

KEO4-06

Knights of Futures' Past

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

Version 2.2

by **Wayne Rosen and Sean Smith**

Playtested by the Concillators

Check your weapons and armor at the door, because it's festival time in grand old Gradsul. Veterans and neophytes alike put on their colorful costumes to partake of the Ball of the Red Masque, a feast fit for heroes where adventurers and their tales are told and toasted...though not necessarily in that order. A Keoland regional adventure for APLs 6-16, and Part Two of the "All Good Things" series which began with KEOI4-01 *Hide and Seek*.

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

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Introduction

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

Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender

at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each

character's animals separately. A single PC may only bring four or fewer animals of this

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

type, and animals with different CRs are added separately.

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

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

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

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

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

Time Units and Upkeep

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

Adventure Background

Over the last three years, Keoland has been besieged by all manner of internal threats. The Scarlet Brotherhood plotted to sow discontent within the kingdom from the Hool Marsh. Orcs and other foul creatures united under the leadership of the Green Warlock to besiege the Good Hills. From the Dreadwood strange pseudonatural rifts appeared and made the interiors of the forest unsafe. It is rumored that the dread vampire lizard king Sakatha again haunts the Hool Marsh. Famine and the threat of civil war haunt the Earldom of Linth, while Gradsul and the town of Saltmarsh have been beating back the machinations of the Sea Princes, their Scarlet Brotherhood masters and their inhuman allies the Sahuagin.

The worst of the dark forces that move against Keoland can be traced back to the worship and machinations of the Whispered One, Vecna.

“The deity of secrets was once a mortal king who became a lich. He lost his hand and eye in a fight with his traitorous lieutenant, Kas. Vecna rules over that which was not meant to be known, and that which people wish to be kept secret. He plots the destruction of all other deities so he can take the world for himself. According to Vecna, there exists a secret that can destroy any being, no matter how powerful. In the middle of every heart hides a seed of darkness kept hidden from all but the self. Finding and exploiting that secret is the key to undoing one’s enemies.” (*Deities & Demigods*)

As a god he operates on several Planes of existence. One such Plane is a mirror to Oerth, a parallel reality where Vecna has advanced his plans and conquered Keoland, and most of the Sheldomar Valley. It is here in this parallel plane that Vecna has uncovered vast dark secrets, and draws great power from his successful worshippers. A gateway into our plane of Oerth exists with this parallel conquered and subjugated reality. It is a magic mirror that can transport individuals between the rifts of worlds, but at great risk.

The Silent Tower of the Sheldomar Valley has recently discovered its existence. In their recent research into strange and wondrous artifacts of the Old Suel Imperium, the mirror and its location

have come to light. It is an ancient artifact of Lendor, Suel God of Time. The *Mirror of Lendor* has unpredictable magic and unforeseen powers. While it can be used to breach Oerth and a parallel plane of existence, it also breaches time as it does. The result is those who enter from the World of Greyhawk are sent into the other parallel reality, and also into its future.

The secrets that could be gleaned would be a great treasure to the cult of the Whispered One. The Silent Ones and other powers within Keoland could benefit with its study, or be corrupted by its secrets and glimpses of the possibilities of future paths not yet taken.

In recognition of great deeds, the Duke of Gradsul and his supporters have started a tradition of throwing a festival for friends and heroes of Gradsul once a year. The Ball of the Red Masque is in its fourth year at the start of the module, during the end of Gradsul summer. High society throws elaborate theme masquerade balls, while the working class holds street fairs and parades. Floats that celebrate the triumphs of Gradsul and its heroes, as well as some risqué politically themed floats are known to promenade past the docks and up through the merchant’s quarters. A grand exhibition by the Sea Mages marks the final night of the Festival with pyrotechnic displays over the harbor.

The festival is a seven-day affair filled with parades, parties, street fairs and special events. Every year a grand play is unveiled, and the streets are filled with music, laughter and colorful costumes. Parade marshals are chosen from amongst popular or heroic heroes of Gradsul and Keoland from that year as well.

Adventure Summary

The Ball of the Red Masque is entering its fourth year of celebration. It is also a celebration for the end of the summer, when the humidity and hot weather makes revelry, revealing costumes and debauchery a welcome diversion from the oppressive heat. A celebration for the end of summer, and the coming of cooler autumn winds, makes for a very spirited seven days of celebration in Gradsul. It is on the opening day of the festival that the PCs find themselves entering the grand Port City of Gradsul.

Lord Giovanni Stranofrutta VI is an Oeridian noble on Duke Luschan VIII’s council, and he loves a festival. To this end, he has taken over

organization of the yearly celebration in Gradsul, known far and wide as the Ball of the Red Masque. He has made a name for himself with the lavish fetes he has thrown in the past, and his support of such public works as the Von Reiklande Theatre of Gradsul, several popular music houses and the import of expensive Baklunish wines and spices for the high quality restaurants his family operates. He also holds a controlling interest in the infamous gentleman's club known as *The Vulgar Mermaid*, as well as two of Gradsul's largest gambling houses. To this end it is no surprise that the foppish twit has deep ties and business associations with the Gradsul "Family," the thieves' guild of the coastal metropolis. Several generations of his family have served them with their varied mercantile interests and their warehouses along the docks used for importing and exporting.

The Ball of the Red Masque is a weeklong celebration featuring great musicians, dancers and costumers. Lord Stranofrutta has hired a team of tailors, led by the eccentric genius known as Flampu, to create intricate costumes for each of the PCs that will represent some aspect of their personality. Renowned painters will be present so that the group, in full regalia, can be commemorated. Famous bakers will line the streets with their booths and fare. Musicians and bards may recognize the players and compose heraldic verse about their adventures and exploits. Masks and caricatures of famous Keoland heroes and nobility will be for sale and prevalent in the streets and shops. It is Lord Giovanni's hope that Keoland's great heroes may become future allies or hired muscle for his various schemes at court. He may even become enamored of one of more of the adventurers, who live such exciting lives.

PCs are on the road into Gradsul and arrive on the night of Day One of the Festival. The Ball of the Red Masque will be in the evening of Day Two, in the ballroom at Duke Luschan's summer manor just outside of Gradsul.

During the festival the thieves' guild will learn that Silent Tower agents are in Gradsul searching for an artifact known as the *Mirror of Lendor*. They will plan to steal the item themselves and ransom it to the Silent Tower for a nice profit. The guild is taking precautions to not incur the wrath of the Silent Ones in the execution of their scheme. To this end, the guild has decided to frame for the crime a trio of convenient targets - a cleric named Minister Down, a paladin of Heironeous called Sir Artur Valor (a.k.a "The Gray Lion"), and the

eccentric bard known as the Masked Mandolin. When his friends are apprehended, the Minstrel escapes, and tracks the thieves down in an attempt to clear his companions.

The Duke's men will ask the PCs to recover the stolen magical mirror and arrest the three presumed culprits. When the PCs investigate, they may determine that the guild played a role in the burglary, and determine the whereabouts of the *Mirror of Lendor*.

The players track four members of the "Family" to a sea cavern network overlooking the Azure. The presence of the adventurers will inadvertently activate the mirror, and they are drawn into the parallel universe, the "Blighted Land" where Vecna rules over Keoland fifty years hence.

Within it, the adventurers encounter undead as well as their vile cleric watchers. The PCs later make contact with members of the Keoland Resistance, the sole surviving heroes of the Empire. It is here that the rise of Vecna in Keoland will be related to the PCs. The existence of a magical mirror kept in Prince Von Reiklande's in his cadaverous palace is also revealed.

A parallel festival to the Ball of the Red Masque is occurring within Niolo Dra the next night, one in which the undead celebrate their subversion of life. Heroes can infiltrate the festival and make their way to the castle of bone. Within the palace, the great dragon Aulicus guards the way home - the *Mirror of Lendor*, its twin in the alternate universe. Activating the mirror brings the adventurers back to Keoland.

Upon their return, Lord Giovanni and the Duke's chamberlain fill in the PCs with what has transpired in their absence. The adventurers learn that the *Mirror of Lendor* created twisted and evil mirror duplicates that are en route to escort the duke to the opening of a grand play in Gradsul. The heroes must fight their mirror duplicates as the curtain rises on the stage of the Von Reiklande Theatre of Gradsul. Will the curtains rise to reveal the heroes of Keoland triumphant or defeated in the final act?

Introduction

Once players have settled on which PC they are playing, you should find out from that player whether or not they have any of the following AR items:

- *Favor or Enmity of the Shadowdark Guildmistress* from KEO3-03 *Will of the People*.
- *Mark of the Brotherhood* from COR4-01 *Redtide*.
- Whether or not the PC has participated in the Keoland special missions entitled *The Dragon Hunters* and/or *The Dragon Slayers*.
- Whether any of the PCs is a member of the Shadowdark Thieves' Guild. Any player whose PC belongs to that guild should be given Player Handout #4.

The annual Festival in Gradsul has arrived, and you find yourself on the crowded road into the famous port city of Keoland. On the road you have met up with several other like-minded travelers and your party soon makes its way into the humid and foggy city towards your reserved lodgings during the busy weeklong festival at the Harp and Ale Inn. Your accommodations are being provided free of charge by your patron, a mysterious noble named Sir Giovanni Stratofrutta.

Player characters may introduce themselves and make preparations to enter the city at this point. Make a note of precast spells, and warn any alien or unnatural looking PCs that now would be a good time for a disguise. As much of the festival is a costumed affair, the most rudimentary of disguises will suffice.

Any players who hold influence with the Duke of Gradsul or any of his Security Council (ex: Brisbane the shipbuilder from Irongate, the Sea Mages, the Grand Library) will have Rich upkeep in Gradsul paid for. Fine rooms are available for them and the visiting adventurers at the *Harp and Ale Inn*, which is located in the affluent Uptown Quarters of Gradsul. Excellent fare and personal rooms are given to those with influence in the city. Others get free Standard upkeep provided for them, and must board up to four to a room.

***GM NOTE:** Players will not be allowed to "live off the land" for this module, due to the metropolitan setting of this adventure.

It is the first night of the festival, and already the streets are filling with citizens in bright garb and festival dress. The din of music and laughter echoes off the alleyways. Horse-drawn parade floats move down the thoroughfare as you make your way through the main streets of Gradsul. Spices from

heavily cooked meats mix in the air with the salty tinges of the ocean that blows in off the docks of Keoland's port.

The colorful floats that go by satirize recent events in Keoland. Revelers aboard the floats throw out colorful coins and beaded necklaces to the cheering gathered crowds.

This year, the Ball of the Red Masque satirizes the inability of the Sahuagin to conquer the small town of Saltmarsh, located directly south of Gradsul. Floats adorned with fish masked clowns cower and caper as brave farmers and fishermen chase them about with harpoons and pitchforks.

