

EBERRON

MARK OF HEROES

BLIND MAN'S HUNT

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INTRODUCTION

This adventure is optimized for 4th-level characters. This means that it's designed and balanced for a group of four to five 4th-level characters. If your group deviates from this size and strength, each encounter features a section titled "Scaling the Encounter" so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four of five PCs of the same level it is easy to use this section: just use the level entry that corresponds with the PCs' level (the optimized entry is given in the main adventure text). For groups of mixed levels and groups with six PCs, determine the average level of the PCs, and add increase that average by one for groups of six PCs. Treat that level as the groups level. That said, as DM you have discretion when it comes to fitting the challenges of the adventure. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, and entertain the players, not to overwhelm or even underwhelm them. The most enjoyable D&D games are ones where failure and character death are possible, but success and reward are attainable through daring and smart play.

This adventure has been designed to be part of the RPGA DUNGEON & DRAGONS: CAMPAIGNS—MARK OF HEROES program. Like all DUNGEONS & DRAGONS CAMPAIGNS adventures, it's recommended that parties undertaking its challenges have at least one arcane spellcaster, a divine spellcaster (preferably a cleric), a strong warrior, and a rogue. Parties missing these valuable adventuring components may find *Blind Man's Hunt* very challenging, and the percentages of character death higher. Please warn the players of this before play starts. DUNGEONS & DRAGONS CAMPAIGNS allow players to "take one for the team;" that is to play a fastplay wizard, fighter, rogue, or cleric in place of one of their characters, and gain experience point for their character. If the group lacks one of these vital four classes, suggest to your players to take advantage of this option.

RPGA-SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website, or as part of the DUNGEONS & DRAGONS CAMPAIGNS retail program. To play *Reflections of the Multiverse* as part of the MARK OF HEROES campaign—a worldwide, ongoing D&D campaign set in EBERRON—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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

By sanctioning and reporting this adventure you accomplish a few things. First, it allows the PCs participating in play to accumulate experience points (XP) and gold pieces (gp) to advance their MARK OF HEROES characters. Second, it allows the RPGA to track and record what character did during the adventure, and future adventures a written with what the majority of player did in mind—in this way characters' action shape the future of the campaign. Lastly, player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth four (4) points.

This adventure retires from RPGA sanctioned play on December 5, 2005.

To learn more about the DUNGEONS & DRAGONS CAMPAIGNS: MARK OF HEROES character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS, READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, *Monster Manual*, and the *Eberron Campaign Setting*. It is also a good idea to have a copy of the *RPGA Extend Psionics Handbook*, as it is possible that some character playing in this adventure will be kalashtar utilizing the psionics rules.

Throughout this adventure, shaded boxes provide player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in a section directly after each encounter, or can be found in the *Monster Manual*.

Attached to this adventure, you'll find a special RPGA Session Tracking sheet tailored for this adventure. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play.

DUNGEONS & DRAGONS MINIATURES

To run this adventure it's recommend you have the following miniatures:

From the Harbinger™ set:

Medusa (49/80) to represent Anthroparaio
4 Human Commoner (8/80) to represent Mob Troublemakers

From the Giants of Legend™ set:

2 Ettercaps (47/72)
Inspiring Marshall (18/72) to represent Lord Lenorfir'Lumm

From the Aberrations™ set:

Choker (47/60)

From the Angelfire™ set:

Village Priest (16/60) to represent Xeq Danbrin

From the Underdark™ set:

2 Dolgaunt Monks (34/60) to represent dolgaunt and Igbliqsuan.



TROUBLESHOOTING

Raising the Dead: At this point the PCs may have gained enough renown, and hopefully enough gold and experience, to come back from the dead. Like many things that involve XP and gp cost, raise dead and other spells work differently in *DUNGEONS & DRAGONS* CAMPAIGNS. If a PC dies, and his or her companions are able to bring the body back to a temple with clerics powerful enough to cast *raise dead* within 11 days after the time of death, a character can be raised (assuming the soul is willing). This incurs a 1,100-gp debt, which may be divided up between the characters played during the session. This debt is forever subtracted from the equipment value of the characters, and reported in the “GP Debt” field of the Session Tracking sheet. Additionally, the character that came back from the dead has its experience points reduced. The amount of experience points reduced is dependent on the current character level (see the table below) of the PC raised. Record the proper amount on the “XP Drain” field of the Session Tracking sheet. These two costs are the only costs for the raise dead (even for 1st-level characters), and overrides the rules for the spell found in the *Player's Handbook*.

Please Note: When a character is brought back from the dead it is not recorded as a character death (so don't mark “Y” on the Session Tracking). Just record the gold debt and experience drain.

Experience Point Drain for Raised Characters

Character Level	XP Drain
4th	2,000 XP
5th	2,500 XP
6 th	3,000 XP
7 th	3,500 XP

BACKGROUND

In his time Lord Lenorf ir'Lumm had garnered great fame and honor as a patron of the arts venerating the Silver Flame. He has also been branded, both figuratively and literally, as a heretic. From an early age, even while he trained as a warrior of the faith, his true love was art.

Since he became the Lord ir'Lumm, he's commissioned hundreds of paintings and sculptures from the best artisans of Khorvaire to illuminate spiritual ideals of the faith. His early commissions idealized the clerics, holy warrior, and soldiers who, steeled by faith, defended the land of Thrane from its infidel neighbors and other enemies. The art his patronage produced bolstered Thrane's morale during the Last War, and works he commissioned during this period still stand

prominently in Sigilstar and Flamekeep.

Not content to only shepherd the arts, Lord Lenorf saw the Last War as an opportunity to lift his stature among the saints honored by his artisans. To that end, like many of his ancestors before him, he joined the order of the Knights of Thrane to serve Church and country during the Last War.

Unfortunately, the Last War was not the glorious theological revelation he had hoped for. He witnessed gross inequities perpetrated by the so-called faithful who feigned both piety and compassion. The end of the war left him a maimed man, weakened physically by the wounds of war, but with deeper spiritual wounds. He no longer saw the priests and paladins of the Silver Flame as the embodiments of purity. Instead he found religious inspiration in the toil of the common man, believing that only labor and quiet unquestioning and unjudging contemplation can yield true faith. He turned his largesse towards commissioning work that revealed how the Silver Flame was expressed in the labor and craft of the laity. In the paintings he commissioned during this period saints and soldiers were replaced with farmers, field hands, and craftswomen. Conflict was displaced by the toil of mundane creation, and pastoral contemplation that only a life of menial suffering can bring.

Lord Lenorf rediscovered his faith through this work.

Many in the Church did not share the Lenorf's epiphany. They were troubled by the direction of ir'Lumm's spirituality, feeling that in the wake of war both the church and Thrane need to exalt its traditional saints more than ever. A movement among the more orthodox clergy decried the Lenorf ir'Lumm's artistic commissions as heretical.

In a great purge perpetrated by members of the Pure Flame sect, paintings were burned, statues smashed, and artisans and philosophers were driven from the ir'Lumm estates. Lord Lenorf was brought before the Bishop of Lessyk, Iustin at'Rox, a member of the fanatical Pure Flame discipline. In light of Lenorf's previous contributions to the church, Bishop at'Rox sentenced the Lord to a cleansing administered by Pure Flame inquisitors, instead of imprisonment or execution. Unfortunately, overzealous inquisitors (or at least that's at'Rox's contention) decided that Lenorf should never be able to look upon his work again. They blinded him during the grueling ministry, and applied a “sanctifying” magic on the wounded sockets so that no traditional magic could ever restore the loss.

And while it was claimed by at'Rox that the offending paints and sculptures were burned, unbeknownst to Lord ir'Lumm much of the confiscated work was hidden and sold for a tidy profit.

Bitter and blinded, Lord ir'Lumm retired to his villa, his crisis of faith renewed. Lenorf was on the verge of disavowing the Silver Flame, selling his land to the church, and leaving the land of his birth when his faith was renewed. He began to hear voices in the darkness of his blindness—messengers of the Silver Flame calling to him. Their words were like answers to his prayers.

“The Silver Flame has not forsaken you, Lenorf ir'Lumm. It has great plans for its faithful servant.”

And...—

“Those with true faith will once again see”

And, most seductively...

“The Silver Flame will purge its wicked priests, and you will be its tool of that cleansing.”

In the months that followed, the voices identified themselves as “angels” of the Silver Flame, and guided the bitter lord on a path that would lead to “righteous” revenge against the man Lenorf ultimately saw as responsible for his mutilation—Bishop Iustin at'Rox.

In the last few months, these “angels” granted Lenorf a great gift—magical eyes that allow him once again to see his beautiful art. If there was any doubt in the Lenorf's mind about the voices plot, it dissipated as soon as his sight returned. Not only was he able to see his beloved art once again, the eyes enabled him to see his new

friends, and they were indeed beautiful angels, and obviously servants of the Silver Flame. With his sight returned, and under the direction of his “angels” Lenorf ir’Lumm began again to commission heretical paintings, knowing that it would eventually lead to a conflict with the Bishop of Lessyk.

But Lord ir’Lumm has been duped. His “angels” are servants of dark spawn of Xoriat that dwells deep beneath the Harrowcrowns. Their words are poison, and ir’Lumm’s new vision is partially a delusion induced Xoriat symbiot that now serves as his “eyes.” Thanks to his manipulators, Lord ir’Lumm is on a collision course for the ultimate crisis of faith—losing his palidhood.

SUMMARY

The PCs are members of the Diggers’ Union. While stationed in Vathirond they receive notice of a job investigating old Thranian ruins in the Harrowcrowns, rumored to be the lair of a monstrous hound. The expedition is in part a favor to Lord Lenorf ir’Lumm, a patron of spiritual arts who has purchased creative artifacts recovered by the Diggers’ Union. Though Journeyers of the Union may find out that the connection between Lord ir’Lumm and the organization is even deeper. The PCs are instructed to journey to Lord Lenorf’s villa, located just west of the Hamlet of Lessyk, in southern Thrane.

Upon reaching Lessyk, the PCs encounter a mob gathered outside the hamlet’s coach tavern. The hamlet’s citizens are accosting the Droaam painter, Anthroparaio. She was the most recent artist in residence at the ir’Lumm villa. She is trying to leave the town because ir’Lumm has dismissed her services. Her fate is ultimately decided by the actions of the PCs.

Leaving the hamlet, the PCs head west toward the ir’Lumm estate. There the PCs meet with ir’Lumm and his aide, Luminel. Both men present their evidence regarding the presence of the Harrowcrowns Hound. Lord ir’Lumm identifies a ruined keep inside the Harrowcrowns as a possible lair. PCs also have the opportunity to learn further details about the animosity between ir’Lumm and Bishop at’Rox. He asks the PCs to bring any evidence directly to him so that he may savor his comeuppance over at’Rox. They will encounter the runehound in the old Thranian outpost.

Surviving PCs return to the villa with the runehound’s carcass, as well as evidence of other threats lurking deep in the Harrowcrowns. They are not the only ones making their way to the ir’Lumm villa: the PCs arrive just ahead of the Bishop and his armed entourage.

Lord Lenorf request the PCs stay to present the bishop with proof of his incompetence. The accusations anger the bishop who accuses Lord ir’Lumm of continual heresies and threatens to burn down the ir’Lumm estate as punishment for his sins. Lord ir’Lumm then claims that he has already sought mediation of the Cardinal of Sigilstar.

By evening both men think they are about to win a victory years in the making. The bishop believes victory is at hand because he knows that if ir’Lumm is again commissioning heretical paintings, and the Cardinal of Sigilstar will side with the bishop. Lord ir’Lumm will lose his title, his lands (which then go to the Church...and more importantly, such a forfeiture would be administered by at’Rox), and probably his life. Lord ir’Lumm sees victory with the death of Bishop at’Rox by his hands and with the help of his “angels.” A death sanctified by the Silver Flame, or so he believes.

Only the PCs can bring a resolution that can save both the bishop’s life and Lord ir’Lumm’s soul.

PROLOGUE: SUMMONS IN A BOX

The following happens after the PCs complete their last adventure. It can occur in any open place, including a Diggers’ Union chapter house. The PCs should be together.

A gnome approaches your group. He wears the livery of House Silvis. He carries an ornately box made of polished wood and ivory. It is covered with designs indicative of the Silver Flame. He asks your names.

If the PCs are honest, he gives them the box. If they give him false names he apologizes and begins to leave, but can be easily turned around. He grows visibly annoyed at any PC duplicity, but remains professional. When the PCs finally tell him their name he gives them the box.

The gnome looks up at you. His hand is open, awaiting his tip.

If the PCs don’t tip the messenger, he sakes his fist at them and warns that messages from House Sivils come late to those who don’t tip. He thanks PCs profusely for any tip they give, but if the tip is less than a silver piece, a DC 10 Listen check picks up his grumbling about “cheapskates” as he leaves. If the PCs weren’t initially honest with him, he adds “lair” to his grumbling.

Inside the box is a letter sealed with a red wax seal. A device of a hound’s head wreathed in flame is pressed into the wax. There are also a number of travel papers matching the number of PCs in the group, and a leather bag filled with coin.

