; Magic: 1622 gp

APL 12: Loot: 513 gp; Coin: 0 gp; Magic: 2372 gp

Conclusion

Reward for rescuing Glynnia:

- APL 4: Loot: 0 gp; Coin: 50 gp; Magic: 0 gp
- APL 6: Loot: 0 gp; Coin: 100 gp; Magic: 0 gp
- APL 8: Loot: 0 gp; Coin: 150 gp; Magic: 0 gp
- APL 10: Loot: 0 gp; Coin: 200 gp; Magic: 0 gp
- APL 12: Loot: 0 gp; Coin: 250 gp; Magic: 0 gp

Total Allowed Treasure

- APL 4: 650 gp
- APL 6: 900 gp
- APL 8: 1300 gp
- APL 10: 2300 gp
- APL 12: 3300 gp

Items for the Adventure Record

Alienist: By spending 1 TU, the PC gains access to the Alienist prestige class and fulfils the special requirements to it.

Divine Contemplative of Sehanine Moonbow: The PC has fulfilled the special requirement of this prestige class. A PC who was directly involved in the death of Derwyndal do not gain access.

Favour of Princess Eyanata: This favour counts as a favour with the Count of Esparithen or the Lyre. Besides standard uses, it also can be spend to gain one-time access to one of the following items: *chime of opening*, *circlet of persuasion*, *hat of disguise* or *slippers of spider climbing*.

Favour of the temple of the Eliastrair: Besides standard uses, it can be used to gain 1 time access to one of the following items (or spend more favors for better acces):

Expend 1 favor: *pearl of power* (1st or 2nd level), upgrade *cloak* or *vest of resistance* to +2, *wand of cure light wounds*, *wand of daylight*, *wand of delay poison* or *wand of lesser restoration*.

Expend 2 favors: *lesser strand of prayer beads*, *pearl of power* (3rd level), *ring of lesser energy resistance*, upgrade an *amulet of health* or a *periapt of wisdom* to +4 or upgrade a *cloak* or *vest of resistance* to +3.

Derwyndal's Spellbook: Derwyndal's spellbook contains the following spells. The complete spellbook must be bought at higher APLs:

APL 4 – *dispel magic*, *glitterdust*, *mage armour*, *magic circle against good*, *magic missile*, *misdirection*, *scorching ray*, *shield*, *shocking grasp*, *stinking cloud* and *web*, Cost 1050 gp.

APL 6 – *+dimension door*, *greater invisibility*, *lightning bolt*, *summon monster IV*; Cost +750 gp (total 1800 gp).

APL 8 – *+Mordekainen's private sanctum*, *summon monster V*, *wall of force*, Cost +1500 gp (total 3300 gp).

APL 10 – *+chain lightning*, *cloud kill*, *displacement*, *Otiluke's resilient sphere*, *summon monster VI*; Cost +1950 gp (total 5250 gp).

APL 12 – *summon monster VI*; Cost +300 gp (total 5550 gp).

Item Access

APL 4

- ❖ *Decanter of endless water* (Adventure, DMG)
- ❖ *Spellbook* (Adventure, See above)
- ❖ *Wand of mage armour* (Adventure, CL 1, DMG)

APL 6 (All of APL 4 plus the following)

- ❖ *Magic item name* (Frequency, CL, Source)

APL 8 (All of APLs 4-6 plus the following)

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

APL 10 (All of APLs 4-8 plus the following)

- ❖ *Ring of counterspelling* (Adventure, DMG)
- ❖ *Ring of protection +2* (Adventure, DMG)

APL 12 (All of APLs 4-10 plus the following)

- ❖ *Cloak of resistance +3* (Adventure, DMG)

Appendix 1: APL 4

Encounter 1: Screams in the Night

➤ **Pseudonatural dire wolves (3):** CR 4; Large Outsider (native); HD 6d8+18; hp 45; Init +2; Spd 50 ft.; AC 14 (touch 11, flat-footed 12); Base Atk +4; Grp +15; Atk +11 melee (1d8+10, bite); Full Atk +11 melee (1d8+10, bite); SA Trip, true strike 1/day; SQ Darkvision 60 ft., acid/electricity resistance 5, DR 5/magic, low-light vision, scent, SR 11; Space/Reach 10 ft./5ft.; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2 (+6 when using scent to track); Alertness, Run, Track^B, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Possessions: None.

Encounter 9: Murderer's Hole

◆ **Derwyndal:** Male grey elf Wiz5 (Conjurer); CR 5; Medium humanoid (elf); HD 5d4+5; hp 21; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Base Atk +2; Grp +2; Atk +2 melee (1d4/19-20/x2, dagger) or +5 ranged (1d8/19-20/x2, masterwork light crossbow); Full Atk +2 melee (1d4/19-20/x2, dagger) or +5 ranged (1d8/19-20/x2, masterwork light crossbow); SQ Low-light vision; AL NE; SV Fort +3, Ref +4, Will +5; Str 10, Dex 14, Con 12, Int 19, Wis 10, Cha 8.

Skills and Feats: Concentration +9, Craft (Alchemy) +8, Knowledge (arcana) +12, Knowledge (nature) +10, Knowledge (the planes) +12, Listen +4, Profession (herbalist) +6, Speak Languages (Common, Baklundish, Draconic, Olven, Ur-Flan, Suel), Spellcraft +12, Spot +4; Alertness, Empower Spell, Scribe Scroll, Spell Focus (conjunction).

Spells Prepared (5/5/4/3; base DC = 14 + spell level): 0th— *acid splash*, *detect magic* (x2), *detect poison*, *ray of frost*, 1st— *mage armour*, *magic missile* (x2), *shield*, *shocking grasp*, 2nd— *glitterdust^P*, *misdirection*, *scorching ray*, *web^P*; 3rd— *dispel magic*, *magic circle against good*, *stinking cloud^P*.

Prohibited Schools: Enchantment and Necromancy.

Ψ Because of Spell Focus (conjunction), the base DC against these spells is 15 + spell level.

Possessions: Dagger, masterwork light crossbow, quiver, bolts (20), spell component pouch, *cloak of resistance* +1, *wand of mage armour*, *potion of cure moderate wounds* (2), *potion of remove blindness*, *scroll of resist energy*, *scroll of see invisibility*, *scroll of dimensional door*.

➤ **Animated statues (2):** CR 3; Large Construct; HD 4d10+30; hp 52; init +0; Spd 30 ft.; AC 14 (touch 9, flat-footed 14); Base Atk +3; Grp +10; Atk +5 melee (1d8+4, slam); Full Atk +5 melee (1d8+4, slam); Space/Reach 10 ft./10 ft.; SQ Construct traits, darkvision 60 ft., low-light vision, hardness 8; AL N; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con-, Int -, Wis 1, Cha 1.

Skills and Feats: -.

Possessions: None.