If the PCs decide to watch the parade, you may continue. Otherwise proceed to Encounter One.

Every year the festival has a guest of honor, some important adventurer of note. This year the Grand Marshal of the Parade arrives on the last float. He wears a silken black mask and strums a mandolin atop a rampant lion made of roses. Beautiful Oeridian nymphs in revealing mock uniforms of the Keoish Royal Standards swirl batons and dance to the music. Large marching drum bands provide the bass and rhythm.

If any of the players at the table participated in the Keoland regional special missions entitled *The Dragon Hunters* or *The Dragon Slayers*, they may be called upon by the Masked Mandolin to join him on the float and for a night of debauchery and entertainment. Such PCs will end up at the *Harp and Ale Inn*.

The lyrics of the song tell the tale of a band of half-orcs and dwarves who worked together to rid Keoland of Aulicus, a black dragon known as the Prophet of the Hool.

Basic equipment and magical items can be purchased in town, but getting about is slow going as the streets are full of revelers and floats.

The DM should play up the response of the Gradsul citizens to being in the presence of such great heroes. While walking the streets, poets will sing the praises of the heroes. Townsfolk ask for a lock of a hero's hair; a child shyly asks how a hero became so strong, smart or handsome.

When the PCs finally make their way to the *Harp and Ale Inn*, proceed to Encounter One.

Encounter One: Wine, Women and Song...and more Wine

The Harp and Ale is a pleasant inn uptown in the affluent section of Gradsul. It is within a short walk of the parade routes and main revelry downtown. A rooftop terrace overlooks the downtown quarters, and the inn's perch atop a large hill means that the fireworks displays from the coral tower of the Sea Mages can be easily viewed from it. The tips of the multi-leveled tower of the Church of Osprem, located near the docks, can also be seen.

Modify this encounter as you wish if the Masked Mandolin was already encountered during the introduction.

A bard of some prominence and name, as well as being Grand Marshal of the weeklong festival, provides music in the luxurious common room. He strums a mandolin to a standing room-only crowd. He looks dashing in his mask and red cape, and in a booming voice shouts, "Greetings citizens. I am the Masked Mandolin, Righter of Wrongs and Singer of Songs!"

Among those staying at the *Harp and Ale* are three agents of the Silent Tower, known collectively as the Forsaken. These are the great bard, known as the Masked Mandolin, the rather severe Minister Down (a.k.a "The Sinister Minister") and an older grandfatherly paladin, Sir Artur Valour (a.k.a "The Grey Lion"). Several adoring female fans will listen raptly to the Mandolin's music, and all the barmaids pay dote on the paladin of Heironious. Minister Down sits in the corner, his perpetual scowl and arms crossed over his chest ensuring he remains left alone.

Distribute *Player Handout #1* which provides a description of the Forsaken.

The DM should feel free to role-play interaction with the Forsaken provided that she has enough time allotted to this event to do so.

All APLs (EL 16)

Masked Mandolin: hp 70; see *Appendix A*.

Minister Down: hp 81; see *Appendix A*.

Sir Artur Valor, "The Gray Lion": hp 100; see *Appendix A*.

After the players have had a chance to interact with NPCs and prepare for dinner, a page of Lord Stranofrutta VI will arrive with a missive for the PCs (*Player Handout #2*). This arranges for them to receive masterfully-crafted costumes for the upcoming Ball, as well as an invitation to all of Duke Luschan's special events. This includes a feast at the Manor, a masked ball and a new play's debut on the closing day of the festival - "*All That Glitters - the Musical*".

Gathering Information in the Inn

PCs who wish to do so may make a Gather Information check in the tavern. The results below list what the PC overhears:

- **DC 5:** The festival is a big draw for tourists to Gradsul, as well as a big draw for thieves and pickpockets. Be careful with your coin purses!
- **DC 10:** A diplomatic carriage from the Silent Tower has been discovered abandoned near the road into Gradsul. The guards and driver were found slain, but the passenger's cargo was missing.
- **DC 15:** It has been reported the brigands known as the Band of the Laughing Bandit are active just outside of the Duke's summer manor. This is the region where many of the Gradsul affluent and rich have their manors and estates. Many suspect them of the robbery of the Silent Ones' carriage.
- **DC 20:** Nothing happens in Gradsul without the thieves' guild receiving a "piece". If the Laughing Rogues are operating within the cities borders, then they are doing so at the behest of the "Family". (Whispered in strictest confidence)
- **DC 25:** The stolen goods were important books and research that was to be shared with the Sea Mages. The two are working together, probably to keep the National Academy of Wizardry from interfering. Whoever stole the research could blackmail or ransom it for a tidy profit. However it is always dangerous to meddle in the affairs of wizards. They guard their secrets well and are quick to anger.
- **DC 30 (or DC 25 and a 50 gp bribe):** "Yeah, the Thieves Guild robbed that Silent One carriage. Bunch of fancy pants, think they better than everyone 'cause they live in some

big tower. Fancy pants the lot of 'em. Maybe next time they pay da road tax like everyone else. If they lost somethin' important, I'm sure the Family will relocate it...for a price."

When the PCs pick up their costumes the next morning go to Encounter Two.

Encounter Two: Queer Eyes in Keoish Guise

All manner of gaudy materials and clothing can be seen inside the spacious store windows. The material looks expensive, garish in colors and content. A massive painted sign declares the establishment as FLAMPU'S FABULOUS FASHIONS. There is a line of well-dressed patrons, merchants, royal guardsmen and minor nobles milling about the shop, forming a rough line to get in. Outside, a velvet rope is manned by two preening, thin and pale Suel men with clipboards, turning away all those who do not have appointments.

If the PCs go to the end of the line and wait, they will never be allowed admittance, and will have to procure cheap costumes from the street or make their own. If they present their credentials to the two door guardians, they are allowed entry and may cut in line.

Upon entering the shop, an odd-looking short Sueloise gentleman comes forward to greet you, flanked by a team of tailors and seamstresses. He wears a miniature black beret on his otherwise balding head, with a narrow, pointed white beard and bushy white eyebrows. His sequined doublet of electric blue and bright red is eye-catching. "Do come in, mighty champions! Divas one and all! Let Flampu work his magic and gird your bodies in rainments fit for the gods themselves!" He ushers you into a fitting room adorned with mirrors and materials. "Tell me, what do you have in mind as a costume for the Ball of the Red Masque?"

The gentleman is the artist known only as Flampu. Play him with as an over-the-top eccentric fashion designer with an untraceable accent. He will periodically shout instructions to his chief tailor, Donatella.

Flampu will start by interviewing the PCs to get an idea of their personalities. The PCs will probably

not be happy with the results. Flampu will have some odd ideas of what makes an appropriate outfit. Come up with a costume for each character. They should be bizarre and ugly, with ridiculous colors and gaudy materials for each outfit. Some suggestions:

- Give a half-orc barbarian PC an outfit of furs to represent his wild side, but the furs will be colored pastel blue and orange, and Flampu will have made decorative pink ribbons with little bells for the half-orc's tusks.
- Give a cleric of Pelor a large decorative brass headpiece with a bright yellow ball in it to represent the sun. He pairs it with a mask in the shape of a red sun, decorative rays emanating from the headpiece, and an oversized bright yellow robe.
- A mage could also get a large headpiece, with sequined green and orange stars to indicate magic. The fuchsia mask is engraved with mini-lightning bolts. Wouldn't a "matching" electric blue robe with yellow sequined stars be great with that?

The more ridiculous and garish you make the costume, the better. (Feel free to add creative masterpieces to the players AR under the notes section if you are so inclined.) If the players have their own suitable suggestions, by all means go with them.

When the costumes are completed and boxed up, a purple royal carriage complete with two guards and a driver bearing the crest of House Stranofrutta arrives for the players to transport them to dinner at the Duke's mansion.

The carriage will first stop at the *Harp and Ale Inn* so the PCs can change into their costumes and leave some of their more ostentatious adventuring equipment behind. The guards will once again remind the PCs of the no weapons or armor rule mentioned in *Player's Handout #2*; Knights of the Watch (including Dispatchers, but excluding squires) are permitted to retain their weapons per ancient Keoish law, but are requested to leave them behind anyway – this might be construed as an insult by the nobility, as if they were being told that they couldn't be counted on to secure the safety of their own guests. Players who come up with ingenious ways around this can attempt to sneak in small weapons, spell component pouches, mithral chain shirts, etc. However, being

caught with the offending items will insult the Duke, and carries harsh penalties (see Encounter Three).

There is room for six medium-sized people inside the carriage. A fruit tray and a bottle of fine white wine await them inside the large purple velvet lined coach.

Assuming the players go to the ball on the second night, proceed to **ENCOUNTER THREE**.

Encounter Three: The Belle of the Ball

DM Note: There is a lot of activity that can happen in this encounter. First, read it thoroughly. Second, be cognizant of the time you have in which to play this module.

A carriage will come to pick the PCs up from the *Harp and Ale* and transport them to Duke Luschan's Manor for the ball. The guards are expecting the PCs and will escort them to the ballroom. As noted earlier, PCs who are not Knights of the Watch will not be allowed to wear any armor in the palace, and weapons must be left with the guards in the front of the palace (all items are secured and are in no danger of being stolen). This includes all knives, walking staves, and other items that could be used as weapons. These are exceptionally well-trained guards, and should be played as such.

The guards (and the invitation) will make it clear that the PCs are not to attempt to smuggle any weapons into the palace. If a foolish player insists on doing so, they fail and can return to the city with their carriage. Pressing the guards on the matter will lead to suspicion of Scarlet Brotherhood collusion. The offending PC will be arrested and questioned.

If the PC so arrested has the *Mark of the Brotherhood* AR item from the Year Four Core module "Redtide," or some other indication or evidence that they are members of, or sympathetic to, the Scarlet Brotherhood, the PC is *immediately* executed. This is considered to be a non-recoverable death. Confiscate the PCs ARs and contact the Keoland Triad.

Otherwise, the PC is imprisoned overnight, but will be contacted in the morning to continue the mission.

Assuming the players don't all get arrested, continue with the following:

Outside the main city are the grand estates of Duke Luschan VIII. This is where many of the nobles and wealthy merchant class keep small mansions and manor houses. The duke's mansion is the grandest of all, resembling a hardy walled keep rather than a luxurious manse.

The guards lead you into a grand dining hall, where a large table filled with foods and drink has been set up in the middle of the room. Several noble gentlemen are presiding over the dining event. Many of them seem to have gone to Flampu's costume shop, as they sport a wide variety of hideous outfits.