When the PCs open the letter, give the PCs Story Object: ir’Lumm’s Letter.

After the PCs read the letter, all there is left to do is get on the closest lightning rail coach to Aruldusk.

Their lightning rail trip is uneventful. When the PCs reach Aruldusk they easily find the Orien coach to Lessyk. Oddly it is scheduled to leave with the setting sun. As the PCs approach the driver, a wiry and weatherworn middle age man wearing a dusty House Orien livery, greets them. A pair of goggles stands above his forehead making his course hair stand up comically.

Greetings. My name is Hegzel. Well masters,” he says looking you up and down. “Your in good hands until you reach Lessyk, but I can tell you right now those folk won’t care much for you.”

Of course if the PCs are all Silver Flame clerics and paladins, adjust Hegzel’s comments—he inquires if they are making a pilgrimage to the Pure Flame seminary in Lessyk.

Hegzel is from Thrane, but he is one of the few Thranians who worships the Sovereign Host.

While he doesn’t have anything against those who worship the Silver Flame (“I have lots of friends who worship the Flame...there’s nothing wrong with it”) he doesn’t care for the people of the Lessyk region. He sees them as overzealous provincials. “But I go were the house tells me,” he muses.

If the PCs ask how he is able to drive at night without light, he points at his goggles.

“Between these, and our magebred horses, it’s as easy as driving in daylight.”

Trusted Information

If the Journeyers among the PCs another small note is also in the box, addressed to that or those particular PC or PCs. The note is from Zuzrin Tellun, a patron of the Union that many believe to be part of the Conclave of Masters.

The note explains that Lord ir'Lumm is the last of his line, and he has promised to will his land to the Diggers' Union if they aid him in this hunt.

The Union is very interested in acquiring the ir'Lumm's lands, and Tellun implores you to aid ir'Lumm with all your talent.

PART ONE: FIRE AND PITCHFORKS

The House Orien coach speeds on through the night, allowing the PCs a cramped but surprising fitful rest. By dawn, Hegzel calls to the PC—the coach is approaching Lessyk!

Hamlet of Lessyk

The Hamlet of Lessyk is a rural and somewhat isolated community of about 400 people (96% human; 2% gnome, 1% dwarf, 1% other races; LN; gp limit 100 gp) and is home to a Pure Flame seminary. The town's main stretch is almost a mile long, and is home to the hamlets only tavern—the Pilgrims' Rest, a tavern and inn that services House Orien caravan and travelers. It's the only place a stranger can get a bed in town. And while it serves ale, the brew is severely watered, as the sin of drunkenness is severely punished in town (three days in the stocks).

A general store that sells no weapons or adventuring equipment, a mill, and numerous shops and craft houses dot the Lessyk's main stretch until it reaches to the local Silver Flame temple. The seminary sits just outside of town.

While the priests of the tempers are willing to hear confessions and take alms during the daylight hour, and even holds a mass during high sun, the seminary takes no visitors. Its denizens spend their day in quiet meditation or in the midst of cleansing purges of the body and the mind so to be closer to the Silver Flame's pure essence.

A century and a half ago, lycanthrope purges were frequently staged from Lessyk due to its proximity to the northern edges of the Harrowcrowns. The seminary was established by the ir'Lumm family to fight the evil lurking in the Harrowcrowns. Since the end of the purge, both Lessyk and the seminary have diminished in population though both saw much activity during the Last War because of their proximity with the Brelish border. A number of hamlet's residents are skilled woodcrafters who make furniture from culled Harrowcrowns trees. The outlying villagers are shepherds and farmers. To say that the citizens of Lessyk are devout to the Silver Flame is an understatement.

While the townfolk elects an alderman to govern and represent them, the town's real ruler is Bishop at'Rox, the head of the church in Lessyk, its environs, and master of the local Pure Flame seminary. The current alderman, an old, tired, and devout tanner named Jusokn, does nothing without the bishop's approval.

The people of Lessyk are wary of outsiders (attitude – indifferent; but are friendly to those from Thrane or who worship the Silver Flame) and are fearful of lycanthropes (attitude – hostile), which still clouds their view of shifters (attitude – unfriendly). The fighting during the Last War has also made them distrustful of, if not

downright spiteful toward, Brelish nationals (attitude – unfriendly).

While the Pure Flame fervor of the hamlet creates an environment of distrust against the “weretouched”—as Lessyk citizens choose to call shifters—the church did reverse its stance on shifters early in the lycanthrope purge, making a distinction between hated lycanthropes and shifters. Because of this, shifters in Thrane are given basic rights; but those rights are often ignored in isolated communities. There are no shifters currently native to Lessyk, and its people prefer it that way.

Also, Pure Flame devotees maintain a level of anxiety in the town and encourage citizens to spy upon each other. Chief among those who believe a little paranoia is good for the soul is Bishop at'Rox's right-hand man, Danbren Xeq—a character the PCs are about to meet.

You Call That Art? (EL 7)

As the House Orien coach reaches the coach tavern in Lessyk, the PCs spot trouble.

The burning stench of smoke hangs in the air around the coach tavern. You can hear quarrelsome shouts coming from a lot that House Orien uses as storage. There is a commotion just beyond some crates ready for pick up by the slower moving caravan you passed in the night.

Hegzel, the coach driver swears, making an off-color remark on the ignorance of some of Thrane's people.

“They've probably cornered a “heretic.” Either that or they've found the tavern keeper to be in league with Khyber-spawned fiend. Listen, I am authorized by House Orien to pay a generous fee to ensure no House Orien property, house client, or client property is damaged. I'd be obliged if you could investigate and at least make sure our property isn't a casualty of the squabble.”

Mercenary PCs may squabble with Hegzel over prices. Hegzel promises at least 10 gp a PC, more if the PCs have to physically defend House Orien interests.

If they take Hegzel's flippant comment about the tavern keeper's connection to fiends literally, the coach driver rolls his eyes and comments: “It's a joke. Maybe you all have already been in Thrane too long.”

Whether or not the PCs take Hegzel up on his offer, they'll witness the commotion when they reach the Pilgrims' Rest.

The following is a long bit of read-aloud text that represents what Danbren does and states if he is given the opportunity. Don't let it interfere with the PCs' action or their desire to act.

A mob has gathered in the lot next to the Pilgrims' Rest. The throng has cornered a stylishly dressed woman; a silk scarf conceals her face, in fact there is not a part of her body uncovered by clothing. Climbing up some crates, she's using them as cover against the occasional rock of clump of rotted fruit lobed by yelling villagers.

Some members of the mob brandish hammers, makeshift clubs, and even pitchforks, while another group feeds a rapidly growing fire, scant yards away to where the woman holes up. Many in the mob are only watch, yelling occasional words of encouragement to more threatening members.

Use “Illustration 1” (on page 6) to help describe this scene, obscuring the right panel of the illustration until the PCs learn the race of the trapped woman.

Have the PCs roll Spot checks (DC 15). Success notices that every so often the woman's scarf moves strangely, as if there's something or



some things writhing beneath it. Characters who spotted the writhing can attempt a DC 16 Knowledge (nature) check and come to the alarming revelation that the woman's a medusa, or maybe a changeling or some other shape shifter pretending to be a medusa. A further DC 20 Sense Motive check assures the PC that the woman is no changeling—she's a medusa!

Some PCs who have played *EMH-3 No Ticket*, may recognize the woman the instant they see her.

One man, wearing the vestments of Silver Flame cleric steps up on a House Orien crate and addresses the crowd.

"Even after purge and mercy, Lord ir'Lumm flaunts his heretical ways within our community."

The cleric violently pulls forth a portfolio from beneath the folds of his vestments. Charcoal illustrations and let loose and drift to the ground as the priest presents his evidence.

"In here are works similar to those confiscated during the ir'Lumm heresy two years ago. Here is proof that our 'sophisticated' lord has not yet learned his lesson. But it is more dire that this good people. Lord ir'Lumm now hires the service of fiends to draw and paint his blasphemies."

The cleric then approaches the cornered woman, and rips off her scarf.

Even if the PCs didn't make the checks above or didn't meet the woman during a previous adventure, this "outs" the mob's quarry as a medusa. The PCs need not make a check to recognize the creature.

Danbren is as worldly as a level of bard grants, but is still ignorant of the powers of such a creature, as are other mob members. Fortunately for them, the medusa's petrifying gaze is not yet active. The medusa artist Anthroparaio is a peaceful soul who only activates her deadly gaze when there is no other hope of escape. But unless the PCs do something to intervene, that time is soon coming.

The mob's belligerence is focused entirely on Anthroparaio (attitude - hostile). They initially treat PCs with guarded interest (attitude - indifference, unless a PC is obviously a shifter or Brelish), but this changes if the PCs forcefully intervene (attitude escalates to unfriendly or hostile, respectively).

There are many ways that the PCs can affect this situation but they have little time. When the cleric Danbren unveils Anthroparaio the stunned crowd calls for her burning and the cleric moves quickly to sate their desire.

Danbren starts by grabbing and tying up the medusa. This takes five rounds (five full-round actions). If Anthroparaio recognizes the group as working to free her, she'll hold off on using her petrifying gaze while the cleric binds her. If the PCs flee or covertly move to save her, there are only two rounds of action before the medusa unleashes her gaze, which she now perceives as here only means of escape.

By far the best solution involves diplomacy. The target of that diplomacy has to be Danbren, as he is the one leading the crowd. Getting others in the mob on the PCs' side does little to secure the medusa's release. Like other members of the crowd, Danbren is either indifferent or hostile to the PC initiating the diplomacy. Rushed arguments that sway him to an attitude of friendly can make him question the blood lust he's prescribed (especially if the PCs are eloquent in explaining the dangers a medusa poses—grant as much as a +4 circumstance bonus to the check for good roleplaying), and can open the door to listening to extended arguments (as a normal one-minute Diplomacy check). Getting him to a helpful attitude elicits a dispersal of the crowd and Anthroparaio's release.

Killing Danbren can also free Anthroparaio. A number of mob troublemakers resist the PCs as long as the cleric is alive, but once the cleric falls, the entire crowd disperses. This tactic has consequences later in the adventure.

Creatures: While there are almost 30 people amassed in the lot outside of the Pilgrims' Rest, only Danbren and 10 mob troublemakers are true combatants in any fray. The mob's other members scatter at the PCs' approach.

Danbren Xeq: male human bard 1/cleric 3; hp 21; see "Combat Statistics", below.

Mob Troublemakers (10): mix male and female human commoner 1; hp 4, 4, 4, 4, 4, 4, 4, 4, 4; see "Combat Statistics", below.

Anthroparaio: female medusa expert (painter) 2; hp 40; see "Combat Statistics," below.

Tactics: If diplomacy fails or the PCs opt for a more aggressive solution, Danbren orders the mob troublemakers to arrest the PCs. The troublemakers are up to the challenge, but are inelegant combatants. They engage the PCs with straightforward (charging where possible) attacks that lack the finesse to even flank or take 5-foot steps. To aid his neophyte enforcers, Danbren cast's *bane* at the PCs, and then cast's *sanctuary* on himself to aid Anthroparaio's preparation for the pyre. If hard pressed, Danbren casts *hold person*, and *cause fear* at harassing PCs. The cleric would rather loose arrows than exchange blows, and flees if the tide of battle turns against him.

As stated before the medusa waits until the last possible moment to use her petrifying gaze, and when she does the effects are startling. Before this occurs, reread the gaze attack rules on page 294 of the *Dungeon Master's Guide*. The unsuspecting villagers (including Danbren) do not avert or close their eyes, even after companions are turned to stone—they are that ignorant of the nature of the attack. Anthroparaio focuses her attack action gaze attack on Danbren first. While she will try to avoid "stoning" the PCs and even warn them to close their eyes; her priorities are survival and escape. She has a ticket for Hegzel's return coach to Aurlusk, and the driver has no problem with leaving a tad early if it means getting the medusa out of this "muddle-headed" town.

Development: Many circumstances can develop from this encounter. Unless the PCs decide to attack the medusa and actually slay or subdue her, Anthroparaio escapes. If for some reason she doesn't get on the House Orien coach, she runs toward the woods, fleeing deep into the Harrowcrowns.

The most favorable circumstances occur if the PCs talk Danbren Xeq out of roasting the medusa artist. In this case the PCs can get information from the cleric and Anthroparaio.

Anthroparaio: While she many look like a monster, this medusa is a kind and classy lady. Characters who succeed a Knowledge (local) or bardic knowledge check (DC 20) will have heard of the medusa painter from Droaam. Talented and exotic, her work (and company) is favored by the powerful of Sharn, Wroat, Fairhaven, Zoanberg, and even Karrlakton.

A DC 30 check recalls that she was born in the wild land of Droaam, she was captured and was raised as a slave by a powerful ogre mage lord named Blackflame, who trained her to be an artist. She eventually escaped Blackflame (though some say the ogre mage let her escape, so bedazzled by Anthroparaio's art and person that he could not stand to imprison either any longer) and through great adversity eventually found work and favor in Sharn.