Appendix 2: APL 6

Encounter 1: Screams in the Night

➤ **Pseudonatural dire wolves, advanced 9 HD (3):** CR 6; Large Outsider (native); HD 9d8+27; hp 76; Init +2; Spd 50 ft.; AC 14 (touch 11, flat-footed 12); Base Atk +6; Grp +17; Atk +13 melee (2d6+10, bite); Full Atk +13 melee (2d6+10, bite); SA Trip, true strike 1/day; SQ Darkvision 60 ft., acid/electricity resistance 10, DR 5/magic, low-light vision, scent, SR 14; Space/Reach 10 ft./5ft.; AL N; SV Fort +10, Ref +8, Will +7; Str 25, Dex 15, Con 18, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +10, Move Silently +4, Spot +7, Survival +2 (+6 when using scent to track); Alertness, Improved Natural Attack (bite), Run, Track^B, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Possessions: None.

Encounter 9: Murderer's Hole

◆ **Derwyndal:** Male grey elf Wiz5 (Conjurer)/Alienist 2; CR 7; Medium humanoid (elf); HD 7d4+7; hp 29; Init +2; Spd 30 ft.; AC 13 (touch 13, flat-footed 11); Base Atk +3; Grp +3; Atk +3 melee (1d4/19-20/x2, dagger) or +6 ranged (1d8/19-20/x2, masterwork light crossbow); Full Atk +3 melee (1d4/19-20/x2, dagger) or +6 ranged (1d8/19-20/x2, masterwork light crossbow); SQ Low-light vision, alien blessing, summon alien; AL NE; SV Fort +4, Ref +5, Will +8; Str 10, Dex 14, Con 12, Int 19, Wis 8, Cha 8.

Skills and Feats: Concentration +11, Craft (Alchemy) +8, Handle Animal +3, Knowledge (arcana) +14, Knowledge (nature) +10, Knowledge (the planes) +14, Listen +4, Profession (herbalist) +6, Speak Languages (Common, Baklundish, Draconic, Olven, Ur-Flan, Suel), Spellcraft +12, Spot +4; Alertness, Augment Summoning, Empower Spell, Scribe Scroll, Spell Focus (conjunction).

Summon Alien (Sp): When an alienist casts any *summon monster* spell, she summons a "pseudonatural" version of a creature chosen from the appropriate list on page 287 of the *Player's Handbook*.

For example, by casting *summon monster VI*, she could summon a pseudonatural dire lion. This adds the pseudonatural template to the summoned creature (see Pseudonatural Creatures below). If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

Alien Blessing: An alienist applies a +1 insight bonus on all saving throws, but she permanently loses 2 points of wisdom (already included in stat block).

Spells Prepared (5/6/5/4/3; base DC = 14 + spell level): 0th— *acid splash*, *detect magic* (2), *detect poison*, *ray of frost*, *resistance*; 1st— *mage armour* (2), *magic missile* (2), *shield*, *shocking grasp*; 2nd— *energy resistance*, *glitterdust*^W, ~~*misdirection*~~, *scorching ray*, *web*^W; 3rd— *dispel magic*, *lightning bolt*, *magic circle against good*, *stinking cloud*^W; 4th— *dimension door*, *greater invisibility*, *summon monster IV*

Prohibited Schools: Enchantment and Necromancy.

Ψ Because of Spell Focus (conjunction), the base DC against these spells is 15 + spell level.

Possessions: Dagger, masterwork light crossbow, quiver, bolts (20), spell component pouch, *cloak of resistance* +1, *ring of protection* +1, *wand of mage armour*, *potion of cure moderate wounds* (2), *potion of remove blindness*, *scroll of resist energy*, *scroll of see invisibility*, *scroll of slow*, *scroll of dimensional door*.

➤ **Flesh golem:** CR 7; Large Construct; HD 9d10+30; hp 79; Init -1; Spd 30 ft.; AC 18 (touch 8, flat-footed 18); Base Atk +6; Grp +15; Atk +10 melee (2d8+5, slam); Full Atk +10/+10 melee (2d8+5, slam); Face/Reach 10 ft./10ft.; SA Berserk; SQ Construct traits, DR 5/adamantine; darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con-, Int-, Wis 11, Cha 1.

Skills and Feats: -.

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows

spell resistance. In addition, certain spells and effect function differently against the creature as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

Appendix 3: APL 8

Encounter 1: Screams in the Night

➤ **Pseudonatural dire wolves, advanced 15 HD (3):** CR 8; Large Outsider (native); HD 15d8+60; hp 127; Init +2; Spd 50 ft.; AC 16 (touch 11, flat-footed 14); Base Atk +11; Grp +23; Atk +19 melee (2d6+12, bite); Full Atk +19 melee (2d6+12, bite); SA Trip, true strike 1/day; SQ Darkvision 60 ft., acid/electricity resistance 10, DR 10/magic, low-light vision, scent, SR 19; Space/Reach 10 ft./5ft.; AL N; SV Fort +13, Ref +11, Will +10; Str 26, Dex 15, Con 18, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +10, Move Silently +4, Spot +10, Survival +5 (+6 when using scent to track); Alertness, Improved Natural Armour (x2), Improved Natural Attack (bite), Run, Track^B, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Possessions: None.

Encounter 9: Murderer's Hole

◆ **Derwyndal:** Male grey elf Wiz5 (Conjurer)/Alienist 4; CR 9; Medium humanoid (elf); HD 9d4+12; hp 40; Init +6; Spd 30 ft.; AC 17 (touch 13, flat-footed 15); Base Atk +4; Grp +4; Atk +4 melee (1d4/19-20/x2, dagger) or +7 ranged (1d8/19-20/x2, masterwork light crossbow); Full Atk +4 melee (1d4/19-20/x2, dagger) or +7 ranged (1d8/19-20/x2, masterwork light crossbow); SQ Low-light vision, alien blessing, summon alien; AL NE; SV Fort +6, Ref +7, Will +10; Str 10, Dex 14, Con 12, Int 20, Wis 8, Cha 8.

Skills and Feats: Concentration +13, Craft (Alchemy) +9, Handle Animal +5, Knowledge (arcana) +17, Knowledge (nature) +11, Knowledge (the planes) +17, Listen +6, Profession (herbalist) +8, Speak Languages (Abyssal, Baklundish, Common, Draconic, Olven, Ur-Flan, Suel), Spellcraft +15, Spot +6; Alertness, Augment Summoning, Empower Spell, Extend Spell, Improved Initiative, Scribe Scroll, Spell Focus (conjuration), Toughness^B.

Summon Alien (Sp): When an alienist casts any *summon monster* spell, she summons a

"pseudonatural" version of a creature chosen from the appropriate list on page 287 of the *Player's Handbook*. For example, by casting *summon monster VI*, she could summon a pseudonatural dire lion. This adds the pseudonatural template to the summoned creature (see Pseudonatural Creatures below). If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

Alien Blessing: An alienist applies a +1 insight bonus on all saving throws, but she permanently loses 2 points of wisdom (already included in stat block).