The nearest noble turns to greet you. He is a short foppish Sueloise man, probably in his early forties, dressed in a purple velvet doublet with sequined black and silver epaulets. His face is covered in a matching black and purple troll mask. It does not cover his mouth, which is set with a wide, lopsided smile. He introduces himself as your patron, Lord Giovanni Stranofrutta the Sixth. The epaulets and mask also match Lord Giovanni's sequined tri-corner hat, which is set at a rakish angle. His tone and manner of speech indicates that he is a dim-wit, most likely from central Keoland judging by the accent.

"Gentlemen, these are more brave heroes that have brought such honors to the Kingdom!" After introducing all of you and recounting your great deeds, he begins introductions to the gathered crowds and other nobles.

"To my right is Lothar Von Reiklande, a professor of magical history within our National Academy of Wizardry. He represents one of the oldest Suel families in Keoland. And over there is our most noble patron, Duke Luschan VIII, ruler of Gradsul and our most dedicated host."

Lothar Von Reiklande wears a "festive" ochre mask with the face of some hideous bat-like creature with pink eyes, covered by gold-rimmed spectacles. He seems even paler than most Suel, and seems to be in his thirties. His thinning blond hair is set in a tail. He is of average height, but nonetheless towers over Sir Giovanni.

Duke Luschan VIII is covered in a half-mask of brilliant gold and silver, covering the left side

of his face. The mask is almost painfully bright to look at. The unmasked right hand side of his face reveals a prominent looking noble of Suel descent, although his face appears more tanned and weathered than most of the Sueloise nobles here. His exposed eye is a steely blue. He is tall and stands with better posture than most of the other nobles. A well kept beard and mustache accents his strong, chiseled features.

He looks over to a Sueloise woman dressed in a cape of faux feathers with a silver and black sparrow's mask.

Luschan motions for her to join him. She steps forward and takes his hand in hers. Luschan's deep voice silences the crowd. "Your attention for a moment, honored guests. My lovely companion this evening is Lady Maressa Linth. It is with great pride that I can announce that she has accepted my proposal of marriage!" The crowd cheers and applauds the news. Many of them stop to congratulate the Duke and the mysterious Lady Maressa.

Speaking with the Nobles

Some basic role-playing guidelines for the DM are provided for the most prominent nobles present. The DM should improvise details, mannerisms and other aspects of the minor nobles present. In general the nobles will view non-nobles with a faux pleasant air which will probably come off as condescending. They will remain aloof if any of the PCs are nobility peers, and will fawn on any that should outrank them. Some sample nobles and guests have been provided for the DM in the Appendix.

Duke Luschan: The Duke seems distracted, and keeps an eye on Von Reiklande rather than anyone else (even his new fiancée). He will remain detached from most of the partygoers and will leave with Maressa after about a half an hour. If he is approached during that time, however, he will thank any heroes that have earned his favor in the past, and will also thank (on behalf of his bride-to-be) any heroes that saved Lady Hannah Linth in KEO4-05 *A Last Dance at Midnight*.

Lady Maressa Linth: PCs may have met Lady Maressa in her guise as the Shadowdark Guildmistress in KEO3-03 *Will of the People*. She won't intimate that she knows PCs she would have only met at that time as her alias is not common knowledge outside of the Shadowdark thieves' guild. Maressa is playing a dangerous game here

within Gradsul, and the ramifications of her presence amongst those that pay lip service to the Gradsul Family will be seen later.

Maressa will exchange false pleasantries with any PCs that earned the *Enmity of the Shadowdark Guildmistress* from KEO3-03; it won't take much (Sense Motive DC 13) to realize that Maressa has issues with the PC. She will otherwise be cordial, and will be sincerely grateful with thanks for any PCs that aided saved Hannah Linth in KEO4-05 *A Last Dance at Midnight*.

As per Player Handout #4, she will respond with the correct countersign to any Shadowdark agents present at the ball ("A sparrow is an underestimated bird.") There is no threat present to Maressa at the ball at this time but it will give members of her guild a chance to impress her with their diligence.

Lothar VonReiklande

Lothar will deflect any mention of his family's darker dealings with a sniff and a wave of the hand.

"Unsubstantiated rumor and allegations raised by my family's many business rivals."

The Von Reiklande family are comprised of wealthy landowners and own warehouses and a shipping company in Gradsul. If asked, Lothar says he is in town for the festival, and to do research at the great libraries of Gradsul. Many cousins and family members are well placed in Keoland society, hence one of their members being present here despite the "bad blood" between the Duke and Von Reiklande.

DM Note: A *detect evil* will register faint evil from Von Reiklande, as well as a few nobles. A *detect undead* will detect no nobles to be undead; *true seeing* shows none of the nobles obfuscating themselves in any way (beyond their disguises, of course).

Gossip Mongering

Players may make a Bardic Knowledge, Gather Information or Knowledge (nobility & royalty) to milk the crowd for the following bits of information:

- **DC 5:** The Stranofrutta family is a minor noble family from Central Keoland. They have interests in farmlands and grapes for winemaking. Their crest is a plume of grapes on a purple field.
- **DC 10:** The Von Reiklandes are one of the oldest noble families in Keoland, and hail from

the Gradsul area. They are known to be staunch Darkwatch allies, and make substantial donations to their cause. They are on excellent terms with the Neheli family as a result. It is a surprise that Lothar would attend this Ball, even under the pretense of researching the Gradsul Library.

- **DC 15:** As an extension of his rivalry with the Neheli family, Duke Luschan is on bad terms with the Darkwatch, and will not allow Darkwatch knights to enter his castle. They hold no visible power in Gradsul as well.
- **DC 20:** Duke Luschan currently holds little real power in Gradsul, which is largely controlled by the powerful Gradsul Thieves' Guild. This is why the Duke's manor is outside of town rather than being located directly in Gradsul. He is a known expansionist who favors strong trade. He has recently organized diplomatic talks with neighboring kingdoms (SHE4-03 *Breaking Point*).
- **DC 23:** The PCs hear that Lothar Von Reiklande is staying in the west wing of the Luschan's palace, sent to Gradsul by the Crown for research. Von Reiklande is apparently involved in some secret research of importance to the crown. It is said that because of Duke Luschan's enmity with the Neheli family, he is not happy with the king's orders, as the Nehelis and Von Reiklandes are staunch allies.
- **DC 26:** Duke Luschan VIII has been escorting the Earl of Linth's niece around, and the two seem to have grown quite fond of each other. His marriage proposal stems from actual love, as opposed to just acquiring wealth or power.
- **DC 29:** Sir Givoanni Stratofrutta has quite the reputation as a clueless noble. Some believe this to be an act, believing that Sir Giovanni may be cleverer than appearances would indicate.
- **DC 32:** There was some unpleasantness last year when several bands of adventurers "raided" one of the Von Reiklande's mausoleums, but no proof of necromancy was linked to the family. Furthermore, the Von Reiklandes sued for an apology and damages in the court of Niole Dra, which was an embarrassment to the Duke.

The Forsaken and the Prophecy

During the dinner and festivities the players will also be introduced to the Mandolin's two

companions. The first, Sir Artur Valor, is a Paladin of Heironeous. He is in his fifties, and is strikingly handsome. He exudes a comforting, grandfatherly pleasance and talks in a calm voice. In contrast, Minister Down is a stick-thin no-nonsense witch-burning Church Inquisitor of Heironeous who believes that corruption lies in the hearts of all men and must be burned out.

The Masked Mandolin will put two benches together and perform a few songs for the gathering after dinner, mostly heroic verse. He has a makeshift gold crown proclaiming him as Grand Marshal of the Festival, and he takes his duties seriously!

After playing a few verses, the Masked Mandolin bows and tips his festival crown. "Dames and Damsels, I deliver a delightful and daring denouement! Tonight, this troubadour will tantalize you by telling terrifying tales of troubles! Prepare as I perplex princes and plebes with the Prophecy of Aulicus!"

The Masked Mandolin will then give a dramatic reading of the Prophecy of Aulicus, first heard in the Keoland Interactive "Winter's Turning". For those players who haven't heard it yet, it reads as follows:

The Prophet let out a low rumble and slowly lowered his great head to the level of the King, looking eye-to-eye. The creature's head looked like a scorched, horned skull. It took a tentative sniff in the air and recoiled somewhat. It regarded the King with new hatred, and scowled. "You bear Nightbane, mammal," he snarled, regarding the blade at the King's hip with rage. "Do you mean to test yourself against me?"

"No," said the King. He spoke carefully and evenly. No trace of a tremor was heard in his voice. Yes, the dragon mused, this was a formidable human indeed. "This weapon was gifted to my family by the hero that used it, years ago, to slay one of your ilk in the swamps of Steffenmoor to the south."

The dragon growled. He desired to snatch this arrogant warm-blooded wretch and swallow him with a single gulp, but the human's reputation, his poise, the blade at his hip, and the orders of the dragon's master all served to keep the dragon in check. "I am Aulicus. I am the Prophet. I bring a gift for you, King Kimbertos Skotti, House of Lizhal, and Lord of the Lion Throne."

"A gift?"

The beast released a hiss. "A prophecy. To foretell of that which will come."

"Then speak," said the King. The old man's eyes blazed; he was unafraid. "Speak, and begone from my city."

"WRETCH!" the Prophet bellowed. Drippings of acid dribbled excitedly down the beast's maw, bubbling the cobblestones where they fell. Its voice dropped to a throaty rumble. "Listen well, King of Keoland. The prophecy is thus:"

"From one, you will hear tell of three."

"Find these three, and you will find three."

"Within that three, beware of one."

He does not know any more details about the Prophecy. He will just smile with a wink if asked for more information on the past of the Forsaken, or for whom they now serve. He will only admit that they are originally from Cryllor.

If any PC should ask Minister Down about the prophecy he responds with:

"It is clear that Keoland is a cesspool of immorality and corruption that will devour itself unless cleansed!"

Spies in the Palace

Assuming that the PCs show even a modicum of alertness, they may observe a telling exchange between some of the invited guests. Later during the party, Minister Down will glare at the Masked Mandolin, who is flirting with two gorgeous damsels. The Mandolin ignores him, and quickly leaves the party with a woman in each arm. He will go back to their room within the palace, and may appear later in this scene.

In truth, Mandolin is supposed to help the Minister and Sir Artur with their spying mission on behalf of the Silent Ones, taking place inside the palace this evening. But the Mandolin's chaotic nature and womanizing ways have gotten the best of him. If any PCs approach him while he is chatting with the two lovely courtesans with whom he will soon depart, he will simply smile and say:

"Every good boy deserves fudge..." replies the Mandolin with a sly wink. "Words to remember where I am concerned. Every good boy deserves fudge." And with that, the Mandolin escorts the two lovely ladies out of the ballroom, and into the night.