Not everyone is a fan of the artist. Among other more controversial—some would say heretical—works, Lord ir'Lumm commissioned the medusa to create a painting exemplifying the virtues of Tira Miron, and gave that painting to High Cardinal Krozen. When word leaked that the creator of the piece was a "monster of Droaam," Krozen publicly dismissed it and sold it to some eccentric half-orc from the Shadow Marches. This scandal prompted Lord ir'Lumm to

dismiss Anthropariaio from his services, suggesting that she return to Sharn as it seemed impossible for his countryfolk to properly appreciate her talent. It also prompted Danbren to rouse the mob, as he has been waiting for the monster[®] to leave the ir'Lumm estate.

After she is rescued, Athropariaio happily answers any questions the PCs pose to her, as long as they don't delay her leave of Lessyk more than 15 minutes. She is very anxious to get aboard Hegzel's coach. The driver shares her anxiety.

The PCs will likely ask the nature of Lord ir'Lumm's ailment. The medusa explains to them that the lord is blind.

"While he has been witness and victim to much pain in his life, and sometimes the memories of those injuries sap his fortitude and resolve, he is very fit for his age; very vital. His chief disability is his blindness. The ignorance of the Church stole his eyes, and no magic can restore his vision, or so he's been told."

If the PCs ask how he is able to be a patron of the arts—especially one of paintings—when he cannot see, she responds:

"His major domo, Luminel Harcrow, describes the paintings to him. The man is a poet, seeming to capture the essence of an artist works with his honeyed tongue. Even more amazing is what Lenorf comprehends of the painting as 'seen' through Luminel's words.

"The lord and his servant must have a special bond, as Lenorf gains inference to details by what Luminel doesn't say as well as from what he does. He has made comments about my work that I found shocking. He notices details I would have thought impossible for a blind man; even one graced with Luminel's vivid descriptions."

If asked to explain further, the medusa apologizes that she cannot. She attributes it only to Lord ir'Lumm and Luminel's knowledge of art and close friendship; she does not suspect there is any supernatural explanation for the ir'Lumm's uncanny gift.

If the PCs ask here about the Harrowcrowns Hound, the medusa tells them the following.

I know little except what Lenorf has told me. They are supernatural creatures that are said to rise every so often and threaten this area. Lenorf slew a pair of them in his youth, but now he worries there is no local champion to stop their hunt. Bishop ir'Rox will do nothing, so Lenorf has hired you. I have not seen the hound, but I have heard its fearsome howl in the night. It seems to be moving closer to civilized land with each moon.

Anthropariaio can also give directions to the ir'Lumm estate, give a general description of the villa and the lands, and descriptions of those who live and work there.

When the PCs are done questioning her, she gives some final words of warning.

Lord Lenorf is a good man, and I love him dearly, but beneath his calm and culture there is anger and pain. While I personally believe he does good in venerating the common folk of the faith, it has cost him much. A more prudent man would have left Thrane. A weaker man would have stopped commissioning artwork the Church sees as heretical. While Lenorf is brave, I also think he wants a reckoning with those who hurt him most. And the more savage side of me does not blame him. But such a reckoning can only end in martyrdom, I fear.

Be careful. You saved me from unintentional result of his crusade against those who crippled him, but who will save you?

With that she gets aboard Hegzel's coach and leaves Lessyk. Give PCs who

worked to save the medusa the "Favor of Anthropariaio" story object.

Danbren Xeq: An aspiring Pure Flame inquisitor, Danbren Xeq has spies among Lord ir'Lumm's servants who leaked word of the medusa's plans to leave the villa. Not knowing the particular dangers of medusa (Xeq is at his core an intentionally ignorant creature) if the PCs were able to end the conflict by gaining Danbren's trust, he thanks them profusely for "illuminating the dangers of the villain painter."

Conversing with Danbren is an exercise in teeth-clenched discretion for many PCs, as this formal troubadour, once itinerant priest, and now bishop's lackey is of the worse kind of sycophants; sprinkling flattery with backhanded comments on the perceived shortcomings of those around him. A bigot and a Silver Flame zealot, he has little real respect for those who aren't human or don't venerate his god, but he'll feign it badly if the PCs succeed the Diplomacy check and saved the "good citizens of Lessyk from that horrible Droam thing."

While the priest seems very protective of his flock in Lessyk, and acts as if it his home, the man is Karrn, and has only been in the hamlet for about three years, coming here after saving Bishop at'Rox from an ambush that some believe (rightly) that he staged. While he was not part of the group that blinded Lord ir'Lumm, he considers the man a sinner and an insincere repentant. The sketches he found in the medusa's notebook only confirmed his thoughts on the matter.

"The current Lord ir'Lumm is a peddler of indecency, and brings shame on that great family. Thinking that drawings of filthy farmers could epitomize the purity of the Flame, why the very notion is offensive. The fields and the streets are breeding grounds for lewd thoughts. The Church may say he has paid for his sins but I've known many penitents who return to old habits—and those sketches prove that Lord ir'Lumm is a member of those sorry ranks. I recommend you absolve yourselves of ir'Lumm's hallucinations. It'd be a pity if your traveling papers were revoked for his sins."

He knows the stories of the Hounds of the Harrowcrowns, but seems unconcerned by them.

The stories are as old as the forest itself. Every so often a farmer or sinner impaired by the sin of libation says they see some devil dog on the edge of the forest. Many have claimed to kill it brining the corpse of this monster as that. If there is any fiend that stalks the woods, it was put there by the Silver Flame to keep the commoners scared of the evils in the wide world. Fear and paranoia cleanses the soul, by replacing the minds' sinful and idle thoughts.

The longer the PCs talk to Danbren, the more it becomes clear that while the man thinks he is the shepherd of Lessyk—or at least the assistant to the shepherd of the hamlet. He enforces the laws of a repressed community because he loves power and the people of Lessyk fear him.

If the PCs threaten or attack Danbren during further conversations, he rouses a mob twice as large as the one that cornered the medusa artist. PCs will have to defeat the mob and Danbren (becoming the butchers of Lessyk) or flee the hamlet.

Scaling the Encounter

5th-Level Characters: Replace half of mob troublemakers with five elite mob troublemakers (hp 13, 13, 13, 13, 13; see "Combat Statistics," below).

6th- and 7th-Level Characters: Replace mob troublemakers with elite mob troublemakers (hp 13, 13, 13, 13, 13, 13, 13, 13, 13, 13; see "Combat Statistics," below).

Combat Statistics**ANTHROPARAIO, MEDUSA ARTIST****CR 8**

Female medusa expert 2

NG Medium monstrous humanoid

Int +2; **Senses** darkvision 60 feet; Listen +1, Spot +6**Languages** Common; Celestial, Elven**AC** 16, touch 13, flat-footed 14**hp** 40 (8 HD)**Fort** +3, **Ref** +7, **Will** +9**Speed** 30 ft. (6 squares)**Atk** dagger +9 melee (1d4), and snakes +4 melee (1d4+poison)**Base Atk** +7; **Grp** +7**Special Atk** petrifying gaze 30 ft. (Fort DC 17), poison (Fort DC 15)**Combat Gear** dagger**Abilities** Str 10, Dex 15, Con 12, Int 14, Wis 12, Cha 17**Feats** Skill Focus (Craft [painting]), Skill Focus (Profession [painter]), Weapon Finesse**Skills** Bluff +7, Craft (painting) +15, Diplomacy +8, Disguise +10, Listen +1, Profession (painter) +12, Spot +6.**Equipment:** *ring of protection +1***Petrifying Gaze (Su):** Turn to stone permanently, 30 feet, Fortitude DC 17 negates. The save DC is Charisma-based.**Poison (Ex):** Injury, Fortitude DC 15, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.**Roleplaying Hook** "Please help me escape this horror."**DANBREN XEQ, SILVER FLAME ZEALOT****CR 4**

Male human bard 1 / cleric 3

LN Medium humanoid (human)

Int +1; **Senses** Listen +2, Spot +2**Languages** Common; Celestial, Draconic**AC** 17; touch 11, flat-footed 16**hp** 21 (4 HD)**Fort** +5, **Ref** +4, **Will** +7**Speed** 20 ft. (4 squares)**Atk** light mace +2 melee (1d6), or longbow +4 range (1d8)**Special Atk** turn undead**Base Atk** +2 **Grp** +2**Combat Gear** +1 *scale mail*, light wooden shield, light mace, longbow, 20 arrows.**Bard Spells Prepared** (CL 1; 1d20+1 to overcome SR)1st—*daze* (DC 12), *resistance*.**Cleric Spells Prepared** (CL 3; 1d20+3 to overcome SR)2nd—*hold person* (DC 14), *zone of truth* (DC 14), *shield other*^D1st—*bane* (DC 13), *cause fear*, *divine favor*, *sanctuary*^D (DC 13)0—*guidance*, *light*, *virtue* (2).^D = Domain spell. Domains: Law and Protection

Granted Power (Law): Cast law spells at +1 caster level.

Granted Power (Protection): Generate *protective ward* as a supernatural ability.**Abilities** Str 10, Dex 13, Con 10, Int 14, Wis 14, Cha 14**Feats** Ecclesiarch (Gather Information and Knowledge (local) are class skills), Persuasive, Great Fortitude**Skills** Bluff +8, Concentration +7, Diplomacy +11, Gather Information +7, Intimidate +11, Knowledge (local) +5, Knowledge (nobility and royalty) +5, Knowledge (religion) +3, Perform +7, Sense Motive +6, Spellcraft +9,**Special Qualities:** Bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1, spontaneously cast cure spells.**Roleplaying Hook** "Come with me brothers and sisters and we will purify the world with holy flame."**MOB TROUBLEMAKER****CR 1/2**

Mix male and female commoner 1

LN Medium humanoid (human)

Int +0; **Senses** Listen +1, Spot +1**Languages** Common**AC** 10, touch 10, flat-footed 10; Dodge**hp** 4 each (1 HD)**Fort** +1, **Ref** +0, **Will** +1**Speed** 30 ft. (6 squares)**Atk** club+2 melee (1d6+2)**Base Atk** +0, **Grp** +2**Abilities** Str 14, Dex 10, Con 13, Int 9, Wis 12, Cha 9**Feats** Skill Focus (Profession), Dodge**Skills** Profession +8**Possessions:** club, peasant's outfit**Roleplaying Hook** "Purify! Purify! Purify!"**ELITE MOB TROUBLEMAKERS****CR 1**

Mix male and female warrior 2

LN Medium humanoid (human)

Int +0; **Senses** Listen +1, Spot +1**Languages** Common**AC** 12, touch 10, flat-footed 12; Dodge**hp** 13 each (2 HD)**Fort** +4, **Ref** +0, **Will** +1**Speed** 30 ft. (6 squares)**Atk** club+4 melee (1d6+2)**Base Atk** +2, **Grp** +4**Abilities** Str 14, Dex 10, Con 13, Int 9, Wis 12, Cha 9**Feats** Dodge, Toughness**Skills** Jump +7**Possessions** leather armor, club.**Roleplaying Hook** "Purify! Purify! Purify!"



PART TWO: THE LORD'S HUNT

Once the PCs have overcome or fled the challenges of Lessyk, they are free to move on toward Lord ir'Lumm's villa, which sits 10 miles west of the hamlet on a maintained dirt road called the Lumm Way by locals.

While the Lessyk was a place burning with ire, the countryside around it is quiet and soothing. Sheep herds dot the northern moors of the Harrowcrowns, placidly grazing on the grass and heather of the low hills.

To the road's south, the dark Harrowcrowns stretch south and west. Many claim the deep woods were cleansed of monsters during the lycanthrope purges, but can an expanse so dark, vast, and seemingly unyielding every be truly cleansed?

Knowledgeable PCs (Knowledge [history] DC 20) recall that the Harrowcrowns have served as a haven for enemies of Thrane for many centuries. In the 5th and 6th centuries YK the place was a haven of goblinoids clinging to a group of Dhakanni ruins lying somewhere deep in the forest. The goblins were so bold that they sacked the villages of Lessyk and Nathyrr in 465 YK.

During the lycanthrope purges the place was said to be a refuge of lycanthrope and shifter resistance within Thrane itself, but some dispute the strength and numbers of what Thrane claimed to be the "Lycanthrope Horde of the Harrowcrowns."

During the Last War, the place was a sanctuary of Brelish sellswords who harassed Lessyk and Nathyrr.

As the Lumm Way approaches Lenorf's villa, tall rows of cypress trees flank the road. Eventually these windrows thin a bit, as sets of statues stand intermittently between the trees. Each marble statue is a representation of a saint of the Silver Flame.

The track ends in a circular courtyard. A tall statue of a proud lord—bedecked in ancient armor and carrying a bastard sword and surrounded by three stone hounds—stands regally in the middle of a pool that dominates the courtyard. To the east, a large stable and what looks like a guesthouse stands beside a small road that heads farther into the fields. The grounds are beautiful but slightly unkempt. A middle-aged man hails you from the great front doors of the villa. He is simply but dapperly dressed. A Silver Flame is proudly pinned to his breast. "Bless the holy illumination. You have arrived safely! I am Luminel, Lord ir'Lumm's major domo. I trust your journey was pleasant?"

Use "Use Illustration 2" to help describe Luminel and the fountain.