Mad Certainty: Derwyndal has a phobia against cats, suffering a -2 penalty to saving throws, attack rolls, and Charisma-based skill and ability checks in regard to cats. Cats gain a +2 morale bonus modifier to AC and saving throws against the phobic alienist. Beings that share attributes with or those that resemble cats also trigger the phobia.

Spells Prepared (5/7/6/5/4/3; base DC = 15 + spell level): 0th— *acid splash*, *detect magic* (2), *detect poison*, *ray of frost*, *resistance*; 1st— *grease*^Ψ, *mage armour*, *magic missile* (2), *shield*, *shocking grasp* (2); 2nd— ~~*extended mage armour*~~, *glitterdust*^Ψ, ~~*misdirection*~~, *resist energy*, *scorching ray*, *web*^Ψ; 3rd— *dispel magic* (2), *lightning bolt*, *magic circle against good*, *stinking cloud*^Ψ; 4th— *dimension door*, empowered *scorching ray*, *greater invisibility*, *summon monster IV*; 5th— ~~*Mordekainen's private sanctum*~~, *summon monster V*, *wall of force*.

Prohibited Schools: Enchantment and Necromancy.

Ψ Because of Spell Focus (conjuration), the base DC against these spells is 16 + spell level.

Possessions: Dagger, masterwork light crossbow, quiver, bolts (20), spell component pouch, *cloak of resistance* +2, *ring of protection* +1, *wand of mage armour*, *potion of cure moderate wounds* (2), *potion of remove blindness*, *scroll of resist energy*, *scroll of see invisibility*, *scroll of slow*, *scroll of dimensional door*.

➤ **Flesh golem (2):** CR 7; Large Construct; HD 9d10+30; hp 79; Init -1; Spd 30 ft.; AC 18 (touch 8, flat-footed 18); Base Atk +6; Grp +15; Atk +10 melee (2d8+5, slam); Full Atk +10/+10 melee (2d8+5, slam); Face/Reach 10 ft./10ft.; SA Berserk; SQ Construct traits, DR 5/adamantine; darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con-, Int -, Wis 11, Cha 1.

Skills and Feats: -.

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check.

Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effect function differently against the creature as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

Appendix 4: APL 10

Encounter 1: Screams in the Night

☛ **Two-headed pseudonatural dire wolves, advanced 17 HD (3):** CR 10; Large Outsider (native); HD 17d8+85; hp 161; Init +7; Spd 50 ft.; AC 18 (touch 12, flat-footed 154); Base Atk +12; Grp +24; Atk +20 melee (2d6+12, bite); Full Atk +20/+20 melee (2d6+12, bite); SA Trip, true strike 1/day; SQ Darkvision 90 ft., acid/electricity resistance 10, DR 10/magic, low-light vision, scent, SR 22; Space/Reach 10 ft./5ft.; AL N; SV Fort +14, Ref +13, Will +11; Str 26, Dex 16, Con 20, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +1, Listen +13, Move Silently +5, Spot +13, Search -2, Survival +5 (+6 when using scent to track); Alertness, Combat Reflexes^B, Improved Initiative^B, Improved Natural Armour (x2), Improved Natural Attack (bite), Run, Track^B, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Possessions: None.

Encounter 9: Murderer's Hole

☛ **Derwyndal:** Male grey elf Wiz5 (Conjurer)/Alienist 6; CR 11; Medium humanoid (elf); HD 11d4+14; hp 48; Init +6; Spd 30 ft.; AC 18 (touch 14, flat-footed 16); Base Atk +5; Grp +5; Atk +5 melee (1d4/19-20/x2, dagger) or +8 ranged (1d8/19-20/x2, masterwork light crossbow); Full Atk +5 melee (1d4/19-20/x2, dagger) or +8 ranged (1d8/19-20/x2, masterwork light crossbow); SQ Low-light vision, alien blessing, summon alien, extra summoning; AL NE; SV Fort +7, Ref +8, Will +11; Str 10, Dex 14, Con 12, Int 20, Wis 8, Cha 8.

Skills and Feats: Concentration +15, Craft (Alchemy) +9, Handle Animal +5, Knowledge (arcana) +17, Knowledge (nature) +11, Knowledge (the planes) +17, Listen +10, Profession (herbalist) +8, Speak Languages (Abyssal, Baklundish, Common, Draconic, Olven, Infernal, Oeridian, Ur-Flan, Suel), Spellcraft +17, Spot +10; Alertness, Augment Summoning, Empower Spell, Extend Spell, Improved Initiative, Scribe Scroll, Spell Focus (conjuration), Toughness^B.

Summon Alien (Sp): When an alienist casts any *summon monster* spell, she summons a "pseudonatural" version of a creature chosen from the appropriate list on page 287 of the *Player's Handbook*. For example, by casting *summon monster VI*, she could summon a pseudonatural dire lion. This adds the pseudonatural template to the summoned creature (see Pseudonatural Creatures below). If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

Alien Blessing: An alienist applies a +1 insight bonus on all saving throws, but she permanently loses 2 points of wisdom (already included in stat block).

Mad Certainty: Derwyndal has a phobia against cats, suffering a -2 penalty to saving throws, attack rolls, and Charisma-based skill and ability checks in regard to cats. Cats gain a +2 morale bonus modifier to AC and saving throws against the phobic alienist. Beings that share attributes with or those that resemble cats also trigger the phobia.

Extra Summoning: Derwyndal gains one extra spell slot at his highest spell level. This slot can be used only for *summon monster* spell.

Spells Prepared (5/7/6/6/5/4/2+1; base DC = 15 + spell level): 0th— *acid splash*, *detect magic* (2), *detect poison*, *ray of frost*, *resistance*; 1st— *grease*^V, *mage armour*, *magic missile* (2), *shield*, *shocking grasp* (2); 2nd— ~~*extended mage armour*~~, *glitterdust*^V, ~~*misdirection*~~, *resist energy*, *scorching ray*, *web*^V; 3rd— *dispel magic* (2), *displacement*, *lightning bolt*, *magic circle against good*, *stinking cloud*^V; 4th— *dimension door*, empowered *scorching ray* (2), *greater invisibility*, *otiluke's resilient sphere*, 5th— *cloudkill*^V, ~~*Mordekainen's private sanctum*~~, *summon monster V*, *wall of force*, 6th— *chain lightning*, *summon monster VI* (2)

Prohibited Schools: Enchantment and Necromancy.

Ψ Because of Spell Focus (conjuration), the base DC against these spells is 16 + spell level.

Possessions: Dagger, masterwork light crossbow, quiver, bolts (20), spell component pouch, *cloak of resistance* +2, *ring of protection* +2, *ring of counterspelling* (scorching ray), *wand of mage armour*, *potion of cure moderate wounds* (2), *potion of remove blindness*, *scroll of resist energy*, *scroll of see invisibility*, *scroll of gaseous form*, *scroll of slow*, *scroll of dimensional door*.