Minister Down will insist to Sir Artur Valor that the two of them should return to the inn and give Mandolin a strict sermon about the evils of women, but Sir Artur will calm him down. The Minister will eventually storm off, with Artur in tow. The Minister and Sir Artur are supposed to make a more elegant excuse to allow them to leave and explore the palace, but the Minister is furious (partly because the Mandolin, easily the stealthiest member of their group, is not present and is therefore botching their mission, and partly because Minister Down honestly thinks the Mandolin is being corrupted by the two ladies.)

At this point, secretly roll Sense Motive checks for the PCs to determine the following:

- **DC 10:** The Masked Mandolin was genuinely interested in seducing the two ladies. The Minister is genuinely angry about the Mandolin's behavior.
- **DC 20:** The Minister is angry about the Mandolin's behavior, but not just because he believes it to be immoral. The Minister and Sir Artur are trying to conceal their agitation from the crowd.

If the PCs follow Artur and the Minister

If at least one PC try to follow Minister Down and Sir Artur, make Spot and Listen checks for Down and Artur, opposed by the PC's Hide and Move Silently.

If the PCs are detected, the Minister Down and Sir Artur will leave the palace and return to the *Harp and Ale*, rather than risk being captured. If somehow, they are forced to interact with the players, they will say nothing about why they are spying in the palace.

If the PC's manage to follow the Minister and Sir Artur undetected, they will go to search Lothar Von Reiklande's room in another wing of the palace (a character moving at thirty feet per round will take twenty rounds to reach the area). When they arrive they will have the chance to overhear the following coming from the Minister as they approach Von Reiklande's room:

"Blast that Mandolin! He is corrupted by sin, when we have the work of the Tower to conduct!"

"There, there, Minister," replies a calm, grandfatherly voice. "The Mandolin will be the Mandolin. You know how unpredictable he is. And his admirers seemed quite charming."

There is a derisive snort. "Well, on to the task at hand."

There is the sound of spellcasting, followed by a soft click and the soft noise of a well-oiled door being opened.

The above description assumes that the PCs stay out of sight of the Forsaken. A Spellcraft check (DC 18) will identify the spell as *dispel magic*.

No guards are present in this area, and Lothar Von Reiklande's bedroom is now unlocked. If the PCs don't do anything to prevent it, Minister Down and Artur Valor will simply open the door and enter, quickly shutting the door behind them.

However, the Forsaken are in for a nasty surprise. The Gradsul Thieves' guild has already broken in and stolen the *Mirror of Lendor*, using a *cape of the mountebank* to *dimension door* away with it. The thieves knocked the two bedroom guards unconscious (from behind, so the guards did not see who attacked) and dragged them into an empty bedroom right next to Lothar's room. As a result there are no guards present.

The thieves stole the keys from the guards and simply entered the bedroom. They planted in the room a few feathers that match the ostentatious ones from the Mandolins hat. This is done in an effort to frame him for the theft, and throw off the trail. There is no love lost between the Mandolin and the Gradsul Thieves' Guild.

The PCs may call for the guards themselves, which will result in the capture of Down and Artur. Otherwise the two will leave in an effort to find the Mandolin, who may or may not have been behind this theft. They will be accosted by guards outside the mansion and then arrested, framed by the Gradsul Thieves' Guild.

The Duke and the other nobles will only learn about the Mandolin's exploits the following morning. Lord Giovanni will then ask for the PC's help, as detailed in Encounter Four.

If the PCs don't trail the Forsaken

In this case, the PC's get to enjoy a wonderful ball, courtesy of the Duke. The next morning, Lord Giovanni will find the PCs (through his connections, if necessary), and ask to speak with them. Proceed to Encounter Four.

Encounter Four: Mission: Improbable

The Harp and Ale is serving breakfast late this morning. Many of your fellow adventurers appear to have splitting headaches, having drank too much of the local libations.

The Masked Mandolin, Minister Down, and Sir Artur Valor are notably absent from the room. Last night, the Mandolin broke his compatriots out of the Duke's prison, and then the trio came back to the *Harp and Ale*, packed their belongings, and left town to pursue the *Mirror of Lendor*.

As you enjoy your meal, Lord Giovanni, looking entirely too perky, comes traipsing into the room.

"Esteemed heroes..." he begins.

The room, filled with adventurers, turns in his direction.

"Oh dear, I'm sorry, I meant these esteemed heroes," he says, pointing at you. "Could we go outside for a little tête-à-tête in my carriage?"

Lord Giovanni's well-appointed carriage stands ready outside. Assuming the PCs accept his offer to join him, the Velvet Prince speaks to the party once inside the carriage in a conspiratorial whisper.

If the PCs followed the Forsaken, and possibly called for the guards to have them arrested, Lord Giovanni isn't aware of it and the DM may need to make some ad hoc modifications to the read-aloud text below.

"It appears that while we were having our dinner, malefactors broke into Lothar Von Reiklande's room at the Duke's mansion. Lothar Von Reiklande is a professor of some standing in the National Academy of Wizardry and his research in the magical histories of Keoland is paramount to the Empire. Lothar is concerned. He has been doing research into the prophecy of Aulicus the black dragon. A mirror was stolen, one that is supposedly instrumental to Lothar's efforts. It is six feet in height and three feet in length."

"The political embarrassment for the Duke could be great, considering those that the Von Reiklandes call allies in the Court of the Land. The Duke has only recently been absolved of

past indiscretions against this most august of Keoland's noble families. We had apprehended two suspects, who swore their own innocence but whom we placed at the scene of the crime. They are a pair of worshippers of Heironeous. But somehow, they escaped our jail last night and their whereabouts are unknown."

"The Duke wishes me to assemble a team to recover the Mirror... and I think your band is just what we need."

If the PCs ask about payment for helping the Duke, Lord Giovanni states that Duke Luschan plans to reward the PCs handsomely for their help in this matter. He can be no more specific at this time (since he doesn't know anything more).

The Music Box

Lothar Von Reiklande and other nobles are not available to talk to the NPCs at this time – this won't be necessary, however, thanks to some unexpected help from the Mandolin. They will receive a music box from the Mandolin, delivered by one of the courtesans from last night's party.

You exit the Lord Giovanni's carriage and it makes it way down the street. Apparently waiting for its exit, a beautiful, dusky eyed and raven-haired woman in a revealing peacock costume and mask approaches. She smiles like a cat and presents a delicately carved music box. "A gift for music lovers. He asked me to deliver it to you... I never got his name, we were too... busy," she purrs contentedly.

Players who noticed the Mandolin's dalliances last night will recognize the woman as being one of the two courtesans with whom he was speaking. She will admit only to being "Lady Peacock" and restates that she had been asked to deliver this music box to the PCs this morning by the Masked Mandolin.

"Lady Peacock" is more than she appears. Members of the Shadowdark will recognize a guild symbol worked into her feathered mask. This woman is in truth one of Lady Maressa's "handmaidens" (she's no maiden!) and an accomplished rogue and bodyguard in her own right. She will attempt to disengage the PCs as soon as she has made her delivery whereupon she will disappear into an alleyway alongside the *Harp and Ale* and disappear.

A musical progression is played when opened. Any Bard or PC with ranks in the Perform skill will recognize the progression as the notes of E, G, B, D and F. Likewise a bard or performer (easily

found in the throngs of the Gradsul crowd) can identify the notes for the PCs.

The mnemonic to remember this is the well known verse "Every Good Boy Deserves Fudge." This was told in passing to a player during the party if they engaged the Mandolin in conversation.

The Use Magic Device skill will activate the box, but the players still lose out on the story reward XP for not deciphering the code. Saying the phrase (in Common) anywhere within ten feet of the box activates a *magic mouth* that will present a message in the voice of the Masked Mandolin to the players.

"My good fellows, I am a victim of the classic Blanco family frame. If I was not now hunted by the Empire I would applaud the Gradsul Thieves Guild's machinations. My patrons believe the Mirror to hold dangerous properties and I hope you can help. I've tracked the real thieves to a sea cave off the Azure Sea. Go to the southernmost of the old wharves, number twenty-seven. From there, trail along the coast until you see a rock on the beach with a hole worn through it by the wind. You'll know the rock - it whistles. The sea cave is a few hundred yards further south."

The directions are to a sea cave along the Azure Sea. If players send the constabulary or the military, or otherwise do not attend to the matter themselves, then the Mandolin will recover the *Mirror* himself and will turn it over to the Duke of Gradsul. Proceed to and modify Encounter Thirteen; the players miss the opportunity to travel to the parallel dimension.

The Sea Cave and the *Mirror of Lendor*

Assuming the PCs eventually travel to the sea cave, read the following:

After traveling for a half-hour down the coast from the southernmost wharf, you pick up a low whistle in the air. Sure enough, as you round a bend in the coastline, you spot a small boulder with a fist-sized hole punched off-center through it. It doesn't take you long to locate the sea cave itself. The mouth is five feet in width and leads into the darkness.

A Track check (DC 10) uncovers a quartet of booted, medium-size humanoid footprints in the sand (the burglars working for The Family).

If the PCs proceed inside:

The cave mouth leads into a short tunnel that bends ninety degrees into the earth at a

relatively steep angle. The kelp that hangs on the stone protrusions hints that the cave floods during the more extreme high tides. After about twenty yards, the passage opens into the cave itself, some twenty feet or so in diameter. At the end of the cave, a mirror rests against the far cave wall, secured in place by what appear to be bags of sand. There is no sign of anyone.

The thieves have been transported by the *Mirror of Lendor* and transferred to the parallel universe, where they became victims of the undead guards in the area.

The *Mirror of Lendor* is a powerful artifact, curiously, it radiates no magic. Any PC that enters the cave to investigate (i.e. approaches within twenty feet of it) activates the *Mirror's* magic. The PCs need not gaze into the *Mirror* for this to happen; their proximity will do.

As you enter the cave, the Mirror's surface ripples and starts to swirl. A blast of sickly gray light erupts from the Mirror, bathing you and your companions before you can react. The light illuminates everything in the cave and even the area outside. Your skin becomes translucent and you feel your body start to fade before your eyes. Your companions are undergoing the same change. The process is excruciatingly painful; it feels as if every synapse and nerve of your body is ripped out and rethreaded under your skin in what feels like an eternity.

The *Mirror's* light will affect the entire party. If a PC is a mile away from the effects he is not transported. Due to the way the mirror distorts time, a PC outside the effect of the *Mirror* can enter it and will arrive in the presence of their companions.

If the PC does not wish to accompany the party, they miss the mirror encounters, but may rejoin the party when they return to Gradsul for Encounter Thirteen. They do not receive the experience from and of the encounters that they missed.

Any PCs or follower NPC, regardless of size, will be transported. Companions (animal companions, familiars, mounts) will be transported only if they are of medium size or smaller.

Proceed to Encounter Five.

Encounter Five: Through the Mirror Darkly

The world around you stops spinning. Have years passed? Suffering and burning pain have been your companions for what felt like an eternity. As the screaming stops, you realize it has been coming from your own raw throat.