Luminel Harcrow (male human expert 5; NG; Diplomacy +8, Knowledge [art] +12, Knowledge [religion] +11, Perform [oratory] +14, Profession [scribe] +11, Sense Motive +2) is an effete, middle-aged devotee of the Silver Flame is an expert in sacred art. He has served Lord ir'Lumm for many years. His responsibilities largely include commissioning new works, cataloguing and preserving Lenorf's collection, using his talent for both prose and verse to properly describe the work to his blind master, and to transcribe Lord ir'Lumm's thoughts on art and religion. He finds great satisfaction in working with his lord, and greatly admires the man and his beliefs.

The PCs will no doubt notice of the pool and the statues of the hounds. Luminel anticipates the PCs worry and says:

"The statue is a representation of Minar ir'Lumm, an ancestor of

my lord. He was among the Knights of Thrane who seized a goblinoid stronghold in the Harrowcrowns more than 400 years ago. He was such a relentless hunter of goblinoids that both friend and foe called him "the Hound". It's his legacy that gave the ir'Lumm family its coat of arms: three vigilant hounds on a field of silvery fire. It is only irony that so many of Minar's ancestors have hunted the Harrowcrowns hounds. Though it has been claimed the haunting hounds are a final goblinoid curse. Not that I believe that particular superstition."

Luminel is a gracious and courteous host. He invites the PCs inside and leads them through the foyer and on to the dining room (see the map of the ir'Lumm Villa). Cooled jugs of refreshing wine and water, as well as a large plate of bread, cheese, fruit, and links of local sausages are set to help sate the PCs' road-worn hunger.

Luminel inquires to the happenings of the PCs' travels, and listens intently at any story the PCs tell. He is greatly dismayed to hear of Anthroparaio's assault, and equally relieved to learn of here escape, if that's the case. The major domo sincerely likes the medusa artist and goes on poetically about her charms and talent. He dithers over how to reveal the event to Lord ir'Lumm, as he knows it will send him into a furor.

Eventually the PCs will no doubt ask where Lord ir'Lumm is. Luminel explains:

"Currently he's meditating on his faith. He calls this 'talking to the angels of the Flame,' though he means this metaphorically. He will meet us tonight for dinner, and then he can tell you all about the Harrowcrowns Hound and the task ahead of you."

After the PCs are done eating, he calls for Hurn (male human Commoner 1; NG) one of the stable hands to show the PCs the guesthouse so they may rest and get wash for dinner.

If the PCs ask Luminel about Lord ir'Lumm's blindness or the circumstance that led to it, the loyal assistant tells them the following.

It all occurred before my time at the ir'Lumm villa. I was working as curator for the ir'Terindor collection in Sigilstar before I came here.

My master believes—and I believe rightly so—that the Silver Flame can be richly seen in the toil and struggle of ordinary people. After the Last War he became dissatisfied with typical images of Silver Flame sainthood and commissioned artwork that lauded the work and toil of simple, industrious people. Certain members of the clergy who prescribe to a more rigid view of our faith persecuted him. They called his work a vain heresy, and plucked out his eyes so that he could never look upon it or any other art again. They somehow cursed the wounds so they could not be magically healed.

And while High Cardinal Krozen chastised and even 'punished' the overzealous inquisitors that crippled Lord ir'Lumm, the church claims it cannot dispel the curse that impedes my lord's healing, and it agrees with the assessment of the inquisitors that the artwork commissioned by Lord ir'Lumm was heretical.

I had a chance to see the many of the works before they were consumed by the inquisitor's pyre. They were stunning beautiful pieces that overshadowed the finest art in Sigilstar or even Flamekeep. That art, and the man who facilitated their creation are reason I can't server here.

By the end of his explanation Luminel is clearly choked up. He is sincere and emotional about his service to Lord ir'Lumm, and has trouble not showing it. As he finishes, he clearly looks embarrassed at his outburst in front of a group of "hardened adventurers", and excuses himself.

Dinner

Dinner is served late at the ir'Lumm estate. Luminel comes retrieve the PCs from the guesthouse less than a half-hour before dusk.

He escorts the PCs through the foyer, past the dining hall—the table already stacked with food—and toward the gallery. Unlike before, the doors to the gallery are wide open. Magical light pours out from the large domed chamber illuminating the wonders of Lord ir'Lumm's gallery.

The gallery is the villa's dominate feature. Its circular dome rises 50 feet above the ground, and from its gilded height dangle four crystal and silver chandeliers.

The elegance of the room's architecture pales before the magnificence of the art displayed within. Like other rooms, much of the art here exalts the Silver Flame, but that religion is not the only motif. Here and there ancient relics and even more contemporary works laud the Sovereign Host; many positioned prominently.

Most of the paintings feature scenes from rural life: burly artisans crafting furniture, shepherds sheering sheep, and women hanging laundry. They all seem to be illuminated by some subtle magic. Despite the coarseness of their subjects, each painting lauds the work as divine, presenting their subjects in styles usually represented for saints and nobles. Each is magnificently rendered—truly inspired and inspiring.

As the PCs take in the sight, the lord of the villa, Lenorf ir'Lumm, quietly steps out from behind the gallery's centerpiece—a large statue depicting a battle between a priest and a serpent. Carved into the statue's front is an altar.

Lord Lenorf ir'Lumm is a tall, sturdy man. He wears an elegant mithral mail shirt beneath rich robes of purple and black. Though advanced in years, he stands tall and straight, his strong chin tight with unwavering resolve. Across his eyes is tied a silk sash that matches his robes. As he makes his way around the large altar-statue, he draws his hands slowly over the stonework, absorbing it nuances through the subtlety of touch.

Use "Illustration 3" to help describe this scene.

A Knowledge (religion) or bardic knowledge checks (DC 25) recognizes the statue-altar as depicting a pivotal battle in the tragedy of St. Cirlan at Gal. He was a cleric of the Silver Flame whose overweening pride led him to prove his supremacy by unleashing an imprisoned Khyber demon. Cirlan found himself overmatched and could only defeat the creature at the cost of his life. In the end he gave his life to stop a greater evil from being unleashed on the world. The Church normally sees the story as demonstrating the power and necessity of humility and sacrifice to keep evil at bay. Lenorf ir'Lumm sometimes sees Cirlan as a metaphor for the current state of the Church—he sees its pride as ultimately self-destructive.

As for other pieces of artwork, use your imagination to describe them. Lord ir'Lumm is very proud of his collection and takes time to discuss each piece with the PCs if they are so inclined (though don't feel like you have to roleplay this).

Some PCs may be interested in discussing the work with Lord ir'Lumm just to see if they can discern any hint of the uncanny knowledge that Anthroparaio described. A Sense Motive check (DC 20) gives the PCs the impression that the ir'Lumm knows so much about some of the art that it would be nigh impossible for him not to have seen those piece at one time or the other. This becomes even more puzzling when the lord candidly claims he has never seen some of the pieces in question (Sense Motive DC 20 gives PCs the hunch he is not being entirely truthful). If the PCs confront him on this, and



The ir'Lumm Villa

One Square = 5 ft.

Balcony

N

The ir'Lumm Villa

The ir'Lumm Villa is the environments for much of the action in both Part Two and Part Three of the adventure. The following is an overview of the villa's locations.

1. Courtyard: This circular courtyard features tended and raked paths that lead to the villa, the stables, and the guesthouse. The statue of Minar ir'Lumm and three flanking hounds crowns the fountain in the middle of the courtyard.

2. Foyer: The front doors lead to this spacious and rather clear chamber. A couple of small couches flank the door leading to the dining room, a scattering of busts of ir'Lumm ancestors dot the sides, art graces the wall, and a large, beautiful and intricate Aundair carpet covers much of the floor. A balcony overlooks the foyer. Access to the balcony is by the stairs in the adjoining hallways.

3. Dining Room: More art and some healthy-looking plants decorate this room. The main feature, though, is the large table in the center of the room. The table could easily seat 20 people comfortably.

4. Gallery: Filled with art, sculptures, and artifacts, this room is Lord ir'Lumm's showcase. This domed chamber is an artistic and architectural marvel in itself. This place is also the path in which ir'Lumm's "angels" enter the estate and talk to him. A very well hidden secret door (Search DC 30) swings open as the top of the altar in the center of the room. It leads into some secret (even from Lenorf and Luminel) ir'Lumm catacombs under the estate. The catacombs eventually lead to Khyber.

5. Kitchen: Cabinets in this place contain flour, spices, and ornate table settings. Pots and pans hang from the ceiling and walls. A chopping block sits in a corner. An oven is set in the south wall. A small door leads out to the east.

A handmaiden from a nearby farm comes daily to prepare meals for Lenorf and Luminel. Otherwise, Luminel cooks for himself and his Lord.

6. Supply Room: This chamber is filled with foodstuff, linen, and utensils. The place also houses four healer's kits, and a locked (good lock; DC 30) cabinet on the western wall. The lock guards the ir'Lumm silverware and three *potions of cure moderate wounds*.

7. Luminel's Quarters: This room is ascetically furnished with a simple bed, a writing desk and chair. A pair of overstuffed bookcases sits on the northern wall. They contained books on art and religion, with a stray pair of works on Thrane history. A small alcove is set in the wall with a devotional dedicated to the Silver Flame. The remnants of many candles are found therein. Two windows on the south wall look toward the gallery.

8. Library: For a small library in a provincial lord's manor, the ir'Lumm library is impressive—at least to those slavishly devoted to Silver Flame art.

Using the library to supplement a Knowledge (art or religion) check with the Research feat grants a +4 circumstance bonus.

A reading table sits in the middle of the room, surrounded by four comfortable chairs. Two windows on the north wall let in ample light.

Not all of the books are devoted only to art. The ir'Lumm library also has considerable volumes devoted to Thrane and its family history. The library grants a +1 circumstance bonus to both Knowledge (history) checks that involve Thrane and

Knowledge (nobility and royalty) checks that involve the ir'Lumm family to those who have the Research feat.

PCs who decide to research the ir'Lumm family can take 1d4+2 hours and must succeed at a DC 20 Knowledge (nobility and royalty) check to find some interesting abnormalities in the library's volumes.

Those PCs find that all references to the Harrowcrowns and lycanthropes have been altered or edited, always with a mind to paint such that locale and those creatures as evil and sinful. In addition, an entire page of one of the family histories has been torn out of one volume. The text around the extracted page hints that it told story of the current lord's grandfather and a meeting with a strange creature during the lycanthrope purges. It is obvious that the grandfather survived, but the particulars of the meeting are not referred to in this book or any others. Neither Luminel nor Lenorf know about the missing page, nor do they know the story the missing page once told.

9. Lord ir'Lumm's Quarters: This is a lush room of silks, exquisite tapestries, and elegantly carved furniture, dominated by a plush bed.

The paintings that hang in this room are family portraits, with the most prominent being of the lord's long dead wife. Large floor-to-ceiling windows are set in the north, east, and south walls. The curtains are only drawn at night.

A locked chest and a standing closet (both are amazing locks; DC 40) guard Lord ir'Lumm's personal belongings, including his +1 *full plate armor*, +1 *light steel shield*, +1 silvered longsword, a masterwork composite longbow (+1 Str), 20 silvered arrows, 5 adamantite arrows, a jewelry box (now empty, but the box is worth 50 gp), and a small library of journals. The journal entries end on the eve of his mutilation (in 996 CY), and detail his early life, his trials during the war, and his epiphanies of art and faith. All his journals really do is put more detail on the story the PCs should already be familiar with.