➤ **Stone golem:** CR 11; Large construct; HD 14d10+30; hp 107; Init -1; Spd 20 ft.; AC 26 (touch 8, flat-footed 26); Base Atk +10; Grp +23; Atk +18 melee (2d10+9, slam); Full Atk +18/+18 melee (2d10+9, slam); Space/Reach 10 ft./10 ft.; SA Slow; SQ Construct traits, DR 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills and Feats:-

Slow (Su): A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 17 Will save to negate.

Immunity to Magic (Ex): A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while a *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Appendix 5: APL 12

Encounter 1: Screams in the Night

☛ **Three-headed pseudonatural dire wolves, advanced 22 HD (3):** CR 12; Large Outsider (native); HD 22d8+127; hp 226; Init +7; Spd 50 ft.; AC 20 (touch 12, flat-footed 17); Base Atk +16; Grp +28; Atk +24 melee (2d6+12, bite); Full Atk +24/+24/+24 melee (2d6+12, bite); SA Trip, true strike 1/day; SQ Darkvision 90 ft., acid/electricity resistance 10, DR 10/magic, low-light vision, scent, SR 22; Space/Reach 10 ft./5ft.; AL N; SV Fort +18, Ref +16, Will +14; Str 26, Dex 16, Con 22, Int 3, Wis 12, Cha 10.

Skills and Feats: Hide +1, Listen +17, Move Silently +5, Spot +17, Search +0, Survival +7 (+11 when using scent to track); Alertness, Combat Reflexes^B, Improved Initiative^B, Improved Natural Armour (x4), Improved Natural Attack (bite), Run, Track^B, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+12 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Possessions: None.

Encounter 9: Murderer's Hole

☛ **Derwyndal:** Male grey elf Wiz5 (Conjurer)/Alienist 8; CR 13; Medium humanoid (elf); HD 13d4+32; hp 72; Init +6; Spd 30 ft.; AC 18 (touch 14, flat-footed 16); Base Atk +6; Grp +6; Atk +6/+1 melee (1d4/19-20/x2, dagger) or +9 ranged (1d8/19-20/x2, masterwork light crossbow); Full Atk +6/+1 melee (1d4/19-20/x2, dagger) or +9 ranged (1d8/19-20/x2, masterwork light crossbow); SQ Low-light vision, alien blessing, summon alien, extra summoning; AL NE; SV Fort +10, Ref +10, Will +15; Str 10, Dex 14, Con 15, Int 20, Wis 8, Cha 8.

Skills and Feats: Concentration +17, Craft (Alchemy) +9, Handle Animal +5, Knowledge (arcana) +19, Knowledge (nature) +11, Knowledge (the planes) +19, Listen +12, Profession (herbalist) +10, Speak Languages (Abyssal, Baklundish, Common, Draconic, Olven, Infernal, Oeridian, Ur-Flan, Suel), Spellcraft +19, Spot +12; Alertness, Augment Summoning, Empower Spell, Extend Spell, Improved Initiative,

Iron Will, Quicken Spell, Scribe Scroll, Spell Focus (conjunction), Toughness^B (2).

Summon Alien (Sp): When an alienist casts any *summon monster* spell, she summons a "pseudonatural" version of a creature chosen from the appropriate list on page 287 of the *Player's Handbook*. For example, by casting *summon monster VI*, she could summon a pseudonatural dire lion. This adds the pseudonatural template to the summoned creature (see Pseudonatural Creatures below). If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

Alien Blessing: An alienist applies a +1 insight bonus on all saving throws, but she permanently loses 2 points of wisdom (already included in stat block).

Insane Certainty: Derwyndal has a phobia against cats, suffering a -6 penalty to saving throws, attack rolls, and Charisma-based skill and ability checks in regard to cats. Cats gain a +6 morale bonus modifier to AC and saving throws against the phobic alienist. Beings that share attributes with or those that resemble cats also trigger the phobia.

Extra Summoning: Derwyndal gains one extra spell slot at his highest spell level. This slot can be used only for *summon monster* spell.

Spells Prepared (5/7/6/6/6/5/3/2+1; base DC = 15 + spell level): 0th— *acid splash*, *detect magic* (2), *detect poison*, *ray of frost*, *resistance*; 1st— *grease*^V, *mage armour*, *magic missile* (2), *shield*, *shocking grasp* (2); 2nd— ~~*extended mage armour*~~, *glitterdust*^V, ~~*misdirection*~~, *resist energy*, *scorching ray*, *web*^V; 3rd— *dispel magic* (2), *displacement*, *magic circle against good*, *protection from energy*, *stinking cloud*^V; 4th— *dimension door*, empowered *scorching ray* (2), *greater invisibility*, *otiluke's resilient sphere* (2); 5th— *cloudkill*, ~~*Mordekainen's private sanctum*~~, quickened *shield*, *wall of force* (2); 6th— *chain lightning*, quickened *scorching ray*, *summon monster VI*; 7th— quickened *dispel magic*, *summon monster VII* (2).

Prohibited Schools: Enchantment and Necromancy.

Ψ Because of Spell Focus (conjunction), the base DC against these spells is 16 + spell level.

Possessions: Dagger, masterwork light crossbow, quiver, bolts (20), spell component pouch, *amulet of health* +2, *cloak of resistance* +3, *ring of protection* +2, *ring of counterspelling* (scorching ray), *wand of mage armour*, *potion of cure moderate wounds* (2), *potion of remove blindness*, *scroll of resist energy*, *scroll of see*

invisibility, scroll of gaseous form, scroll of slow, scroll of dimensional door.

➤ **Stone golem (2):** CR 11; Large construct; HD 14d10+30; hp 107; Init -1; Spd 20 ft.; AC 26 (touch 8, flat-footed 26); Base Atk +10; Grp +23; Atk +18 melee (2d10+9, slam); Full Atk +18/+18 melee (2d10+9, slam); Space/Reach 10 ft./10 ft.; SA Slow; SQ Construct traits, DR 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills and Feats:-

Slow (Su): A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 17 Will save to negate.

Immunity to Magic (Ex): A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while a *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Appendix 6: Divinations

Throughout the adventure it is likely that the PCs try to cast various Divination spells to gain information on various subjects. This appendix gives some information so that you are better able to deal with it.

Advisory magic

Examples: *augury* and *divination*.

These spells are not too difficult to handle during the scenario. Use your judgment when deciding whether a particular action is helpful or harmful. Obviously, a spell such as this can be a great aid when trying to determine if Glynna is in the cellar of Derwyndal or not.

There is a slim possibility the PCs ask a question directly related to the kidnapping or the future murder of Glynna. In this case, the following answer is given:

*Under the roots of lovers of light
Will the young elven woman lie
An unfeeling man is standing by
Instructed and ready to fight*

Contacting higher powers

Examples: *commune* and *contact other plane*.