You are near the entrance of the cave once again. Dull red light streams into the cave. Several boulders are just inside the entrance. They appear to offer a good hiding place and vantage point to the outside. Your companions are scattered across the floor of the cavern, kneeling, retching or clawing at their eyes and mouths in a gibbering attempt to comprehend what has just transpired.

Noises, which sound like the crunching of bone, can be heard from some distance away. It sounds like sharp claws on slate; it is loud and quite unsettling. You totter to a standing position, creaking joints and muscles that feel as if they haven't been used in ages.

Once the characters look outside, read the following:

The sky looks different from when you entered the cave. It appears to be sunrise, but Pelor's might is a grisly deadened red, as if the sky was tainted, and the god banished.

Large black clouds move quickly to blot out most of the sun, and the clouds unleash a torrent of heavy red liquid that drips and splatters heavily and noisily upon the blighted rock and earth. With a start, you realize the sky is raining blood.

It is actually sunrise in the alternate universe. The blood red "sunlight" does not harm undead, even if they are normally susceptible to it.

The source of the crunching sounds becomes horribly evident. Some four hundred feet away, huge throngs of humanoid creatures, perhaps nearing a thousand, can be seen in the vicinity of some kind of encampment. A large throng of them feast and gnash on a plethora of old bones. The things are seemingly made from rotting flesh and sinews. As they devour their "snacks," the creatures reveal impossibly long gray tongues that appear to be several feet

long. The smell coming from these creatures is revolting, even at this distance.

It is clear that launching an attack so close to the encampment would be suicidal.

Indeed it is. Any PCs that attack the undead at this point will be automatically captured by the undead in the camp (which will include the Commanders), but the PCs can be rescued by the Resistance. They lose experience points from Encounter Six.

Luck is on your side. The grey-skinned foul creatures seem not to notice you and go back to munching on bones. Past the creatures, various tents can be seen. Although most of the tents are small, an enormous tent can be seen near the back of the camp. Flags fly above the tents. The emblem of a hand holding an eyeball features predominantly throughout the camp.

The emblem on the first flag to be a symbol of Vecna (at APL 6+, it's probably safe to assume that the PCs have encountered the symbol of the Hand and Eye *somewhere* in their careers).

The enormous tent is the Shadow Temple of Vecna, where captured prisoners are interrogated.

Some players will probably panic here, and want to cast spells. Point out that the players may sneak to the back of the cave and cast spells in peace (no Move Silently check will be required to do so). If the players later search the area in which the undead were found, they find four fresh (if horribly mauled) corpses. These are the slain Oeridian burglars who stole the *Mirror* initially for the Thieves Guild of Gradsul. The only intact possessions on each are small wooden holy symbols of Zilchus. Their four tracks can also be found leading out of the cave in a staggering trail towards the undead.

IMPORTANT DM NOTE: The power of Vecna in this alternate reality is so great that any sort of extra-dimensional movement is prohibited. Effects such as *teleportation* or *dimension door* will work, but any other effect in which the acting PC must access, use or traverse an alternate plane simply won't work. This includes everything from a shadowdancer's *shadow walk* ability to the innocuous *rope trick* spell.

The Commanders Arrive

Read the following once the PCs have had time to take in their surroundings and debate what they wish to do.

A wagon made out of bones approaches the area, drawn by skeletal horses. Leading the wagons is a figure in black field plate, riding on one of the undead steeds. Floating out of the tent to greet him is an insubstantial figure, apparently some sort of military commander.

“Ah, the Soulpiercer returns. Lord Holphin, you will be pleased to know that my forces have continued their rout of the rebels. The Resistance is in disarray.” The specter’s chilling voice carries even through the downpour of bloody rain.

Any PC native of Keoland, or any PC making a Knowledge (nobility & royalty) check (DC 10) will recognize the name Lord Holphin, at least in their reality, as being the current acting head of House Neheli, one of the two most prominent noble houses in Keoland. PCs that have played KEO4-03 *Lasting Deeds* may have additional information on the situation (omitted here so as not to spoil the adventure for the DM if she has not as yet played it).

A Knowledge (religion) check (DC 15) identifies the incorporeal undead as a specter.

The dark knight only nods. “The outlaw Heironian has been captured, as our master ordered.”

“You and the Doomguards have performed a great service, Holphin...” The floating undead horror seems to look in your direction and, for a moment, pauses.

Undead servants pull a chained human figure out of the wagon and bring him into the largest of the tents.

After an uncomfortable few moments, the specter turns back to Lord Holphin and continues. “I need to attend the Vampire King. He has come to Gradsul for the festival. He needs my aid to use the Mirror to create more glasswork assassins.”

“The King has come here?”

The specter replies, “Yes. As you know, great things of importance are happening in the city.”

Lord Holphin’s voice is hollow. “You’re not going to attend the Ball, Luschan?”

The spectral thing chuckles. “My ilk have some... issues in donning costumes.” He passes a hand through his own ghostly form. “But you should attend; you have earned it. I

can interrogate our prisoner further after the festivities... I have all the time in the world, after all."

"Let 644 CY be the year we crush this pathetic Resistance once and for all," declares Holphin.

With that, the undead speak similar words of magical power before shimmering and vanishing.

A Spot check (DC 25) can confirm that the man being brought inside resembled a battered and aged Sir Artur Valor. A successful Spellcraft check (DC 22) reveals both spells cast by the undead as being *greater teleport*.

The PCs have a few options here. If they wish, they could sneak out of camp and not return, avoiding the undead altogether. While the group does not rescue Sir Artur, they avoid possible danger. They have a clue from the specter commander that something is happening at Gradsul, so that would seem to be a logical place to go. If they choose this route, proceed to Encounter Eight, adding the injured Sir Artur to the Resistance forces.

If the PCs wait a few rounds, the undead ghouls and ghosts head northwards, leaving the area of the PCs and the camp deserted (other than the inhabitants of the Shadow Temple) to search for rebels. The PCs will be able to approach the large black tent without being detected. The driving rain and poor visibility makes this an easy task. Proceed to Encounter Six.

Encounter Six: The Shadow Temple of Vecna

Refer to DM Aid #1.

After most of the camp leaves, the PCs can easily enter the large temple decorated with skulls. A much-aged Sir Artur is tied up to a wooden post, as shown on the map. Half his face has had the skin flayed away, cut to the bone and removed, along with his left eye. A large steel chest rests on the altar to Vecna, bearing ancient writings in Flan.

If Artur spots the PCs, he will yell a warning about "shadows in the shadows." The PCs will not be surprised, but the cry will trigger the encounter.

Allow the PCs a Spot check vs. the shadows' Hide (they are assumed to have "taken 10" – thus, the Hide checks for the shadows, greater shadows,

nightwings and nightwalkers are 18, 24, 26 and 28, respectively). If not spotted, the creatures may gain a surprise attack on the PCs.

The cloth tent is sixty feet by a hundred feet, with a thirty foot high ceiling. It is supported by tent poles inside, and at the far end from the 10' wide flap entrance is an altar, and the bound paladin who is tied to a wooden post.

ALL APLs (EL 12)

Sir Artur Valor: hp 100 (currently 15 hp); see Appendix A. Note that he has no turning attempts remaining.

APL 6 (EL 9)

Shadows (4): hp 33 each; see *Monster Manual* page 221.

APL 8 (EL 11)

Shadows (6): hp 33 each; see *Monster Manual*, page 221.

Shadow, greater: hp 99; see *Monster Manual*, page 221.

APL 10 (EL 13)

Shadow, greater (3): hp 99 each; see *Monster Manual*, page 221.

APL 12 (EL 15)

Shadow, greater (6): hp 99 each; see *Monster Manual*, page 221.

APL 14 (EL 17)

Nightwing: hp 178; see *Monster Manual*, page 197.

Shadow, greater (8): hp 99 each; see *Monster Manual*, page 221.

APL 16 (EL 19)

Nightwalkers (2): hp 220 each; see *Monster Manual*, page 196.

EL Notes: The *desecration* effect present in the tent (18th level caster) coupled with the chance for the undead to surprise the PCs adds +2 EL to the

encounter. At APL 14 and 16, this is reduced to +1 since the nightshades naturally radiate a *deseccration aura*.

Deseccration effects: The *shadows* (not the nightshades; the *deseccration* bonuses are already figured into their statistics in the *Monster Manual*) receive the following benefits:

- +2 profane bonus on attacks, damage and saving throws
- +2 hp per HD (already calculated into the hp total given above)

Turn attempts against both the shadows and the nightshades suffer a -6 profane penalty.

Tactics (shadows)

The shadows are hiding by the entrance on guard, and will attempt to attack the lead characters during the surprise round.

Note that the greater shadows can leave the temple to attack PCs if they should remain outside. At higher APLs, the Nightshades will guard the prisoner rather than pursue fleeing PCs.

Tactics (nightshades)

The nightshades will start inside the temple as shown on the map. As they are on guard, their *invisibility* power is always active. If the PCs do not approach the temple quietly, the nightshade will use *haste* prior to engaging combat. Once they are engaged, they will utilize their *finger of death* abilities (coupled with quickened *unholy blights* in the case of the nightwalkers)

Note that area effect spells could also hit the helpless Sir Artur. This could kill the poor paladin, resulting in an experience point loss for the PCs. The nightshades, however, will never include their valued prisoner within their area of effect spells as they have been charged to guard and keep him alive for interrogation.

Because of orders from their commander, under no circumstances will the undead *voluntarily* attack Sir Artur, nor will they *voluntarily* retreat.

Treasure: Near the altar, the shadow temple contains a large metal chest with Flan script. The chest is locked (Open Locks, DC 15 + APL) and its contents protected by an acid trap. Smashing the chest or fumbling the open lock check will destroy the map and ruin the contents inside. This protection may be detected (Search DC 20) and neutralized (Disable Device DC 10 + APL). A *knock* spell can open it safely.

The chest contains a military map of the Sheldomar Valley region (c. 644 CY), showing Bissel, the Gran March, the Yeomanry and Keoland under Vecna's emblem. Ket seems to be contesting the Bissel border, with deep penetrations by the latter under some force labeled with an "E" (Evard the Necromancer). The tusked face of an orc is emblazoned over what was once the Principality of Ulek. Geoff and Sterich seem to be somewhat intact, but under the rule of giants.

The chest also contains the following (cumulative by APL):

APL 6: *Quiver of Ehlonna*

APL 8: Ten *sleep arrows*

APL 10: Ten *screaming bolts*

APL 12: Three *lesser arrows of human slaying*

APL 14: Three *greater arrows of human slaying*

APL 16: Ten *brilliant energy arrows*

Development: If players are captured here, they will be rescued (along with Artur) by a band of resistance fighters. Proceed through Encounter Seven as they escape camp; they may not receive full experience points for this encounter.