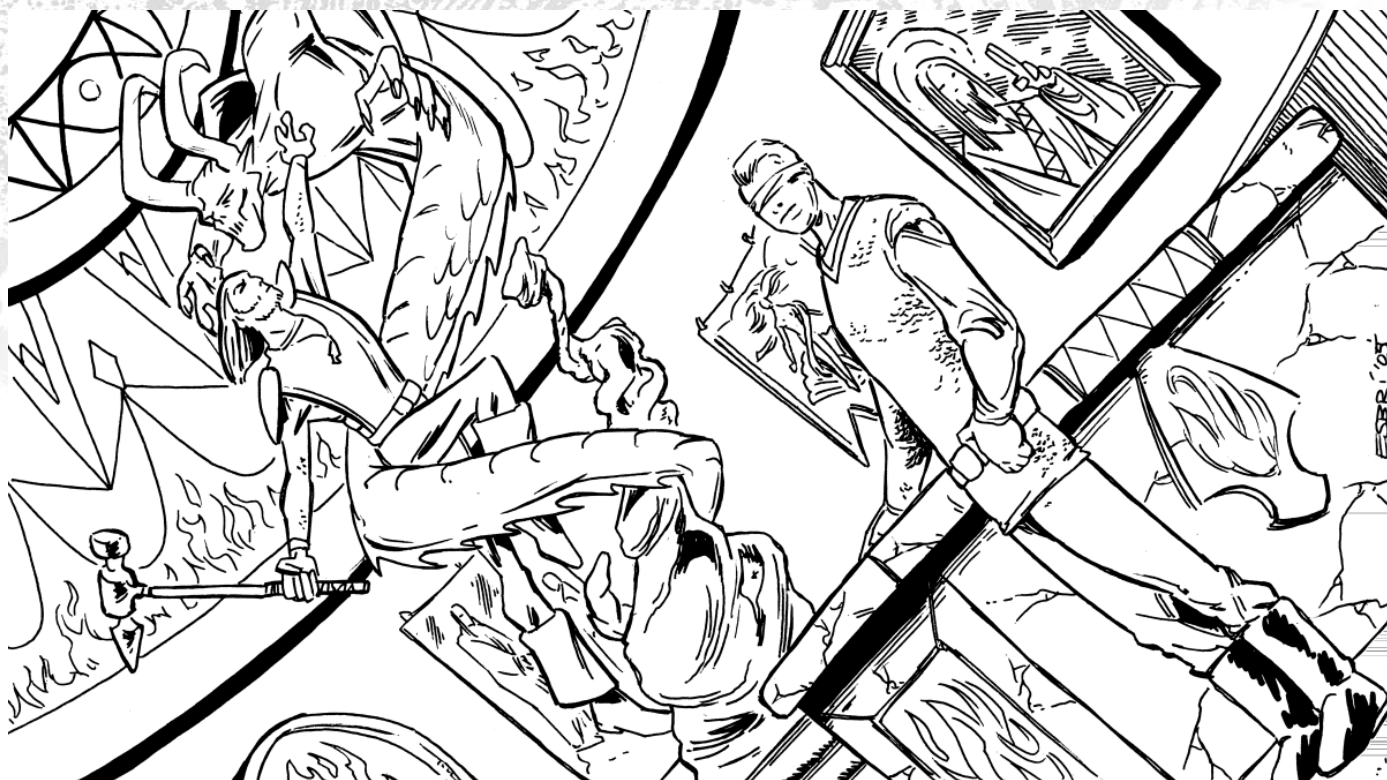
10. Artist Quarters: This room serves as quarters for the artist in residence. Currently it is uninhabited. The room is very comfortable, almost plush, and very clean.

11. Artist Storage: This one-time living quarters has been converted into a storage area for paints, dyes, brushes, pistils, frames, fabric, and canvases. It is a well-stocked resource of supplies and tools for painters and sculptures. PCs who make a Spot check (DC 15 or DC 10 with the Investigate feat) notice burn marks on the floor. The dolgaunt Igblihsquon has been mixing a caustic paint that he hopes Lenorf will use to enact his revenge upon at'Rox's body. A successful DC 20 craft (alchemy) check or DC 15 Investigate checks determines that a strange mixture of alchemical toxin and paint made the marks.

12. Artist Studio: This well-lit room serves as studio space for resident artists. Several easels and tables are propped against the walls. A few pieces of furniture are scattered around. A floor-to-ceiling window is set in the south, west, and north wall. The room appears recently cleaned.

13. Guesthouse: This two-story guesthouse can house six comfortably. It contains three bedrooms, a dining area, and a cooking area, as well as storage spaces and lavatories.

14. Stable: A large, well-tended stable, but relatively empty stable. It currently houses a single riding horse and a pair of draft animals.



makes the seemingly absurd observation that the lord knows too much about painting he has never seen, ir'Lumm responds thusly:

"I hope you are not trying to be insulting," the pleasant smile flees from his face. "Ignorance I can excuse. The Silver Flame says to do so is holy temperance. Discourtesy is another matter. I think you have cheapened Luminel's ability to describe, and severely underestimated my ability to comprehend."

At that point, or when the PCs seem bored looking at the art, Luminel suggests adjourning to the dinner table.

Assuming that Lord ir'Lumm doesn't dismiss the PCs for discourtesy (which he does if the PCs persist with certain accusations), he uses dinner to describe and discuss the Hounds of Harrowcrowns.

"The moors have a legend of a terrible hound...or hounds. They've been said to haunt the woods since before the place was a goblin haunt, but the first historical reference I have been able to find is after my ancestor helped clear the woods of goblinoids four centuries ago. It was that very same ancestor, Minar ir'Lumm, already called "the Hound" for his doggedness in hunting goblin prey, who supposedly fell victim to a pack of these strange creatures deep within the Harrowcrowns.

At first it was believed that the beasts were some curse brought down on him by his routed goblin foes, but I think that is pure superstition. I think it more likely the creatures are a local threat than some cures.

These creatures have not been spotted since my grandfather's time, and I fear that Bishop Iustin at'Rox does not yet believe the hound is a real danger. And probably sees beast as a tool to keep the masses fearful.

If the PCs bring up their conversation with Denbren Xeq, and his thoughts on the subject, Lord ir'Lumm responds that he is not surprised. "Xeq is more heartless than the bishop."

"I take my ancestral duties more seriously. If the hounds are hunting again, they should be stopped. Some local shepherds have already lost

sheep, and a local woodsman reported that he saw a strange creature at the forest's edge and then again in the old ruins of Stern Keep. These people come to me, because they doubt the bishop will do anything...that and they fear the 'protection' of the inquisition.

"Unfortunately I have no men-at-arms now that I have devoted my life to art. I tried to get the bishop to act, but he laughed at me, and said I was an old, blind and doddering fool." The lord stops at this admission, visibly quivering in anger. After a few moments he regains his composure. "That's why I have procured your services. Not only do want to save lives, I want to show the bishop what a fool he is."

He then, with Luminel's aid, produces a carved case; large enough hold a Medium longsword. He opens the box and offers a glowing weapon to the group.

"This is the ir'Lumm ancestral sword. I used this weapon in the Last War, and my father told me stories of my grandfather using it when he defeated the last outbreak of Harrowcrowns Hounds. I loan it to you. Please carry it as a representation of the ir'Lumm family on your quest."

The sword is a +1 silvered longsword that glows with a golden light. It is a treasured heirloom, and Lenorf expects it returned. He also gives the PCs 20 silvered arrows—artifacts from the lycanthrope purges. Lastly he has Luminel give the PCs basic directions to the ruins of Stern Keep. The PCs may have a number of questions. Use the following example questions and answers as your guide for answering them.

Q: What do these Hounds of Harrowcrowns look like?

A: Different sources have different descriptions. Some say it is a two-headed beast, others claim the hounds have the faces of men. Almost all of the descriptions say that it is an unnatural looking beast and tell of strange runes etched across the creature's hide.

Q: What powers do they have?

A: Like all hounds they bite. And it is said their maw is strong and fierce. All of the sources agree that the creature has supernatural senses. That sneaking upon or ambushing a Harrowcrowns Hound is near impossible.

Q: Have you ever encountered one?

No. I only know what I read in my youth, or what Luminel has read to me in the past few weeks...that and my father's story about my grandfather, which he told me when I was very young. I am afraid have forgotten much of the details.

That said, both Luminel and myself have heard its dread keening over the past week. I believe it becomes bolder with each nightfall.

Q: Isn't it the bishop's duty to handle this threat?

A: *Technically yes. But this is my ancestral land, and he will not act.*

Q: Do you hate Bishop at'Rox?

A: *The bishop is no friend of mine. His...negligence...cost me my sight and his lack of compassion allows the Pure Flame and Silver Torch sects to bully local peoples. Hate is a strong and ugly word, and implies a private vendetta. As a faithful of the Silver Flame, I must believe that the bishop will ultimately be judged, and the wrongs he has perpetrated will be punished. That is what my faith and its messengers tell me. I admit such knowledge gives me hope.*

Ruins of Stern Keep (EL 4)

Whenever the PCs are ready, they can set out toward the ruins of Stern Keep, though Lenorf and Luminel suggest setting off the next morning.

Between the villa and the forest's edge is a rough a jagged mile of heathered moor, so rough as to be utterly uninviting to the sheep herds. The forest is thick and dark, and its floor is damp with standing water the collects in frequent bogs. The ruins of Stern Keep are 12 miles from ir'Lumm villa. Due to the difficult terrain, it takes the PCs eight hours to get there on foot, and 6 hours to get there on horseback. The terrain is very difficult for horses to navigate, and Luminel recommends keeping them stabled at the villa, and trudge on by foot.

The forest can be a dangerous place, as it is home to predators and some roving bands of kobolds and even lizardfolk. During daylight hours, the PCs have a 1 in 20 chance of attracting the attention to a Harrowcrowns predator. The chances increase to 1 in 10 at night unless the PCs camp in the ruins (see "After Defeating the Runehound" below). Use the following chart to determine random encounters.

Roll (d6) Encounter (EL)

1	8 Kobolds; hp 4 each see <i>Monster Manual</i> page 161. (EL 2)
2	Owlbear; hp 52; see <i>Monster Manual</i> page 206 (EL 4)
3	Huge viper; hp 33; see <i>Monster Manual</i> page 280 (EL 3)
4	2 Large monstrous centipedes; hp 13 each; see <i>Monster Manual</i> page 286 (EL 3).
5	Displacer beast; hp 51; see <i>Monster Manual</i> page 66 (EL 4).
6	3 Lizardfolk; hp 11 each; see <i>Monster Manual</i> page 169 (EL 3).

The ruins themselves sit atop a steep crop of rock, with a winding stone stairs serving as the only easy path up to the fortification. The walls of the outcrop are relatively simple climbing (DC 15; 30 feet from the forest floors to the keep's ruined walls).

Groups wishing to utilize tracking to make sure they are on the right track can do so on the way to the keep. A DC 15 success picks up the tracks of a strange Medium-size four-legged houndlike beast that has traveled toward and away from the ruins numerous times in the past week. Remember that in order to track while moving normally the PCs will suffer a -5 penalty to the roll. Tracking without

Runehound Knowledge

When the PCs first encounter the runehound holed up in the ruins of Stern Keep, those with Knowledge (dungeoneering) have a chance to recall useful bits of information about this type of creature. The following are the DCs.

- DC 15:** Runehounds are foul aberrant servants of the dread daelkyr. They are cunning and tenacious creatures whose long-necked head can deliver a devastating bite from a distressing distance.
- DC 20:** The strange acidic spittle of these creatures can not only damage foes, but it can create special entangling globs of goo.
- DC 25:** Runehounds are resilient to all but silver weapons, and they heal from even those wounds at an alarming rate.
- DC 30:** While blind, it's said these beasts have psychic senses that can track enemies from extreme distances.

a penalty doubles the amount of time it takes to reach the ruins.

Just outside the ruins, the Track DC drops to DC 10. Characters that successfully track the beast can attempt a Knowledge (dungeoneering) check DC 25 to determine that the beast is a runehound (this includes a -10 penalty for only examining the tracks of the creature). Higher results on the check may recall more information (see the "Runehound Knowledge" sidebar).

Careful PCs who spend time searching the area around the ruins may find a secret entrance that leads to an escape tunnel (see area 9, below). The escape tunnel is still within the range of the runehound's uncanny blindsight, and taking this path does little to change the runehound's tactics. It does give the PCs the chance to find some important clues before fighting the runehound.

If the PCs approach by the front door, read the following text aloud.

The crumbling path winds up the stone outcrop toward a large portal. A rusted portcullis hangs above the ruin's entryway. Beyond is a rubble-strewn and foliage-choked courtyard seemly devoid of animal life. This place is almost unnaturally quiet. Nothing moves, except for the ivy that winds up the ruin's stones, which rustles slightly with each wind gust.

More unsettling than the silence is a somewhat fresh trail of blood. Starting at the last stair it winds into the courtyard beyond.