There is little Derwyndal can do against these spells. The trouble for the PCs is to ask the right questions and until now nobody able to cast these spells asked the right questions.

Letting NPCs cast these spells is expensive due to the XP cost and as a 5th level spell requires a 9th level or higher caster. Only by spending one favour with the temple of Pelor, Trithereon or the Eliastriair is the spell cast on time. It is not that the need is not high. Simply reaching the right cleric within 3 days is not easy. Like with *locate creature* the spell is cast on the last day of the full moon.

Detection spells

Examples: *arcane sight*, *detect evil* and *detect magic*.

The floor of the cellar is made out of 1 feet thick stone and as such cannot be penetrated by any of these spells. The hatch itself is less thick, but plated with lead and hence cannot be penetrated either.

Legend Lore

It is highly unlikely the PCs actually cast this spell since the casting time is at least 1d10 days unless the PCs are actually within the cellar or have Derwyndal in custody (or his corpse at hand). In any event, at APL 8

and lower Derwyndal has not yet reached legendary status.

Locate creature

For the spell *locate creature* to work the caster has to know Glynna personally or at least have seen her. This rules out the PCs for being able to use the spell except for tracing something as generic as an elf. Obviously this is of little help when using in the Olve District where there are more than enough elves. When used right next to the back of Derwyndal's house the spell points in Glynna's direction, that in it self is no evidence of the presence Glynna's.

Intelligent players might realize that Eyanata as a bard can cast the spell herself. She does not know the spell, nor is her level high enough to cast the spell from a scroll without risk of failure. Contacting Eyanata is difficult, but not impossible. Getting her to cast the spell requires some work on her side since she wants to do it incognito. She can cast the spell in the same day that Glynna will be murdered, two days after the kidnapping. This leaves the PCs to do some investigation on their own, but at the same time rewards them for the good thinking.

Locate object

Derwyndal knows enough about magic to make sure no personal possessions of his victims remain within his house for this particular spell to function. Derwyndal immediately dumps them in an alley near the Broken Manacles, which is another district of the town. Only in the first 15 minutes the spell could be used to trace her to Derwyndal's place.

Of course, just as with *locate creature* the PCs never have seen any personal possessions of Glynna. Again, Eyanata is the only person able to successfully cast the spell and again, she can only do so from a scroll. Considering the duration and range of the spell (from a standard scroll only 520 ft. and 3 minutes) it will be of little use.

Scrying and similar spells

Examples: *arcane eye*, *clairaudience/clairvoyance* and *scry*.

These spells do **not** function at APL 8 and higher on anybody within the cellar of Derwyndal. On lower APLs they work, though the cellar itself is dark and there is no evidence that would point the PCs into the right direction.

Casting it on Derwyndal is certainly possible and might even capture him down in the cellar. Remember that he gets a Will saving throw against the spell. The PCs do not know the difference between the spell failing due to protective magic's or him making his saving throw.

Appendix 7: List of NPC Names

City Guards

☞ **Captain Yarquann:** male Oeridian Rog1/Ftr2; Encounter 4.

☞ **Sergeant Markos:** male Suel Ftr2; Encounter 2 and 4.

☞ **Watchman Dakann:** male Oeridian War2; Encounter 2 and 4.

☞ **Watchman Ishandrin:** male Oeridian War2; Encounter 4.

☞ **Watchwoman Talana:** female Oeridian War2; Encounter 4.

Victims Derwyndal

☞ **Erathinn Greyswan:** female gray elf; Encounter 3 and 5.

☞ **Narleen Moonflower:** female gray elf; Encounter 3 and 5.

☞ **Zalenta Aquillan:** female gray elf; Encounter 3 and 5.

☞ **Glynna:** female gray elf Com1; current victim and still alive; Encounter 2, 3, 5 and 9.

Pupils

☞ **Arkastend:** male Oeridian Com2; son of a trader; Encounter 6.

☞ **Hastern:** male Oeridian Exp1; son of a lawyer; Encounter 6.

☞ **Karn:** male Oeridian; heir of a minor barony and the disguise Derwyndal took; Encounter 6.

☞ **Norann:** male Oeridian Exp1; minor courtier at Royal Court; Encounter 6.

☞ **Zarenthi:** male gray elf Exp2; minor diplomat at the Congress of Lords; Encounter 6.

Neighborhood Watch

☞ **Garradh [GAR-ray]:** male gray elf; Rog1; Encounter 8.

☞ **Eamonnal:** male gray elf Ftr1; Encounter 8.

☞ **Rhys:** male gray elf Exp3.

☞ **Delwyndoon:** male gray elf Com1.

Victim's Relatives and Friends

☞ **Alaern:** male Oeridian Exp1; lover of Narleen; Encounter 5.

☞ **Finn:** male half-elf Exp4; Innkeeper and friend of Erathinn Greyswan; Encounter 5.

☞ **Narlana:** female half-elf Rog4; Master of the trade house Hanaetix, grand-daughter of Zalenta; Encounter 5.

☞ **Riordan:** male grey elf Exp4; mother Narleen; Encounter 5.

☞ **Tuenala:** female grey elf Exp4; father Narleen; Encounter 5.

Riobhan's Story

☞ **Lana:** female Oeridian Com1; only friend Riobhan; Encounter 5.

☞ **Nasran:** male Oeridian War2; watchmen and murderer Riobhan; Encounter 5.

☞ **Riobhan:** female half-elf Com2; victim copycat; Encounter 3, 4 and 5.

☞ **Tanbert:** male half-orc Ftr2; bartender in The Troll's Eternal Rest and secret admirer Lana; Encounter 5.

☞ **Xeriquann:** male Oeridian Exp2; owner The Troll's Eternal Rest; Encounter 5.

Additional NPCs

☞ **Dranica:** female high elf Clr7; high-ranking cleric at the Pitchfield temple of the Eliastrair, enemy of Erathinn Greyswan; Encounter 5.

☞ **Elleniander:** male gray elf Exp2; bought supply of painkillers from Derwyndal; Encounter 9.

☞ **Eyanata:** female gray elf Brd4; sister of king Hazendel, friend of Glynna and employer of the PCs; Encounter 2.

☞ **Fyoder:** male gray elf Exp6; diplomat at the Royal Court, enemy of Erathinn Greyswan; Encounter 5.

☞ **Lanagh [LAN-nay]:** female gray elf Clr5; Contact person PCs and the temple of the Eliastrair; Encounter 3, 4 and 7.

☞ **Nysneirdre [nis-NEER-drey]:** female gray elf class?; missing sister Derwyndal, presumed dead; Adventure background.

Appendix 8: New Rules Items

Alienist

(Source: *Tome and Blood*, page 45)

Alienists deal with powers and entities from terrifyingly remote reaches of space and time. For them, magical power is the triumph of the mind over the rude boundaries of dimension, distance, and often, sanity. With knowledge and determination, they pierce the barrier at the edge of time itself. In the Far Realm, outside of time, Herculean minds drift, absorbed in contemplations of madness. Unspeakable beings whisper terrifying secrets to those who dare communication. These secrets were not meant for mortals, but the alienist plunges into abysses of chaos and entropy that would blast a weaker mind. An alienist's mad certainty is sometimes strong enough to sway others to believe in their own transcendence.