After the combat, if Sir Artur is still alive he may be questioned although he will suggest that the PCs help take him to a rendezvous with other members of the Resistance. He promises to answer all questions as soon as they have gotten a safe distance from camp (Encounter Seven).

Encounter Seven: Filling in the Blanks

Sir Artur Valor is much older here, seemingly in his late 80's and with half his face ravaged and scarred. He is also missing his left eye. This is the parallel reality version of Sir Artur, and he remembers the player characters as having disappeared or died in battle over the years with the resistance.

He can relay the following information through questioning and appropriate role-play. Underline the gravity and near hopelessness of the situation to the players during their discourse. Sir Artur will fight to his dying breath as will the remaining survivors to free Keoland. He knows of a resistance camp near Niole Dra where they can recover and perhaps gain additional information.

- It is now 644 CY. Fifty years ago, honored guests murdered the Duke of Gradsul during a festival.
- Many ranking lords and nobles were assassinated shortly afterwards by sleeper agents of the Whispered One. House Linth declared the assassins to be Oeridian agents and began a second pogrom against the Keogh in the heartlands, while House Rhola accused the Neheli of orchestrating the elimination of the nobles. The split signaled the end of what had been a precarious truce between the two families and the Court of the Land, unable to function without the families, collapsed. These events touched off a civil war within Keoland that spread rapidly across the Kingdom.
- After most of Keoland was decimated from civil war, these dead were animated into armies by those loyal to Vecna. King Traago VonReiklande used these easily-created undead troops to seize the Kingdom's heartland and he has been increasing his empire ever since. His latest acquired assets are the so-called Soulpiercer, Holphin Neheli, who the king has seduced with Vecna's power. The king has even warped Duke Luschan's soul into a specter. The two former enemies now marshal the king's undead forces with frightening efficiency.
- Prince Lothar Von Reiklande is now head of what used to be the National Academy of Wizardry, now known as the Necromantic Academy of Warlocks. Court Mage Lashton disappeared into the Dreadwood during the power grab.
- Many nobles were of such poor moral character that they agreed to work with the new government rather than relinquish their power. Then again, the alternative given was a slow death.
- If the PC's ask about Duke Luschan, he will mention that he was assassinated at the Von Reiklande Theater, and that in the following years the Rhola accused the Neheli of the deed. The schism doomed the Kingdom of Keoland to civil war.
- Other heroes were run to ground by the Doomguard, charged with preventing word about Vecna from leaking out to the citizens of Keoland until it was too late. Now, the organization hunts down paladins and good

clerics, who are considered a dangerous threat to Vecna.

- "The Resistance" is a group dedicated to bringing the downfall of Vecna. It is lead by surviving clerics of Pelor and the Dreadwalkers, and organized by seasoned military campaigners from Geoff. They have a small base in the Upper Flen and are working with the New Army of Liberation to free Keoland.
- Lord Holphin Neheli, Soulpiercer of Vecna, captured Sir Artur on his way to Gradsul. Sir Artur was trying to locate a fabled artifact - a mirror that can see into other worlds. The dark knight brought him back to the Temple of Vecna for questioning.

Encounter Eight: Viva La Resistance

This encounter occurs if the PCs decide to travel to Gradsul. As they travel, the PCs will eventually realize that during daytime, the sun barely shines: all of the land is cloaked in a depressing gray light, which changes to a dull blood red at sunset.

As you come around a hill, a group of several cloaked humanoids block the road. They point crossbows at you. Their leader, in an all-too-familiar accent, asks your business. He then pauses in mid-sentence, as if recognizing you, and suddenly looks less tense.

With a flourish, he pulls away his cloak, revealing a dazzling black and white cape embroidered with emerald green sequins. "Agent Flampu at your service!" he announces triumphantly.

Unlike Flampu's previous fashion disasters, the cape is truly magnificent.

These are members of the Resistance. If Sir Artur is with the party, he tells Flampu and his men about his rescue by the PCs.

ALL APLs (EL 7)

Flampu: hp 28; see Appendix A.

Commoners (6): hp 4 each; noncombatant.

If the PCs are hurt, Flampu will offer to heal them.

Flampu can bring the players to one of their secret nearby bases. There, he gives the following information to the PCs:

- Flampu is a follower of Boccob, the god of knowledge and magic and enemy of Vecna. He had to keep his worship of Boccob secret, because Vecna is greatly feared by the superstitious Keoish peasantry and he feared any claims of “guilt by association.”
- Fifty years ago, Boccob sent Flampu a vision that the future of Keoland rested on him creating the most hideous outfits possible for Keoland’s greatest heroes. Flampu had no idea what the vision meant, but convinced his patron, Lord Giovanni Stranofrutta VI, to create the Ball of the Red Masque as an excuse to allow him to fulfill the visions.
- Nirole Dra is celebrating a festival holy to Vecna, the March of the Flesh Masks, a weeklong event in which humans are sacrificed to gain forbidden knowledge from Vecna. The sacrifice involves dressing in hideous costumes, including masks to cover the face (honoring Vecna as the God of Secrets). Conveniently, the costumes made by Flampu should allow the PCs to enter Nirole Dra without drawing any attention. Flampu believes (correctly) that this is the reason Boccob gave him a vision to create hideous clothing. If something has happened to the PCs clothing, he has suitably garish replacements on hand.
- According to his recent divinations, Prince Lothar Von Reiklande possesses an artifact called the *Mirror of Lendor* that can transport people between time and space. While Flampu doesn’t know where the mirror is stored, he suggests that the PCs could find out by breaking into his room at the Duke’s palace in Gradsul.
- Lord Holphin, known as the “Soulpiercer of Vecna,” and the specter of the assassinated Duke Luschan are the principal commanders of the mysterious figure known as the Vampire King. Lord Holphin’s mount is the black dragon Aulicus, the so-called Prophet of the Hool.
- Flampu can also comment on anything that the PCs may have missed in Encounter Seven.

Feel free to add your own tales of the fall of heroes of Keoland in the struggle against Vecna,

or of alternate histories of other powerful forces of evil conquering Greyhawk in this dark reality. Feel free to add these insights to the Critical Events Summary (if this module is being played at the premiere) for possible use in future events.

Once the players reach Nirole Dra, proceed to Encounter Nine.

Encounter Nine: Sepulcher of Gradsul

You are closing in on Gradsul. From your vantage point, the city seems gloomier, and a large skull-shaped building dominates the city. Guards in black outfits can be seen outside the walls, accompanied by gray skinned humanoids. You are on the outskirts of the city.

Much of the city is now decorated with skull motifs. Vicious black spikes protrude from the walls. At each gate, humanoid guards in black armor can be seen, wearing all manner of hideous costumes, some with masks made of stitched flesh or garish layers of multi-colored silks. The visitors who approach the city wear equally hideous outfits. Various decaying humanoids shamble around the guards. Remarkably, they halt none of the revelers. Conquest seems to have made them all complacent.

Dominating the city are two buildings: The Duke’s palace looks war torn and decimated, with pillars of smoke from large cooking pits within its shattered once hallowed halls. The smell of burnt and flayed flesh wafts thick as insects buzz and swarm in the filth. Behind the palace looms a colossal black skull-shaped tower within the center of the city.

The PCs should get the idea by this point that they need hideous costumes to enter the city. If they try to enter in normal clothing, the guards will sound an alarm. Go to the section entitled “Attacking the Guards” below.

The only other way that they can gain costumes, if they didn’t avail themselves of Flampu, would be to ambush a group of commoners heading into the festival for the revelry. At this APL, there is no need to run the combat; assume such an ambush takes thirty minutes and will garner the PCs what they need.

Attacking the Guards

PCs that openly attack the guards or cause the alarm to be raised are in trouble. The guards will call for help and bring to bear the evil forces that guard the place – specifically, Aulicus and/or Lord Holphin. Go directly to Encounter Twelve and advance the APL by +2; the battle takes place in the city streets. At APL 16, use the APL 14 encounter and add a Nightwing (*Monster Manual*, page 197).

Because of the presence of the Vampire King, the attacking forces will enter combat as soon as possible, arriving in 2d4 rounds. They will cast as many enhancement spells on themselves as they can before arrival; the PCs are (or should be!) doing the same, so no additional EL increase is warranted.

The other undead and revelers will not engage the PCs but will instead move through the city sounding the alarm.

If the PCs should happen to defeat Aulicus and/or Holphin at this time, they may still recover this mission. If they can get their hands on a costume, and move through the city without arousing ANY suspicion, there are simply too many revelers for the guards to inspect.

PCs who manage to flee may find refuge with the Resistance. Unless they complete their mission, they will earn the AR item “Lost in Time,” and their characters become unavailable for play. They will have to contact the Keoland Triad for possible recovery in the future.

PCs slain by Aulicus and/or Holphin *in this encounter* have their spirits re-animated as soldiers in the Vecnan army of this alternate dimension. The PCs are permanently lost; the DM should collect the ARs and character sheets of the PC(s) in question for the Keoland Triad.

Avoiding the Alarms

Once inside Gradsul, it takes little effort for the PCs to discover that the skull-shaped tower is the Grand Temple of Vecna. Gradsul looks substantially less populated than before – as PCs can easily learn, any who opposed the Archlich’s rule have been fed to his ghoulish army. Roughly $\frac{3}{4}$ of the current inhabitants appear to be undead of various types – mostly skeletons, zombies and ghouls, with the balance being human or humanoid. Humans can be approached and conversed with if treated carefully. If the PCs do so, they may glean some insight into what’s going on (Gather Information checks):

- **DC 10:** Most people are gathering at the Temple of Vecna for the March of the Flesh Masks, which involves eating the organs of sacrificial victims to have Vecna grant knowledge of hidden secrets. Well over a thousand people are there right now, along with even more undead.
- **DC 15:** It’s not unusual for costumed worshippers of Vecna to mill around the Palace during the March of the Flesh Masks. Since many worshippers make a long pilgrimage to reach the City of Skulls from other countries, they wish to see the symbol of their cult’s newfound power in the reborn Occluded Empire.
- **DC 20:** A black dragon patrols near the palace. It seems that Aulicus, Prophet of the Hool, has been summoned to join in quashing the resistance to Vecna’s rule.

There are two relevant places to which PCs can travel - the Temple of Vecna (Encounter Ten) or the Palace of Skulls (Encounter Eleven).

Encounter Ten: Dinner With Vecna

Looking of more recent construction is the Temple dedicated to Vecna. A crowd of profane worshippers thousands strong cavort in their fleshy masks, mocking the living and human in a macabre dance and parade. Skulls and bodies are transfixing on spears and gibbets, their swollen corpses swaying in time to the dances of the unholy revelers below. Mouths hang agape in silent screams. This is no place for the living, but a foul and blighted testimony to undeath.