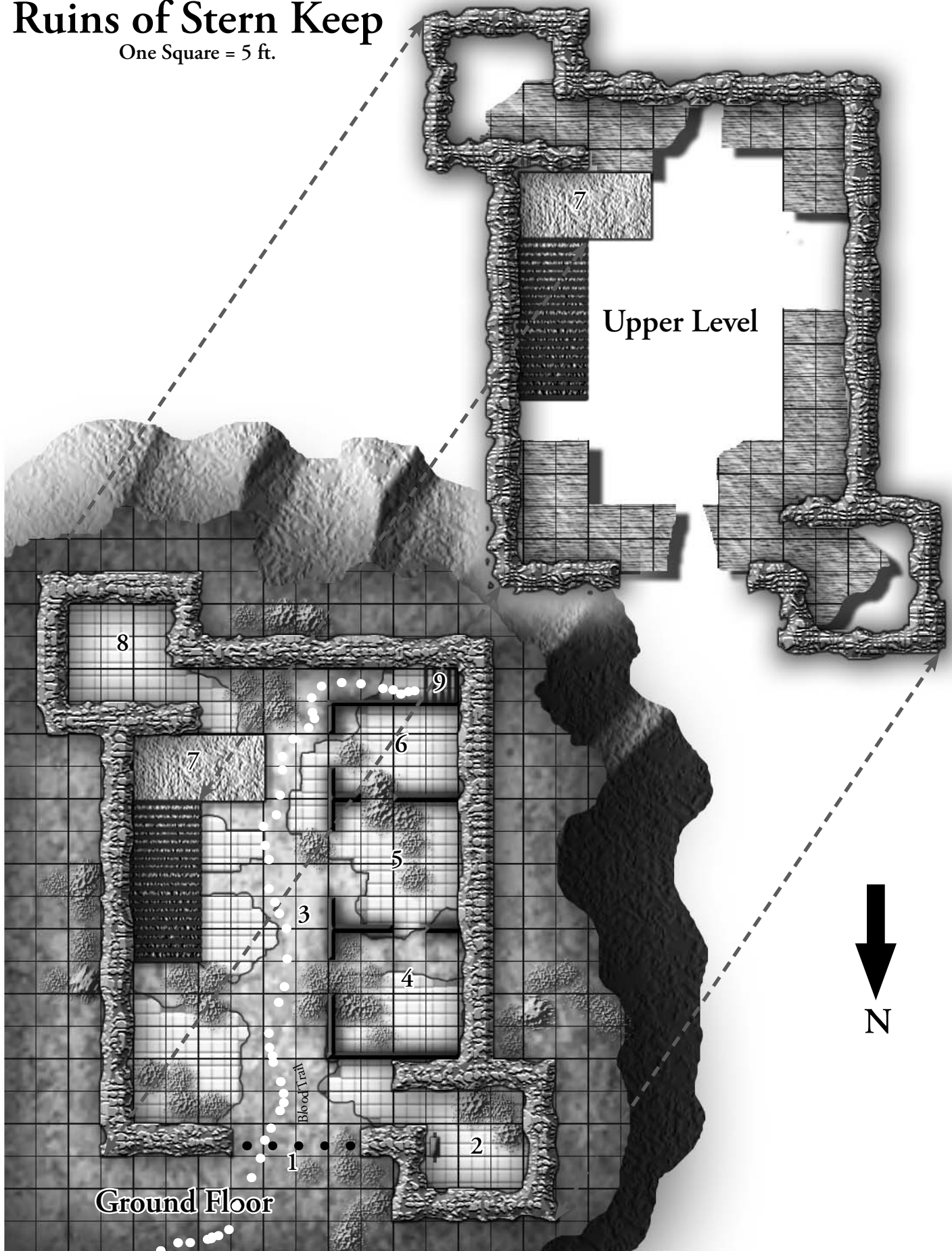
The runehound has intentionally made the blood trail to entice the PCs into striking position. A cunning creature, it realizes its exploits would eventually bring hunters—in fact it has counted on it! It has set a trap to lure those potential hunters into position. See "area 3" for more details on the runehound's ruse.

The walls of this place are masonry, and while old and crumbling in places, the structure is relatively stable.

Masonry (granite) walls: 1 ft. thick; Break DC 35; Hardness 8; 90 hit points; Climb DC 15.

Ruins of Stern Keep

One Square = 5 ft.





1. Entryway: A heavy portcullis once guarded this large, 20-foot wide, 15-foot high entryway. Now the portcullis is stuck in an “up” position. While it may make PCs nervous as they pass through the keep’s entryway, it is not a danger until someone decides to fiddle with the winch in the North Tower (area 2).

2. North Tower: This rubble-strewn room contains the portcullis winch. The mechanism and its chains are severely rusted, and it takes a Disable Device check (DC 20) to loosen the contraption. Use of the *grease* spell grants a +4 bonus to such checks. When the winch is “disabled,” the corroded chains give way, threatening any creature standing in the squares under the portcullis.

Portcullis Trap: CR2; +10 melee (3d6 piercing); Disable Device (DC 20). Strength check (DC 25) to lift. 2 in. thick; Hardness 5 (rusted); 30 hit points; Break DC (20).

3. Courtyard: While the courtyard does feature some difficult terrain (the rubble on the ruin maps) it’s otherwise fairly clear. The blood trail winds its way through the courtyard, rounding the corner towards the Escape Tunnel (see area 9).

4. Abandoned Quarters: Once a room that housed the keep’s guards, this place is now only a weed-choked mess. All valuables have been looted long ago. A search of this place may find something of interest (Search DC 15). Lenorf’s grandfather once served Church and country from this fort during the lycanthrope purges. Among some old ledger notes that cram a vine-covered shelf build into the east wall is a letter written by Lenorf’s grandfather to one of Bishop at’Rox’s predecessors. Give the players “Story Object: ir’Lumm’s Legacy.” PCs who discovered the missing page from the book of ir’Lumm family history in the estate’s library realize that this is likely the story from the missing page, but not the missing page itself.

5. Abandoned Stables: Like the Abandoned Quarters, while some artifacts scattered here and there hint at this room’s old purpose (a horseshoe here, a spur there, the remains of the actual stables) the place is an abandoned mess. The remains of a large bird nest sits atop the rafters, but it has been abandoned since the runehound started haunting this place.

6. Abandoned Workshop: The rusted remains of smithy tools

and other implements of the trade hide under overgrowth and rubble. A search of the rubble around the hole in the wall leading to the abandoned stables finds a masterwork cold iron spear. While its shaft could use replacing, it function in a fight until either a natural 1 or a critical is scored with it. At that point the shaft breaks.

7. Stairs and Upper Walkway: These steep steps (2 squares of movement to enter each square; consequences for running or charging, see *Dungeon Master’s Guide* page 63) lead up to what’s left of the keep’s upper rampart walkway, some 20 feet above the ground. The wooden walkway is rotting and treacherous. Anyone moving faster than half speed must succeed at a Balance check (DC 10, or DC 15 if the character is charging or running) or fall through a rotten section. If the fall occurs over areas 4, 5, and 6, what’s left of that building’s roof breaks the fall (reducing 10 feet from the fall).

8. South Tower: The ruins of the south tower are clearer than that of the north tower. Lately it has been used as the den a runehound—the current Hound of the Harrowcrowns. When the PCs approach the ruins, the creature detects them with his uncanny blindsight and hides in the tower waiting for them to get into spitting position.

Runehound: hp 37; see “Combat Statistics,” below.

Use “Illustration 4” to help describe the runehound.

Tactics: A cunning foe who—thanks to its psychic senses—expects the PCs, the runehound likely gets the jump on them (Spot DC 15 for a PC who could see the runehound’s attack to act in the surprise round). The monster starts its attack with its damaging spittle; arrogantly hoping to show its dominance by dropping a PC before they can act. From there it waits to “re-juice” using the bottleneck to get attacks of opportunity on those gutsy enough to enter its den. When faced with a powerful assault on its den, or with PCs who attempt to draw it out, it is not afraid to climb the tower walls at the southwest corner (DC 15; the runehound’s Climb is +5, and it can reach the top with a full-round action thanks to its fast overland speed) to gain access to the upper works. Using its superior speed, reach, and ranged attack it attempts to pick off the PCs one by one, focusing attacks on ranged threats before dealing with melee warriors.

Development: When the PCs defeat the beast, have each who can see the creature’s death throws make a Spot check (DC 12). When the

creature dies, one of its tattoos—one that sat prominently on what could only be called the runehound's forehead—disappears. PCs who see it remembers it, and can describe or reproduce it. It looks like this:

A successful Knowledge (dungeoneering) check (DC 30) recognizes the symbol as a sigil of power favored by beholders—strange, contemplative, and often manipulative servants of the sinister lords of Xoriat. Such a brand surely identifies the runehound as a thrall to a beholder.

9. Escape Tunnel: The stairway leads down to the secret passage that winds its way down to the secret door described above. The relatively fresh corpse of a local shepherd (a man named, Aurgus, Luminel tells the PCs if they bring the body with them or describe the corpse) is the source of blood. Poor Argus was the latest victim of the Hound of Harrocrowns.

About halfway between the stairs and the secret door is a 20-foot-by-20-foot chamber once used for storage, now used by the runehound as a waste refuge. The sickly, stinky place is filled with offal and the remains of prey. Much of the remains are of forest animals, but there is what's left of a trio of kobolds and a human corpse, so stripped of flesh that it can't be identified with means short of magic. Searching the area (DC 15) finds the remains of the man's satchel. Inside is a blood-soaked velvet pouch with 50 gp, and identification and travel papers for one Lukar Drosin. A resident of Lessyk, Lukar is described in his identification papers as a runner for the Bishop Justin at Rox. His travel papers allow him to travel to Sharn and back to Lessyk, but they expired almost six months ago. Among the travel papers is a note. Give the players "Story Object: Evidence of Sale." Needless to say, Lukar made it to the City of Towers, but never made it back. He was one of the runehound's first victims, and his death was quite intentional, as the runehound's master ordered it.

Anthroparai instead of Aurgus

On the off chance that Anthroparai's only method of escape was to flee into the Harrowcrowns, replace the corpse of the shepherd with that of the medusa artist. If you do this, her *ring of protection +1* is still on her finger.

In Part Three, when Lord ir'Lumm confronts the bishop, his ire is further fueled by the loss of "such a great talent." He puts the blame of her loss fully on at Rox's

After Defeating the Runehound

Depending on how wounded the PCs are after they tangle with the tattooed aberration, or on how much time it took the PCs to get to the ruins of Stern Keep, the PCs may want to camp in the Harrowcrowns. If they camp in the keep, there are no random encounters, as the creatures of the wood stay clear of the runehound's lair. Outside of the ruins, there is a 1 in 10 chance that the PCs attract a predator from the encounter chart above. Other than the chance of attracting Harrowcrowns predators, the PCs face no danger in the return to the ir'Lumm estate.

Scaling the Encounter

5th-Level Characters: There are two runehouounds (hp 39, 37). One waits in the lower section of the South Tower, while the other waits at the top level.

6th-Level Characters: There are three runehouounds (hp 43, 39, 37). One waits in the lower section of the South Tower, another waits at the top level of that tower, and the third waits for prey inside the entrance to the escape tunnel. If necessary, the last one draws PCs into the ruin's courtyard by retreating from the PCs after it's hurled a single damaging spittle attack.

7th-Level Characters: There are four runehouounds (hp 43, 39, 39, 37). Two in the lower section of the South Tower, another waits at the top level of that tower, and the fourth waits for prey inside the entrance to the escape tunnel. If necessary, the last one draws PCs into the ruin's courtyard by retreating from the PCs after it's hurled a single damaging spittle attack.

Combat Statistics

The following statistics take into account the *Monster Manual III* errata for the runehound.

RUNEHOOUND **CR 3**

NE Medium aberration

Int +4; Senses Listen +5, Spot +5; psychic scent, uncanny blindsight

AC 18 touch 12, flat-footed 14

hp 37 (5 HD); **DR** 5/silver; fast healing 3

Immune gaze attacks

Fort +5, Ref +5, Will +5

Spd 50 ft.

Atk bite +8 melee (2d6+7), or

Vile spew +5 ranged touch (5d6 acid damage; DC 15 Reflex for half damage)

Space/Reach 5 ft/10 ft.

Base Atk +3, Grp +8

Atk Option Extended Reach (10 ft. reach, can attack adjacent creatures), Combat Reflexes (may make attacks of opportunity while flat-footed and up to 5 attacks of opportunity a round)

Special Atk Vile Spew (attack for damage [see above] or spit a single-target *web* spell [DC 15 negates the effect] both have ranges of 100 ft. and can be used once every 1d4 rounds).

Abilities Str 20, Dex 18, Con 19, Int 5, Wis 12, Cha 8

Feats Combat Reflexes, Lightning Reflexes, Track

Skills Hide +5, Move Silently +3, Spot +5

Psychic Scent (Su): A runehound tracks by following psychic trails and aura traces. It gains a +20 bonus on all Survival checks made to track. It does not receive this bonus against mindless creatures or creatures shielded against mental effects.

Uncanny Blindsight (Su): runehouounds are blind but perceive their surrounds with their psychic senses. This ability provides a runehound with blindsight out to 500 feet.

PART THREE: THE LORD'S PREY

Upon returning from the hunt for the Hound of the Harrowcrowns, the PCs can see that something is afoot at the ir'Lumm estate. A group of eight men approach the place on horseback (reduce the number to seven if the PCs killed Danbren Xeq earlier in the adventure). Unless they tarry, the PCs arrive at the villa first.

When they reach the front steps of the villa, both Luminel and Lord ir'Lumm greet the PCs, the major domo leading his visibly excited lord toward them.

"Please, tell me you were successful. We've gambled on your success."

If the PCs have a visible body or token of the runehound with them, Luminel tells his lord that the PCs appear successful. He then waits for the PCs to confirm their success.

Lord ir'Lumm is ecstatic to learn of the PCs' victory, but is cross if, for some chance, the PCs did not bring back a token of their victory in the form of a corpse, full or partial.

"How am I to prove success to the bishop?" the lord yells. He immediately apologizes for his outburst.

If the PCs are still wounded, Lenorf uses his lay on hands (12 points) to heal them. If the PCs are still hurting, he'll break into his stash of *potions of cure moderate wounds* from the supply room (villa area 6).

As the PCs probably suspect, and they are about to find firsthand, Lord ir'Lumm has invited the bishop to the estate. He tells the PCs that his reason for it is to show the bishop firsthand the terror his arrogance has wrought. He means the retribution he and his "angels" have in store, but he tells the PCs he wants to show the bishop what good they did for the region while at'Rox did nothing.

If the PCs share the contents of the note they found among Lukar Drosin's possessions, it sends Lenorf into an utter tear.

"Is there no end to the crimes this man has to answer for?"

He calms dramatically as the bishop's entourage approaches. If the PCs brought remains of the runehound back with them, Lenorf requests that they take the body to the dining room and wait for him there.