Alienists may, on rare occasions, gather in secluded groups to enact some obscure ritual, but more often they are encountered singly. NPC alienists sometimes haunt libraries or specialty bookshops in large cities, skulking and mumbling among stacks of rare (and dangerous) volumes.

Hit Dice: d4.

Requirements

To qualify to become an alienist, a character must fulfil all the following criteria:

Knowledge (Arcana): 8 ranks.

Knowledge (The Planes): 8 ranks.

Feat: Alertness.

Spells: Ability to cast at least one Divination spell and at least one summoning spell of 3rd level or higher.

Special: Prior contact with alienist of a pseudonatural creature.

Class Skills

The Alienist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Alchemy) (Int), Gather Information (Cha), Handle Animal (Cha), Knowledge (Int), Listen (Wis), Profession (Wis), Speak language, Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the alienist prestige class.

Weapon and Armour Proficiency: Alienists gain no additional proficiency in any weapon or armour.

Spells per Day: When a new alienist level is gained, the character gains new spells per day as if he had also gained a level in a spell casting class he belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those he receives for the prestige class, and so on), except for an increased effective level of spell casting. If a character had more than one spell casting class before becoming an alienist, she must decide to which class she adds each level of alienist for purposes of determining spells per day.

Summon Alien (Sp): When an alienist casts any *summon monster* spell, she summons a "pseudonatural" version of a creature chosen from the appropriate list on page 287 of the *Player's Handbook*. For example, by casting *summon monster VI*, she could summon a pseudonatural dire lion. This adds the pseudonatural template to the summoned creature (see Pseudonatural Creatures below). If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

Alien Blessing: An alienist applies a +1 insight bonus on all saving throws, but she permanently loses 2 points of wisdom.

Metamagic Secret: The alienist listens to the secret voices whispering from beyond time's end, and profits thereby. At 3rd and 7th level, she may choose any metamagic feat as a bonus feat.

Mad Certainty: At 4th level, the alienist's mad certainty in the power of the entities beyond the reach of normal space and time lend her an unnatural fortitude. She gains an additional 3 hit points as though from the Toughness feat. However, constantly dwelling on such beings is mentally corrosive, and the alienist's mind begins to fracture. She develops a phobia against a specified kind of creature, suffering a -2 penalty to saving throws, attack rolls, and Charisma-based skill and ability checks in regard to these creatures. The selected creature gains a +2 morale bonus modifier to AC and saving throws against the phobic alienist. The DM determines the creature

feared. Good choices include spiders, snakes, birds, or insects. Beings that share attributes with or those that resemble the selected creatures also trigger the phobia.

Pseudonatural Familiar: On reaching 5th level the alienist's familiar, if any, gains the pseudonatural template (see Pseudonatural Creatures below). In addition to the powers and abilities normal for a familiar – the original slowly takes on pseudonatural aspects, which become fully active at this point. From this point on, newly summoned familiars already possess the pseudonatural template.

Extra Summoning: From 6th level on, the alienist gains one extra spell slot at her highest spell level. This slot can be used only for *summon monster* spell. As the alienist becomes able to learn higher-level spells, the extra slot migrates up to the new highest level.

Insane Certainty: At 8th level, the alienist's mad certainty crystallizes into a truly chilling mania. She gains an additional 3 hit points as though from the Toughness feat, but her phobia likewise intensifies. All penalties and bonuses listed under Mad Certainty for the selected creature increase to -6/+6.

Timeless Body: At 9th level, the alienist learns the secret of perpetual youth. She no longer suffers ability penalties for aging and cannot be magically aged. Any penalties she may already have suffered, however, remain in place. Bonuses still accrue, but the alienist is stolen away by horrible entities when her time is up, and she is never seen again.

Transcendence (Su): At 10th level, the alienist, through long association with alien entities and intense study of insane secrets, transcends her mortal form and becomes an alien creature. Her type changes to Outsider [native], which means (among other things) that she is no longer affected by spells that specifically target humanoids, such as *charm person*, but she can be hedged out by a *magic circle* against her alignment. Additionally, the alienist gains damage reduction 10/magic and electricity resistance 20.

Upon achieving transcendence, the alienist's appearance undergoes minor physical change, usually

growing a small tentacle or other strange addition or substitution, such as an extra appendage, organ, eye, or enigmatic lump. The alienist can hide the abnormality in a robe or hood, but the alien growth is not under the alienist's control and sometimes moves, twitches, opens, or otherwise animates of its own accord.

Anyone who shares the alienist's predilection for study of the Far Realms immediately recognizes the transcendent nature, and she gains a +2 circumstance modifier on all Charisma-based skill and ability checks when interacting with such beings. She gains a +2 circumstance modifier on Intimidation checks against all other creatures to whom she reveals her abnormal nature.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Summon alien	+1 level if existing class
2 nd	+1	+0	+0	+3	Alien blessing	+1 level if existing class
3 rd	+1	+1	+1	+3	Metamagic secret	+1 level if existing class
4 th	+2	+1	+1	+4	Mad certainty	+1 level if existing class
5 th	+2	+1	+1	+4	Pseudonatural familiar	+1 level if existing class
6 th	+3	+2	+2	+5	Extra summoning	+1 level if existing class
7 th	+3	+2	+2	+5	Metamagic secret	+1 level if existing class
8 th	+4	+2	+2	+6	Insane certainty	+1 level if existing class
9 th	+4	+3	+3	+6	Timeless secret	+1 level if existing class
10 th	+5	+3	+3	+7	Transcendence	+1 level if existing class

Pseudonatural Creature

Pseudonatural creatures dwell past the eons that lie between the stars, beyond the planes as we know them, nestled in far realms of insanity. When summoned to the Material Plane they often take the form of, and emulate the abilities of familiar creatures, though they are more gruesome in appearance than their earthly counterparts. Alternatively, they may appear in a manner more consistent with their origins: A mass of writhing tentacles is a favourite, although other terrible forms are always possible.

Creating a Pseudonatural Creature

"Pseudonatural" is a template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to "outsider". It uses all the base creature's statistics and special abilities except as noted here.

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

True Strike (Su): Once per day, the creature can make a normal attack with a +20 insight modifier on a single attack roll. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Special Qualities: A pseudonatural creature retains all the special qualities of the base creature and also gains the following.

- Darkvision out to 60 feet.
- Electricity and acid resistance (see the table below).
- Damage reduction (see the table below).
- SR equal to the creature's HD +5 (maximum 25).

Hit Dice	Electricity, Acid Resistance	Damage Reduction
1-3	5	-
4-7	5	5/magic
8-11	10	5/magic
12+	10	10/magic

If the base creature already has one or more of these special qualities, use the better value.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form determined by the DM), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a 1

morale penalty to their attack rolls against pseudonatural creatures in this alternate form.