Fiendishly costumed creatures in human skin suits cram entrails shaped like streamers into their gory mouths. You look away before the horrific scenes wrench your guts more than they already are. Screams of the living die out as huge pots are stuffed with the last of Suel and Oeridian slaves by the gargantuan demonic creatures of legend. Shuffling humanoid creatures in horrific costumes shuffle past you to join the revelers and parade of the Flesh Masks outside the temple.

The PCs are in no position to stop any of the sacrifices, and the GM should deter any Lawful

Good champions if possible with the hopelessness of it all. Make it clear to the PCs that the ceremony will be impossible to stop, and that even paladins are not compelled by their code of honor to participate in a suicide mission. If they still try, follow the instructions in the "Attacking the Guards" section of Encounter Nine.

A Knowledge Religion check or Bardic Knowledge check (DC 25) will identify this as a high unholy celebration to Vecna to "feed" him (in a metaphysical sense). A Knowledge (arcana) check (DC 25) will reveal that there is also an element of planar powers present similar to a distorted *plane shift* spell.

GMs should feel free to add to this ceremony as you wish, using page 129 of *Complete Divine* as a guideline for the dark ceremonies of Vecna.

There is little the PCs can do here. The faster they get away from the Sacrifice, the better. However this information will be important to Keoland Authority if the PCs survive to convey it. Once the PCs decide to go to the Palace, proceed to Encounter Eleven.

Encounter Eleven: House of a Thousand Corpses

Modify the read-aloud text below if the alarm has been sounded. For several hours after such an event, the guards will be on high alert and the PCs will be unable to enter without a search of their persons.

The Duke's palace has been sacked and pitted, its ceilings collapsed and nest now to hordes of bats and carrion birds. A few orcs and undead mill around here; all wear hideous costumes. The guards pay no attention to them, and seem to let all visitors in.

The PCs will be familiar enough with the layout from the Duke's party (and may have followed the Forsaken right to Lothar's room) that they can find Lothar's chamber with little difficulty. The door is locked (Open Locks DC 15 + APL) but not trapped and is currently unoccupied. The amount of revelers within the palace makes sneaking into the guest quarters easy enough. In short, any PCs that have not set off the alarm in the city and who use even a basic plan will be able to get inside the palace and to Lothar's chamber door.

This is a large bedroom and study, with black skull and eyeball symbols of Vecna throughout

the room. Books and papers are strewn everywhere.

The PCs can start searching the room. PCs that conduct a thorough search of the room will uncover Player Handout #3. This will inform the PCs that the mirror they seek has been moved to the Shrine of Bones to the immediate south.

Encounter Twelve: The Early Wyrms Catch the Birds

The shrine called Vecna's Skull lies just outside of Gradsul. In the world as you remembered it, this area was farmland. In this world, it is a fetid swamp filled with decaying plants and weeds. No animal life seems to exist here. The water is foul and black and has an acrid odor.

After traveling for two hours, you push aside some weeds. Ahead of you, about two hundred feet away, lies the Shrine of Bones. As its name implies, the building is made completely of bones, some of human size, some larger. They are made to form the shape of a dragon's head. Some of the foul water spills into the entrance to the shrine.

The sky seems especially gray and depressing today, with thick clouds seeming to blot out the blood red sun.

Allow the PCs to observe the shrine for the length of three rounds (eighteen seconds), after which proceed with the following. If the PCs are airborne or had sent aerial scouts ahead (such as familiars or flying animal companions), they will hear the dragon coming. In this case, the party will get one round of preparation time before the encounter begins.

Refer to DM Aid #2 for this encounter. In this alternate universe, Holphin Neheli, Soulpiercer of Vecna, slew the Vampire Lizard King Sakatha and subdued the black dragon Aulicus at the request of the Archlich. Over time, Holphin and Aulicus have become allies, and have been charged by the Archlich with the duty of protecting the Shrine of Bones.

The air is sticky, as is usual for a summer in Keoland. Sweat comes pouring down your face, but then the heat is interrupted by a sudden breeze. You hear the thud of flapping wings, followed by a horrific screech as a

dragon with a skull-like head comes flying overhead.

At APL 10+, read the following:

The dragon bears a rider that looks familiar. Your heart sinks as you see Lord Holphin atop the black dragon that can only be Aulicus, Prophet of the Hool.

“Your prophetic powers know no bounds. We do have strange intruders in our land.” The death knight’s hollow voice carries despite the thunderous noise of his mount’s wing-beats.

The dragon replies, dribbling acid. “Let us add to our Shrine of Bones this day. It has been too long since we have had such sport as these. Their meat will roast and their bones will join the thousands I’ve left here to molder...”

And should any of the PCs have participated in the slaying of Aulicus (or carry a trophy of the dragon) in the special missions *The Dragon Hunters* or *The Dragon Slayers*, read the following:

The dragon’s eyes narrow, and then widen in sheer, unbridled fury. The rage coming from the dragon can be felt almost as if it was an elemental force. “YOU! I KNOW WHAT YOU DID TO HIM! TO MEEEEEEEE!”

APL 6 (EL 9)

Aulicus, Prophet of the Hool: hp 137; see Appendix A.

APL 8 (EL 11)

Aulicus, Prophet of the Hool: hp 180; see Appendix A.

APL 10 (EL 13)

Aulicus, Prophet of the Hool: hp 180; see Appendix A.

Lord Holphin Neheli, Soulpiercer of Vecna: hp 91; see Appendix A.

APL 12 (EL 15)

Aulicus, Prophet of the Hool: hp 228; see Appendix A.

Lord Holphin Neheli, Soulpiercer of Vecna: hp 99; see Appendix A.

APL 14 (EL 17)

Aulicus, Prophet of the Hool: hp 291; see Appendix A.

Lord Holphin Neheli, Soulpiercer of Vecna: hp 115; see Appendix A.

APL 16 (EL 19)

Aulicus, Prophet of the Hool: hp 331; see Appendix A.

Lord Holphin Neheli, Soulpiercer of Vecna: hp 132; see Appendix A.

Setup: The dragon starts sixty feet in the air at an altitude of sixty feet. At all APL’s this allows the dragon to reach the ground with a move action.

Near the Shrine of Bones, the water deepens considerably. At a distance of thirty feet from the Shrine the water becomes ten feet deep. The water is considered calm (DC 10 Swim check as per the *Player’s Handbook*). The water is not of sufficient depth to provide cover for the dragon, and so he will not use it to do so.

Aulicus’ Tactics: If the dragon has been driven into frenzy by the presence of one or more PCs responsible for his death in the other timeline, the dragon will throw all tactics out the window and will hurl itself headlong into the PC(s) in question. It will land (the only time it will do immediately without assessing the situation) and tear into the offenders, pausing only to breathe whenever it is able.¹ Only when the offender(s) are dealt with will Aulicus resume the tactics given below. In the meanwhile, if present, Holphin will be cursing and swearing as Aulicus defies his commands.

An important part of the dragon’s tactics is whether or not he will land to bring his superior melee capabilities to bear. Aulicus is intelligent and will spend some time “on the wing” attacking to assess the PCs capabilities. The DM should make this assessment as Aulicus, being sure *not* to utilize any inapplicable in-game knowledge

¹ This occurrence is actually a boon to the PCs, as the dragon is exposing himself to melee attacks and using no tactics; the victim of Aulicus’ wrath might beg to differ, however!

when doing so. This is a full-tilt battle with a dragon; it is vital you deal with the PCs fairly.

At **APL 6**, the dragon cannot cast spells. His Clinging Breath feat will be in effect. He will breathe on the PCs as soon as he is able. He will assess the PCs and if he feels he can do so without a great deal of danger, he will land and melee with the PCs.

At **APL 8-12**, he will have pre-cast *mage armor* before winging in. His Recover Breath feat will be in effect and he will breathe on the party as soon as he is able. Aulicus will choose as his primary targets for his breath weapon heavily-armored PCs and/or obvious arcane spellcasters (i.e. those likely not to have evasion). If he engages in melee, he utilizes his Large and in Charge feat to maximum advantage.

At **APL 14-16**, the dragon also has a *false life* spell pre-cast on him (already included in his statistics). At this APL, the dragon will use its Snatch ability to snag targets, taking them a distance before mauling and devouring them and returning for another. If Aulicus is threatened by archers or other dangerous spellcasters, he can cast *fog cloud*, though he is more likely to try to use his Snatch feat against such PCs first.

Lord Holphin's Tactics:

At **APL 10**, Holphin will start with *greater command*, commanding the PCs to "sleep". He will then continue with his *flame strikes* and *unholy blight*, not caring if "sleeping" enemies are in his area of effect attacks.

At **APL 12-14**, Holphin will begin by casting *spell resistance*, followed by a *greater command* ("sleep") and *unholy blight* and/or *flame strikes*. In the event he comes within melee distance of a PC, he may attempt a *harm* spell. A PC that looks like the target of an exceptional number of pre-cast spells will be targeted by a *greater dispel magic*. At APL 14, he will attempt a *blasphemy* if within forty feet of his foes.

At **APL 16**, Holphin will cast an *unholy aura* on himself and Aulicus as his first action. If he manages to get the *unholy aura* on Aulicus, the dragon will be much more likely to enter melee, since it is aware of the spell's ability to deliver Strength damage to foes striking it in melee. Holphin will follow with his maximized *flame strike* spells, or with *greater command* if a large number of PCs seem resistant or are evading the spell. As in lower APLs, he will use a *Blasphemy* spell if within forty feet of his foes. Lastly, Holphin will not

hesitate to begin healing Aulicus if the dragon gets heavily wounded.

Development: Assuming the PCs win the fight, they may enter the Shrine of Bones. It is a vile place, a hundred feet by a hundred feet in size, with ten-foot high ceilings. The place is bedecked with symbols of Vecna and the usual hand-and-eye motif. A red-stained altar appears to have had too much use. This place is used as both a haven for Holphin and a lair for Aulicus; the latter's treasure hoard is piled here in a haphazard manner befitting of a chaotic dragon. The most valuable of the treasure are the carried possessions of Aulicus and Holphin. Stripping them of their items is a time consuming task, and in some circumstances the players may not have the luxury of time. Keep track of what is plundered (this module provides a generous amount of gp "above the cap" with the assumption players will not have the time to take everything).

On the back wall of the place is the covered *Mirror of Lendor*. Removing the black velvet cloth reveals what it truly looks like - a mirror reflecting a swirling grey face, six feet high and three feet wide.

PCs have ten rounds from the time they enter the shrine before Vecna's hordes fall upon them. Their presence so close to the artifact has alerted the Whispered One that the PCs need to deal with, and quickly.