The Bishop Arrives

With the coming of Bishop at'Rox, Lord ir'Lumm's final plan to kill him (or rather, enact justice upon him, as Lenorf has been led to believe from his "angels") starts to take shape. While he claims to the PCs and Luminel that he wants to force the bishop to face his shortcomings, what he really wants to do is stall at'Rox and get the bishop to spend the night at the estate. At which point he can unleash his new allies on the bishop and his men.

Much of what goes on after the bishop arrives is up to the PCs and their actions. The rest of the encounter is presented as how Lord ir'Lumm would like things to happen, but curious or puzzled PCs can force the protagonists to change plans or they can accelerate or delay some events. In the end, you may have to think fast when it comes to catering the action to the PCs.

If the PCs follow Lord ir'Lumm's request, they'll wait for the lord and the bishop in the dining room. The PCs may attempt to eavesdrop on any conversations the two men have before they enter the dining room. Unless the PCs sneak closer to the conversation or use



Bishop Justin at'Rox

some form of magic to enhance their overhearing, they must succeed at a DC 15 Listen check to do so from beyond the dining room door. On a success all they hear is the two men ply each other with faux pleasantries, as Lord ir'Lumm and Luminel lead the bishop to the dining room. It takes no Sense Motive check to realize that these two men honestly hate one another. By the time they reach the doors, their veiled threats are replaced with open hostility when the bishop exclaims the following just before Luminel opens the dining room door.

"I already tire of these stupid games, Lenorf. With what scandalous object do you wish to offend my eyes with this time?"

As the doors open, the PCs probably get their first look at the Bishop of Lessyk. He is a thin, middle-aged man with an imperious nose and a self-aggrandizing gait. Six men-at-arms and Danbren Xeq (if still alive) follows the bishop. As the door opens, Lord ir'Lumm says the following (assuming the remains of the Harrowcrowns Hound sits upon the table).

"Here is the Harrowcrowns Hound! I, blinded and disgraced, was able to launch a mission against a corruption you willfully ignored. It seems to be a habit for you holiness."

Bishop at'Rox spurns the accusation with a flick of his bejeweled fingers. "I'll admit that I underestimated your warnings and your resources, but you're hardly in a position to scold me in the presence of your foreign mercenaries." An evil grin stretches across his face.

"If am guilty of ignoring corruption that skulks among my flock, maybe I should make amends by searching your estate for heretical work. I've heard you are up to your old heresies, Lenorf. Maybe this time I will not stop at paintings. Maybe this entire den of sin needs a cleansing with sacred fire."

If the PCs killed Xeq earlier in the adventure, the bishop replaces the term "foreign mercenaries" with "murderers of the faithful." If the PCs killed Xeq and townsfolk, he replaces it with "butchers of Lessyk." What occurs next depends on the PCs' actions. If they have already shared the words of Lukar Drosin's note, Lenorf continues with the following.

"I'm sure you would like nothing more than to fill your coffers by stealing more of my beautiful art," Lenorf spits. "But my fate will not be ruled by your whim alone. I have called upon the Cardinal of Sigilstar to mediate this matter. He should be here in the next day or so, so let's you and I wait for the arrival of your superior."

The last bit is a lie, but one that the bishop does not suspect. Still smarting from the cardinal's reprimand after his inquisitor's zeal blinded and cursed Lord ir'Lumm, the bishop would rather wait for the cardinal's arrival than pursue justice on his own.

If the PCs have not yet shared their findings from Stern Keep, this may be the time they bring it up with the hopes of saving their employer from the wrath of the bishop. Journeyers among the PCs know that Lord ir'Lumm has promised to bequeath the villa to the Diggers' Union may use the note as a move to stop the church from confiscating the land. If they do so, Lord ir'Lumm's indignation is as strong as if the PCs had already confided in him about the note.

If the PCs didn't find the note, or decide not to bring it up, Lord ir'Lumm still claim that the cardinal is on his way to mediate the dispute.

In the end, the bishop decides to wait of the cardinal, arrogantly demanding suitable quarters for the night. Lord ir'Lumm offers the artist quarters and the studio for his men. The PCs may offer the guesthouse instead, but Lord ir'Lumm insists that they stay there. If the PCs push the matter, either ir'Lumm or Luminel take the PCs aside and ask them to stay in the guesthouse. The following read-aloud text assumes it is Lenorf who asks; modify it if you choose to have Luminel talk to the PCs.

I don't trust the bishop," he says, his demeanor stern and serious. "I think he will try to escape in the night to force the cardinal's mediation on more advantageous ground. I would rather avoid alerting the Pure Flame seminary, as those people are no better than rabid dogs when riled by the bishop. My blindness is testimony to that. If you could do me this one last favor, we would be eternally grateful.

By "we" he means he and his "angels." If the PCs question his use of pronouns, he brushes it aside, explaining he means he and Luminel, of course.

The bishop has no plans of leaving, but is planning on sending Danbren Xeq to rouse the inquisitors of the Pure Flame seminary. If Danbren was killed earlier in the adventure, he sends one of his guards. Neither man suspects the nighttime horrors that are to come.

Nighttime Horrors

Exactly how this section of the adventure plays out has a lot to do with the PCs' actions. The following setup assumes that the PCs stay in the guesthouse until Luminel escapes the villa and warns the PCs of the troubles within. He does this at about midnight, and by then the assault and the bishop is in full swing. If PCs are suspicious, they may find ways to spy on Lenorf as he "meditates" in the gallery. Such a plan likely rouses the attention of the Bishop at'Rox's personal guard, who at best tells the PCs "we thought you were to stay in the guesthouse," and at worse tries to forcibly remove the PCs from the bishop's general area. Hostilities of this ilk that happen before the aberration assault can be easily diffused by Luminel, the bishop, or even Danbren, as long as each side retires to their quarters and swears by the Silver Flame that they'll remain there for the night.

In private, at'Rox has told Danbren and his guards that he fears that the PCs are nothing more than hired murders. While the PCs may be watching the house, the guards and Danbren (for as long as



he is at the estate) watch the PCs. What they don't expect is an assault from the house.

If the PCs killed Danbren in the beginning of the adventure, the situation becomes tenser. Without any prompting from the bishop, his personal guard attempts to sneak to the guesthouse at night and slay the PCs, as revenge for their murder of a "great holy man of the Silver Flame." Many soldiers were enthralled by Danbren's fever and faith, and think that his memory is worth no less than bloody revenge, or "justice" as they tend to frame it. If this occurs, have the aberration assault happen on the bishop occur during that melee, and modify the encounters below were needed.

A half-hour before midnight, Lord ir'Lumm's "angels"—a group of aberrations all branded with the same marking the PCs likely saw disappear from the runehound—enter the villa through the secret passage in the altar. Igbinsquan the dolgaunt monk gives Lenorf the eyes of daelkyr, which grants him sight and inflict hallucinations that the branded aberrations are all actually angels of the Silver Flame.

Lord ir'Lumm is close to revenging himself on his hated foe—the bishop of Lessyk—he is also on the verge of losing his paladinhood.

Luminel Escapes

At midnight Luminel approaches the guesthouse. He is limping, in his nightshirt, and looks worried. Just before he gets to the door he trips, and begins a tirade of uncharacteristic profane oaths. When he gets the PCs' attention, he tells them the following, taking long breaths between sentences. He's quiet winded after his ordeal.

It's Lord...Lord...it's Lenorf. He's gone mad. I think he's going...going...to kill the bishop. There are creatures with him. Horrible creatures. He says they're "angels."

Questioning the major domo doesn't get much more information. He pleads with the PCs to stop whatever madness is going on in the villa. If asked what the creatures look like, he is too frantic and in too much shock to get accurate descriptions.

Foyer (EL 5)

Flames dance from the wing of the villa holding the bishop and his men. The other sections of the villa are dark and quiet. The front doors are closed, and you see little light and no movement in the windows.

The door has been locked (good lock DC 30) but can be broken down (DC 15) or the PCs can enter the Foyer by breaking one of the two large windows flanking the door (standard action, with a move action to enter the room via the window).

The flame has not yet spread into this area, but the PCs can see the flickers of it through the open door leading to the artists' wing. Assuming the PCs have not already dispatched them, aberrations have killed four of the bishop's personal guards, propping them up in obscene positions on the small couches on the far side of the Foyer.

Two ettercaps wait atop the balcony above the foyer, watching the webbing they've laid on far half of the foyer floor (Spot DC 20 to notice the webbing) intently.

Ettercaps (2): hp 28, 25; see *Monster Manual* page 106.

Use "Illustration 5" to help describe the ettercaps' assault.

Once their sticky trap is discovered, the ettercaps attempt to entangle other PCs with their webbing before climbing down and attacking (DC 15 to climb down the pillars—DC 20 to climb along the walls).

PCs fighting the ettercaps notice that each has the same strange symbol that was on the runehound's head. When the ettercaps die, their sigil also disappears.

Dinning Room (EL 4)

The following read-aloud text assumes that the guards are still alive. If the PCs somehow thwarted Danbren Xeq's escape from the villa, he could be here too. If Danbren has already fled or is dead, and the guards have died too, then the dolgaunt is draining a poor member of Lord ir'Lumm's staff who happened to stumble into the kitchen looking for a late-night snack.

The dinning room is the scene of a horrifying feeding. Two of the bishop's guards lie on the table. One guard's neck is crushed and the rest of his body is shriveled, like that of a zombie's. The other lies next right next to his companion: unmoving but not yet desiccated. Over him looms a creature that appears to be a gaunt, eyeless hobgoblin. Unlike those goblinoids, this creature has a pair of tentacles that loop over its shoulder, a writhe about. Both tentacles pierce the body of the soldier, and gyrate strangely, as if they are sucking the very vitality out of the poor man.





When the PCs approach, the dolgaunt stops feeding, and moves to challenge of the new threat. But he is not alone. Just above the doorway hides (Hide +10) a choker who attacks those who enter the room.

Use “Illustration 6” to help describe the scene.

Dolgaunt: hp 11; see “Combat Statistics,” below.

Choker: hp 16; see *Monster Manual* page 34.

The pair literally attempts to squeeze the life out of the PCs. If the battle becomes hopeless, neither hesitates to retreat into the gallery and warn their leader, the dolgaunt monk, Igblinsquan.

Like the runehound and the ettercaps, these creatures each have the beholder symbol on their foreheads. And like those other creatures, when they die, the rune disappears.

Gallery (EL variable)

If everything has gone according to the foul Igblinsquan’s plan, the bishop is here bound to the altar in front of the center statue of St. Cirlan at’Gal fighting the demon. Lord Lenorf ir’Lumm is also here, and is about to commit some murderous poetic justice upon the bishop. Lenorf now has eyes—alien, bulging, green eyes tightly lashed around his head by wiry pink tentacles. These are the eyes of daelkyr, a symbiont that grants the Lenorf sight—unnaturally good sight—but also cause him to view any creature with the beholder sigil as an angel of the Silver Flame, and detects their aura as overwhelming good.

The PCs have a hard road ahead. Not only do they have to defeat the dolgaunt monk that has manipulated Lord ir’Lumm to this point, they have to somehow convince Lenorf that his “angels” are fiends and his vengeance a sin that puts his paladinhood and his very soul in jeopardy. This is done by an amazing Diplomacy check (DC 35 – and the “Fast Talker” campaign card cannot be used on this check) or by restraining the lord. For the Diplomacy check, don’t forget to reward good roleplaying (up to a +4 bonus), and if the PCs can defeat Igblinsquan in front of Lord ir’Lumm that grants a +10 to the checks.

Lord ir’Lumm: hp 31; see “Combat Statistics,” below.

Igblinsquan: hp 29; see “Combat Statistics,” below.

Use “Illustration 7” to help describe the scene.

Lord ir’Lumm’s first actions are to spread the caustic paint on Bishop at’Rox. It takes two-full round actions to kill the bishop in this manner. Each round the paint does 20 hp of damage. While he is doing this he tries to ignore the PCs. Spreading the paint does provoke attacks of opportunity, and Lenorf must succeed Concentration checks (his Concentration is +1) if he is wounded during the application, or only 5 hp of damage is done that round by the caustic paint. Lord Lenorf becomes an ex-paladin as soon as he does any damage to the bishop or if he attacks the PCs.

Once he the bishop is killed, and the lord has not yet been convinced that the dolgaunt is no angel of the Silver Flame, Lenorf does not hesitate to attack PCs assaulting Igblinsquan. At this point Lenorf has truly fallen, pushed to the edge by the evil he has committed. He sides with the aberrations as his spiritual liberators, and attacks the PCs as obstacles to his ultimate renewal.

For his part, the dolgaunt tries to keep the PCs from interfering with Lenorf’s justice.

Scaling the Encounter

5th-level Characters: Increase the number of ettercaps to 3 (hp 29, 28, 25), and there are two chokers in the dinning room (hp 22, 16).

6th- and 7th-Level Characters: As level 5 and there are two other dolgaunts supporting Igblinsquan in the gallery (hp 14, 11).