Saves: Same as the base creature.

Abilities: Same as the base creature, but Intelligence is at least 3.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground.

Organization: Same as the base creature.

Challenge Rating: Up to 3 HD, as base creature
4 HD to 7 HD, as base creature +1
8+ HD, as base creature +2

Treasure: Same as the base creature.

Alignment: Same as the base creature.

Advancement: Same as the base creature.

Multiheaded Creature

(Source: *Savage Species*, page 124)

"Multiheaded" is an inherited template that can be added to any corporeal creature that has a discernible head (hereafter referred to as the base creature). A multiheaded creature has all the base creature's characteristics except as noted here. A multiheaded creature speaks any languages the base creature does.

Size and Type: Animals that have this template become magical beasts, but otherwise type is unchanged. All additional heads are like that of the base creature.

Limit on Additional Heads: The number of heads possible for a multiheaded creature is based on the base creature's size.

Base Creature Size	Maximum Additional Heads
Up to Medium	1
Large	3
Huge	11
Gargantuan	19
Colossal	29

Hit Dice: Each additional head adds 2 HD to the base creature's total.

Attacks: A base creature with a bite, gore, or tongue attack gains one additional such attack for each additional head. This additional attack has the same attack bonus as its counterpart in the base creature. The base attack bonus increases for each additional Hit Dice as appropriate for the creature's type.

Damage: The damage bonus for an extra natural attack gained by the addition of a head is the same as is counterpart in the base creature.

Special Attacks: If the base creature has a breath weapon, the extra heads also have breath weapons. All weapons activate on the same round but can aim in different directions. This rule also applies if the base creature has a spit, spray, ray, or cone attack, so long the attack comes from the head. A multiheaded creature does not gain extra gaze attacks, fear auras, and the like for its additional heads.

A multiheaded creature that can use weapons gains the Superior Two-Weapon Fighting or Superior Multiweapon Fighting ability (see below), as applicable. A multiheaded creature that has only natural attacks instead gains the Improved Multiattack feat as a bonus feat if it has any secondary attacks available at all, even if it does not have three or more natural weapons.

Superior Two-Weapon Fighting or Superior Multiweapon Fighting (Ex): Because each head controls one arm (or analogous weapon-using limb), a multiheaded creature has no penalty on attack rolls for attacking with multiple weapons, and the number of attacks and the damage bonus for each weapon are calculated as though the weapon were held in a primary hand.

AC: Natural armour bonus increases by +1 per additional head.

Special Qualities: Multiheaded creatures have darkvision to a range of 90 feet. Having a redundant head makes a creature more able to survive otherwise lethal attack. Thus a *vorpal blade* would have to remove all heads to have its usual effect. Severing a head requires hitting the creature's neck (same AC as creature) with a slashing weapon and dealing damage equal to the multiheaded creature's original hit point total divided by the original number of heads. (The player must declare an attack against the neck just before making the attack roll.) The severed head dies, and a natural reflex seals the neck shut to prevent further blood loss. The creature can no longer attack with the severed head but takes no other penalties. A severed head cannot regrow naturally.

Abilities: Con +2 per additional head.

Skills: Each additional head a creature has gives it a cumulative +2 racial bonus on Listen, Search and Spot checks. The creature gains additional skill points for its extra Hit Dice as normal for its type.

Feats: A multiheaded creature gains Improved Initiative and Combat Reflexes as bonus feats, provided that it does not already have them. The creature also gains additional feats for its extra Hit Dice as appropriate for its type.

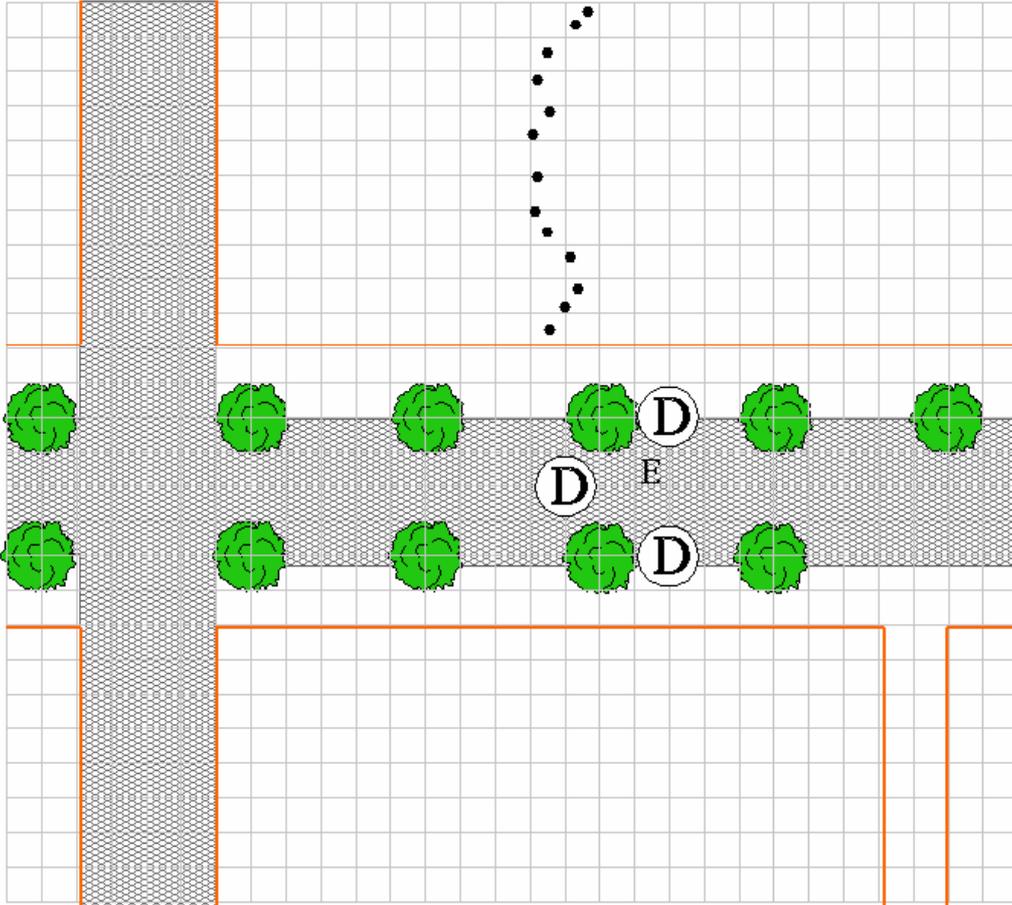
Organization: Solitary.

Challenge Rating: The multiheaded creature's Challenge Rating depends upon how many additional heads it has and on any head-based special attacks, as given on the table below.

Number of additional Heads	CR Adjustment ¹
1	+2
2-4	+3
5-7	+4
8-10	+5
11-15	+6
16-20	+7
21-25	+8
26-29	+9

¹ Adjust the CR by an additional +1 for every head-based special attack of the base creature, such as breath weapon or a gaze attack.

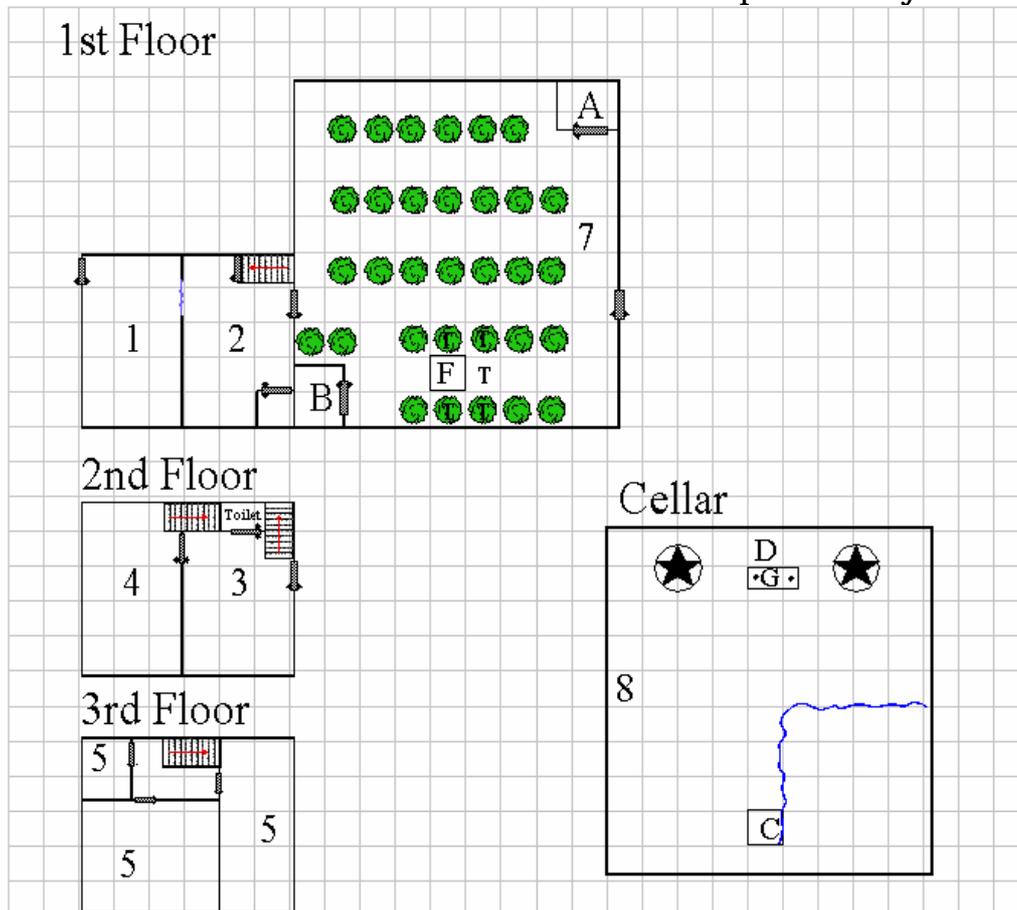
Appendix 9: Map Encounter 1



D = Dogs
E = Princess Eyanata
Dotted Line = Tracks dogs

The gray road is paved. The area between the paved road and the garden walls (the red-brown line) is a dirt road, as is the alley. The tree trunk is in the middle of the green circles, the squares beneath are open for movement.

Appendix 10: Map of Derwyndal's Home



1. Shop
2. Herbalist Working Area
3. Living Room
4. Master Bedroom
5. Empty Room
6. Attic
7. Garden
8. Cellar

D = Derwyndal
 G = Glynn
 C/F = hatch ceiling/floor
 T = poisoned plants

Bleu line is a curtain. The green plants are there to give an idea of the direction of the cabinets, in reality there path between them is much smaller then 5 feet and the area much more filled with plants.

Player's Handout 1: Glynnna's Diary

Some of the more important passages from Glynnna's diary –

"...I have never seen Narleen this happy, she almost seemed to radiate sunlight. She finally asked Alaern for a date and he has said yes. The silly girl was afraid to be rejected, but only a blind fool would not have seen that Alaern loves her as well. I am happy for them, but it will not be easy. Her parents don't like humans very much..."

"...O this is fun, helping Narleen and Alaern meeting each other in secret. Never knew that there were that many hiding places in the Temple gardens..."

"...Narleen nearly died today, somebody had put some kind of rare and dangerous plant within the flowers she had gotten from Alaern. The plant made her quite ill, but the herbalist of the temple provided an anti-dote. We are quite lucky he was nearby, or so he says. I don't like that man, there was a coldness in his eyes when he helped us. I almost had the feeling he would have preferred not to help Narleen..."

"...Narleen has disappeared. Her parents accused Alaern of kidnapping her. How silly, if they bothered to talk with him, they would realize he is sick with worry. Alaern was talking about some olve with which they had a huge argument the night before Narleen's disappearance about the need of olves and humans to remain separated. He is convinced the olve is behind her disappearance. Tried to tell him olves do not do such things, but he only became angry..."

A month later:

"...Zalenta dead! Never had a more fun teacher at the temple! Loved the time she took us to a caravan her daughter was preparing. Why would anybody kill such a lovely person? We are all shocked. Why is Karn so cold about it? I know he did not like her, but he was in one of the best moods ever. Come to think of it, he was in a similar mood when Narleen's body was found..."

Again a month later:

"...Again two dead? Am I the only one who sees the connection with our classes at the temple? Riobhan was a bitch, but even she did not deserve such a fate. Erathinn though was a wise woman. Why? Class with the humans has stopped some time ago. Wonder if Karn is as happy as with the previous two victims..."

Player's Handout 2: Prophecy of a Mad Man

When darkest smoke
The trees made choke
And quenched the bonny light
Then out he came
With hairs of flame
And put them all to flight!

He freed the land
With spear in hand
And bright then was the day
For where he went
The dark would end
And freedom now held sway.

Then treason struck
The arrow stuck
And red the grey moon rose
For as he bled
His armies fled
Or cut their fate too close.

The years went on,
The light was won
By other hands than his
And so we breathe
And sleep at ease
And find no thing amiss.

It will not last;
Out of the past
New threats will blot the light
And it will fail
The children wail
Should we yield to a tyrant's might!

But as he went
His fire spent
A gift was left behind
To one abused
And badly used
By those not of her kind.

Her kinsfolk dead
Away she fled
The Sacred Moon afire
To mountains old

And snow so cold
From memories so dire.

And there she pines
Forlornly twines
The broken strands that were her life
Through sun denied
Her soul long died
Although the gift does thrive.

And shall one day
When dark will lay
Once more upon the land
Be brought to light
And sent to flight
The evil near to hand!