Combat Statistics

BISHOP JUSTIN AT'ROX

CR 5

LN male human cleric 4/church inquisitor 1*
Medium humanoid (human)
Int +1; **Senses** Listen +3, Spot +3
Aura strong lawful
Languages Common; Draconic

AC 18, touch 11, flat-footed 17

hp 31 (5 HD)

Fort +6, **Ref** +3, **Will** +10

Speed 20 ft. (4 squares)

Atk +1 light mace +3 melee (1d6) or
Masterwork longbow +5 range (1d8-1/x3)

Base Atk +3; **Grp** +2

Special Attacks turn undead, spontaneous casting (cure spells)

Combat Gear *minor circlet of blasting* (searing light 1/day; 3d8 points of damage)

Cleric Spells Prepared (CL 5; 1d20+7 to overcome SR)

3rd—*magic vestment*, *magic circle against chaos*^D,
searing light

2nd—*inflict moderate wounds* (2) (DC 15; 2d8+5), *hold person* (DC 15), *zone of truth*^D (DC 15).

1st—*inflict minor wounds* (2) (DC 14; 1d8+5), *detect chaos*^D, *divine favor* (+1), *sanctuary* (DC 14), *shield of faith* (+2).

^D=Domain spell. Domains: Inquisition, Law, Protection

Abilities Str 9, Dex 12, Con 9, Int 12, Wis 16, Cha 13

Feats Combat Casting, Negotiator, Spell Penetration

Skills Bluff +5, Diplomacy +6, Knowledge (arcana) +5, Knowledge (religion) +8, Sense Motive +8, Spellcraft +5

Possessions +1 *chainmail*, light steel shield, +1 *mace*, masterwork longbow, 20 arrows, *cloak of resistance* +1, *minor circlet of blasting*, silver holy symbol, book of prayers.

Detect Evil (Sp): A church inquisitor can use detect evil at will as a spell-like ability.

Inquisition Domain Granted Power: +4 bonus on dispel checks.

*This prestige class is found on page 26 of *Complete Divine*. This statistic block has all information you need to run this NPC.

Roleplaying Hook "For the Flame's sake, Help!"

BISHOP'S PERSONAL GUARD

CR 1

LG mix male and female warrior 2
Medium humanoid (human)

Int +1; **Senses** Spot -1, Listen -1

Languages Common

AC 17, touch 11, flat-footed 16; Dodge

hp 11 each (2 HD)

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

Speed 20 ft. (4 squares)

Atk longsword +3 melee (1d8+2/19-20)
longbow +3 ranged (1d8/x3)

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

Abilities Str 15, Dex 12, Con 12, Int 9, Wis 9, Cha 11

Feats Dodge, Great Fortitude

Skills Ride +6, Swim -4

Possessions chainmail, light steel shield, longsword, longbow, 20 arrows.

LORD LENORF IR'LUMM (POST FALL)

CR 7

LN male human ex-paladin 6
Medium humanoid (human)

Int +0; **Senses** corrupted darkvision 60 ft.; Listen +1, Spot +1

Languages Common

AC 21, touch 10, flat-footed 21

hp 40 (6 HD)

Fort +8, **Ref** +2, **Will** +4

Speed 20 ft. (4 squares)

Atk +1 *silvered longsword* +9/+4 melee (1d8+1/19-20), or
Masterwork longbow (Str +1) +7/+2 ranged (1d8+1/x3)

Base Atk +6; **Grp** +7

Atk Option Power Attack (up to +6),

Combat Gear 5 adamantine arrows, eyes of the daelkyr

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

Feats Great Fortitude, Iron Will, Power Attack, Weapon Focus

Skills Concentration +1, Diplomacy +11, Knowledge (nobility and royalty) +9, Knowledge (religion) +9

Possessions Combat gear, +1 *full plate*, +1 *light steel shield*, +1 *silvered longsword*, masterwork longbow, 10 arrows, 5 adamantine arrows.

Eyes of the Daelkyr: At this point Lenorf wears this symbiont, see "Appendix 1: New Monster".

DOLGAUNT

CR 2

LE Medium aberration

Int +3; **Senses** Blindsight 360 ft., Listen +5, Spot +5

Languages Common; Undercommon

AC 16, touch 13, flat-footed 13

hp 11 (2 HD); **DR** 5/byeshk or magic

Immune gaze attacks

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

Spd 30 ft. (6 squares)

Atk tentacles +3/+3 melee (1d3+2)

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

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

Special Atk: Vitality Drain

Abilities Str 14, Dex 16, Con 12, Int 13, Wis 15, Cha 11

Feats Combat Reflexes, Improved Trip^B

Skills Balance +7, Climb +6, Hide +6, Jump +6, Listen +5, Move Silently +6, Spot +5

Vitality Drain(Ex): deals 1 point of Constitution damage on a successful grapple check (in addition to normal damage) An injured dolgaunt recovers 2 hit points every time it successfully uses this ability.

IGBLINSQUAN

CR 5

LE male dolgaunt monk 3

Medium aberration

Int 3, **Senses** blindsight 360 ft., Listen +7, Spot +7

Languages Common; Undercommon

AC 18, touch 15, flat-footed 15

hp 29 (5 HD); **DR** 5/byeshk or magic

Immune gaze attacks.

Fort +4, **Ref** +6, **Will** +8; evasion, still mind (+2 bonus on enchantment spells and effects)

Speed 40 ft. (8 squares)

Atk tentacles +6/+6 melee (1d3+3), or

Unarmed strike +6 melee (1d6+3), or

Flurry of blows +3/+3 (1d6+3)

Face/Reach 5 ft. **Reach** 5 ft. (10 ft with tentacles)

Base Atk +3, **Grp** +10

Special Atk vitality drain

Combat Options Combat Reflexes (up to 4 attacks of opportunity; may make them when flat-footed), Earth's Embrace* (deals 1d12 damage each round you maintain a pin, but must remain immobile, giving opponents +4 bonus on attacks against you), Improved Trip

Abilities Str 16, Dex 16, Con 12, Int 13, Wis 15, Cha 16

Feats Deflect Arrows^B, Improved Grapple^B, Improved Trip^B,

Improved Unarmed Strike^B, Earth's Embrace*, Persuasive
Skills[†] Bluff +10, Balance +8, Climb +6, Diplomacy +12, Hide +6, Intimidate +7, Jump +8, Listen +5, Move Silently +6, Spot +5, Tumble +10

[†]Due to his special training, Bluff and Intimidate are not cross-class skills.

Possessions gauntlets of ogre power (+2)

Vitality Drain(Ex): deals 1 point of Constitution damage on a successful grapple check (in addition to normal damage)

An injured dolgaunt recovers 2 hit points every time it successfully uses this ability.

*This feat is found on page 97 of *Complete Warrior*. This statistic block has all information need to run this NPC.

CONCLUSION

The happiest conclusion is the one where the PCs are able to save the life of the callous Bishop at'Rox and the soul of Lord ir'Lumm's. PCs that are able to make Lenorf "see" his angels for what they really are, elicits shame and guild from the aged warrior and patron of the arts.

The bishop's response at such an ending is one of utter shock. The usually unflappable prelate quickly flees the ir'Lumm estate not wanting to provoke further conflict until he has reached the safety of Lessyk.

The penitent Lord ir'Lumm immediately to leave his beloved Thrane, and retire from the secular world. He decides to travel to Sharn and serve the rest of his day at the Shrine of Fathen the Martyr. Since he has no heir (he is in fact the last of the ir'Lumm line) he grants his land to the Diggers' Union for their part in pointing out his folly and sin. And while he is sincerely sorry for the foolish actions that threatened the bishop's life, he has not lost his desire to deny at'Rox the administration of his ancestral lands.

If Lenorf fell before the PCs could at'Rox, the ex-paladin's desire for vengeance consumes him. He does not yield, and the PCs are forced to kill or capture the crazed man. Either way the ir'Lumm lands are confiscated by the Church.

ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which MARK OF HEROES is part of) tracks character progress digitally. At the adventure's end, you report what the characters did, by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points (XP) and gold piece (gp) value increase each character gains.

At the end of this adventure, you'll find the RPGA Session Tracking form, tailored for this adventure. On the section titled "Adventure Questions" fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not the PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn the XP that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make that decision, because you are the DM.

For traps, PCs get experience points just for encountering them, whether or not they have been disabled.

Sometimes the PCs' actions don't really fit the actions of a particular adventure question perfectly. This especially happens when you play the adventure using the "Scaling the Encounter" options. In these cases find the answer that best fits the spirit of their results.

1. Were the PCs able to save Anthroparaio the medusa artist?

- No. She saved herself by turning the mob members into stone and leaving Lessyk.
- Yes. They were able to reason with Danbren Xeq and get him to let her go.
- Yes. They killed Danbren.

2. Did the PCs defeat the Harrowcrowns Hound?

- Yes.
- No

3. Did the PCs defeat the ettercaps?

- They defeated one but not both.
- No. Those webslinger got the better of them.
- Yes.

4. Did the PCs defeat the dolgaunt and choker?

- Yes.
- Almost. They defeated the dolgaunt but not the choker.
- Almost. They defeated the choker but not the dolgaunt.
- No.

5. How did the adventure end?

- The PCs didn't finish the adventure. They never got this far or were defeated by the final encounter.
- The PCs were able to stop Lord ir'Lumm before he lost his paladinhood and they saved the bishop.
- They saved the bishop, but Lenorf ir'Lumm is now an ex-paladin.
- While they defeated Igblishquan, the bishop died and Lenorf lost his paladinhood.

6. Rate the group's roleplaying.

- Fantastic. Everyone had interesting and engaging characters the interacted with the adventure in very fun ways.
- Good. Most everyone had interesting and engaging character that interacted with the adventure in very fun ways.
- Okay. There was some roleplaying.
- None. They treated the adventure only as a set of objectives. There was no roleplaying.

APPENDIX: NEW MONSTER

Eyes of Daelkyr

Tiny Aberration (Symbiont)

Hit Dice: 1d8 (4 hp)

Initiative: +4

Speed: 1 ft.

Armor Class: 17 (+2 size, +4 Dex, +1 natural), touch 16, flat-footed 13

Base Atk/Grapple: +0/-11

Attack: —

Full Attack: —

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Gaze of doom

Special Qualities: Corrupted blindsight 120 ft., symbiont traits, telepathy

Saves: Fort +0, Ref +4, Will +4.

Abilities: Str 5, Dex 18, Con 11, Int 4, Wis 14, Cha 8, Ego 2

Skills: Hide +4, Listen +2, Spot +6.

Feats: Skill Focus (Spot)

Environment: Underground

Organization: Solitary

Challenge Rating: 1 (singly) or host +1 (when worn)

Treasure: None

Alignment: Usually lawful evil

Advancement: None

Level Adjustment: —

Writhing pink tentacles string out from green, bulging eyes.

A creation by the daelkyr to aid and deceive slaves and pawns, the eyes of daelker grant enhanced and at the same time deceptive vision.

The eyes of daelker does not speak any languages, but it understand Undercommon.

Combat

The eyes of daelker can only attach itself to a willing host who has no eyes; the would-be bearer must actually allow the tendrils of the symbiont to wrap around it head (as a full-round action), at which point the eyes enter the empty sockets of the creature. Attaching or removing the eyes of daelker does 1d3 points of Wisdom damage.

Once attached the eyes grant the creature its corrupted darkvision and gaze of doom special attack.

Corrupted Blindsight (Su): The symbiont has and grants to its host darkvision 120 ft. It can also affect its host with specific hallucinations as determined by a daelker master or dedicated servant.

Gaze of Doom (Su): The symbiont has and grants its host a gaze attack. Those affected by the gaze are shaken for 1 minute, Will DC 10 negates. The save DC is Charisma-based.

Symbiont Traits: When joined with a host, a symbiont gains a number of benefits. It acts on its host's turn each round, regardless on its own initiative modifier. It is not flat-footed unless its host is, and it is aware of any danger its host is aware of.

If a symbiont is grafted onto a visible part of the host creature's body, opponents can attack the symbiont itself instead of its host creature. This works the same way as attacking an object: The symbiont gains the benefit of the host's Dexterity modifier to AC instead of its own, and gains any deflection bonus to AC the host has as well. Its own size modifier and natural armor bonus, if any, apply. Attack a symbiont instead of its host provokes an attack of opportunity from the host.

A symbiont never takes damage from attack directed at the host. Like a worn magic item, a symbiont is usually unaffected by spells that damage the host, but if the host rolls a 1 on its saving throw, the symbiont is one of the "items" that can be affected by the spell (see *Items Surviving after a Saving Throw*, page 177 of the *Player's Handbook*). A symbiont uses its host's base saving throw bonuses if they are better than its own.

Share Spells (Su): Any spell the host creature cast on itself automatically also affect the symbiont. Additionally, the host can cast a spell with a target of "You" on its symbiont instead of itself. Likewise, a symbiont can choose to have any spell or spell-like ability it uses on itself also affect the host creature, and can cast a spell with a target of "You" on its host instead of on itself. The host and the symbiont can share spells even if the spells normally do not affect creatures of the host's or symbiont's type. Spells targeted on the host by another spellcaster do not affect the symbiont, and vice versa.

Telepathy (Su): Eyes of daelker can communicate telepathically with its host, if its host has a language.