A hellish, piercing moan can be heard as the hideous forms of banshees and specters can be seen entering the temple through the wall, followed quickly by all manner of other incorporeal undead. A high-pitched whine overloads your hearing; it seems to be coming from the mirror, which begins to swirl faster. Is it beckoning you – or taunting you? Perhaps it does not matter, as there are far too many undead here to fight!

If a PC recites the command words (Time, Tedium, Patience and Study, in any language and in any order) into the Mirror and touches it, read the following before proceeding to Encounter Thirteen:

The Mirror swirls faster, and lets out a ghastly gray light that fills the whole shrine and the area outside. Once again, you feel the whole world spinning...

Any PCs that remain behind *will be slain*, and their deaths should be treated as unrecoverable.

Encounter Thirteen:

All The World's A Stage

As the flash from the mirror disappears, you find yourself back just outside the sea cave. The sky looks bright once again. No gloom, no dragon, no mirrors. Just the pleasant, peaceful rays of Pelor's blessing bathing you all in its strength and light, cutting through the low damp fog off the Azure Sea.

The PCs will probably want to return to Gradsul, probably to see Lord Giovanni and report their news. If they desire, the PCs can avail themselves of healing at the local temple (double the usual costs of such spells here in Gradsul).

Speaking with Lord Giovanni

Lord Giovanni will take the PCs to the Duke's chamberlain, who will ask them for an update. If the characters ask about the Duke, the Chamberlain will state that he and Lothar Von Reiklande has gone to the Von Reiklande Theater for the opening performance of *All That Glitters - The Musical*. The Duke is backstage, and will be in the opening scene, a high-energy chorus with actors in dwarven dress as goldsmiths toiling in a workshop.

Lord Giovanni and the Chamberlain will waste no time in bringing the PCs to the Von Reiklande Theater, arriving through the crowds shortly before curtain call at 8pm. They will order the employees to let the PCs in, fully equipped with armor and weapons in an exciting and tense confrontation. Players may opt to teleport etc here, but the result is the same. It's crowded in the streets tonight!

"One side you fools, we are on the Duke's business! Stand aside and let us in I command!" You push your way through to the doors of the Von Reiklande Opera House.

They will suggest that the PCs may want to go in through the back of the theater, but the PCs may enter whichever way they prefer, but have them end up backstage, pushing down narrow wooden halls and dressing rooms complete with wide-eyed stage hands and actresses in various stages of (un)dress.

After the PCs enter the theater, read the following:

You hear an announcer speak. "Tonight's role of the Masked Mandolin, normally played by the Masked Mandolin, will be played by his understudy, Melodious Harmony." Jeers erupt

from the audience. Apparently, Melodious must not be noted for her singing.

The theater is packed to capacity. Once the PCs get backstage, read the following:

Pushing past several actors and singers in dwarven masks, you make your way to the stage, which is a hundred feet in length with a burnished, deep oak floor. Slumped over in a makeshift throne is Duke Luschan, with a goblet of wine spilling next to him. Scattered around the stage are four actors, dressed as adventurers, who turn to face you. They seem oddly familiar to you, and with a start you realize why – they're yours!

As the actors turn around, both you and they are shocked. It is as if you are staring into a mirror at your doubles, although they are equipped differently from you. You notice that some of the actors are dressed in armor, and the weapons they are pulling out seem entirely too realistic.

The curtain rises, and the sold out audience before you goes wild as a dazzling chandelier lights up the stage. The orchestra in the pit between you and the audience starts into a sweeping cacophony that fills your hearts for battle. A curvy and buxom young blonde actress tumbles out to the center of the stage in form fitting black silk, with a wisp of silk mask tied over her eyes. "I don't remember this in rehearsal!" she gasps.

The actors are mirror assassins created by Lothar Von Reiklande using the *Mirror of Lendor*. They will attack the PCs. The crowd gasps in awe of the realistic "acting" during the ensuing combat. During the battle, numerous NPCs may get in the way or run around on stage, making area of effect spells prohibitive. Deliberately injuring innocent NPCs is an evil act and as such is not allowed in *Living Greyhawk* play.

The nubile Melodious Harmony, long Suel tresses and tight leather body suit and silken mask will gasp and cling to the nearest high charisma human or elven male, generally getting in the way of combats and battles as she squeals to be saved, and "this isn't in the script!"

Note that a large group of Gradsul citizenry is watching the fight. Players should know better than to use forbidden magic (principally necromantic spells) in full view of Keoish citizenry. Those foolish enough to cast necromantic spells will earn the *Banned from Gradsul* AR item and

will be given over to the Watch for interrogation of up to 4 TU's.

The assassins appear as four of the PCs (chosen randomly if there is more than that at the table).

ALL APLs (EL 0)

Duke Luschan VIII: hp 60; noncombatant (see below)

Melodious Harmony: hp 7; noncombatant (see below)

Bystanders: hp 5; noncombatant.

APL 6 (EL 7)

Glass: hp 24; see Appendix A.

Jagged: hp 39; see Appendix A.

Pane: hp 18; see Appendix A.

Shard: hp 40; see Appendix A.

APL 8 (EL 9)

Glass: hp 36; see Appendix A.

Jagged: hp 63; see Appendix A.

Pane: hp 27; see Appendix A.

Shard: hp 54; see Appendix A.

APL 10 (EL 11)

Glass: hp 48; see Appendix A.

Jagged: hp 84; see Appendix A.

Pane: hp 36; see Appendix A.

Shard: hp 72; see Appendix A.

APL 12 (EL 13)

Glass: hp 67; see Appendix A.

Jagged: hp 105; see Appendix A.

Pane: hp 45; see Appendix A.

Shard: hp 90; see Appendix A.

APL 14 (EL 15)

Glass: hp 67; see Appendix A.

Jagged: hp 126; see Appendix A.

Pane: hp 45; see Appendix A.

Shard: hp 90; see Appendix A.

APL 16 (EL 17)

Glass: hp 94; see Appendix A.

Jagged: hp 147; see Appendix A.

Pane: hp 63; see Appendix A.

Shard: hp 138; see Appendix A.

EL Adjustments: Because the PCs know of the upcoming encounter and may pre-cast spells before this battle, coupled with the assassins' weaknesses, the EL of each encounter is lowered by 1.

Mirror assassin strengths and weaknesses: All of the mirror assassins are susceptible to bludgeoning weapons, taking +1d6 damage from any hit. A *shatter* spell cast against one does 6d6 damage (Reflex save for half damage). However, as products of the Mirror of Lendor, the assassins are immune to effects that slow or otherwise impede movement (treat them as having the clerical domain ability of the Travel domain). The mirror entities shatter and turn to glass shards when brought to below 0 hp.

Duke Luschan: The Duke has been slipped a paralytic poison and will be immobile for 1d10 rounds. Once he recovers he will immediately make use of a *dimension door* spell to spirit himself to safety. Should he be subject to any spell effects (such as being clipped by an area effect spells) assume that his saving throws are Fort +10, Ref +8, Will +15. He is a Ftr 2 / Wiz 9; his exact statistics are not provided as he is a noncombatant at best and a collateral casualty at worst.

Development: If the Duke is hurt *by the PCs*, or if the Duke is somehow slain during the combat, proceed to Conclusion B. If he escapes, or is rescued by the PCs, proceed to Conclusion A. *In extremis*, if he is slain he will be resurrected by the church of Zilchus; not a favorable outcome as the Duke now owes a major debt to them!

With proper evidence, or the return of the *Mirror* to the Duke for study, the Forsaken will (grudgingly) be absolved of their actions; the Silent Ones "pull some strings" and call in a favor to the Duke. The Masked Mandolin will subsequently contact the PCs and ask for a report as to what happened; if you are completing a Critical Event Summary, make a note whether or not the PCs share this

information with the Forsaken (and by extension, the Silent Ones).

Conclusion A

The Duke calls for you the next day to his Mansion. Marines of the Royal Navy escort you into the dining hall in sharp procession. Despite the near-assassination and the night's chaos, Luschan has weathered the storm and greets you for breakfast. His betrothed, the doe-eyed Lady Maressa is at his side. Her eyes seem to measure you even as she deftly moves a fork in her left hand, nimbly skewering fruit without once taking her eyes off you.

"My honored guests, you have done great service to my city. I would hear tell of your exploits if you would convey them. My Sea Mages are anxious to know of your travels, and of any information you can provide us with on the Mirror of Lendor, and the events of the past few days."

Duke Luschan VIII is indebted to the PCs for their aid; they earn the *Gift of Duke Luschan VIII* AR item unless a PCs has the *Enmity of the Shadowdark Guildmistress* AR item from KEO3-03 *Will of the People*. If they do, they may cross it off (void it), but they do not earn the Duke's favor – while Maressa has spoken ill of the PCs to her betrothed, she considers rescuing Luschan to be fair payment for past trespasses.

If the strange map and information are provided to the Sea Mages or to the Duke, players will also receive the *Favor of the Sea Mages*.

If a PC insulted the Duke of Gradsul in the past, is a member of the Darkwatch metaorganization, or holds any enmity with him, he will thank the PC, but they do not gain any *gifts* or *favours*. However, they may remove any marked enmity they may have. In any case, he also makes some magical items from the treasury available to successful and respectful heroes.

The Forsaken vanish from Gradsul to parts unknown, eluding questioning.

Proceed to Epilogue.

Conclusion B

Your efforts to save the Duke have failed. The Church of Zilchus has seen to his resurrection,

but the Duke is now heavily indebted to them. The cost of the casting of the spell guarantees higher taxes in Gradsul next year. Through a messenger, the Duke has thanked you for your efforts in recovering the Mirror and offered you free passage out of Gradsul by the most expeditious means available. The hint is not lost on you, and you are on the road the following morning, the revelry of the festival now but a distant memory competing for space in your mind with the nightmares you witnessed on the other side of the Mirror.

The PCs have earned the *Banned from Gradsul* AR item. Proceed to Epilogue.

Epilogue

At long last.... light.

The harsh lamp opened directly into the rogue's eyes, blinding him. At one time an approach would have been heard...spotted. He was one of the Shadowdark Thieves Guild's best, well...shadowers. But he was caught. He was imprisoned, and when his capturers tired of him he would die.

"So this is what the scare has been over. The bone men? Boogey monsters that been takin' out MY guys on the street in MY city." Two hulking men in well-appointed suits flanked a portly balding Oeridian with fingers full of jeweled rings. The boss of Gradsul had come to gloat. Don Blanko, Guildmaster of the Gradsul Thieves' Guild. The shattered rogue still wore his burglar outfit, all black and outlined in bones. The mask had been long ripped away, and he had been bound and left in this cell for some time.

Thick fingers pulled out an expensive Balkunish silken napkin, as Don Blanko dabbed at a sweltering brow. The Rogue had acclimated to the humidity of this dank dungeon - probably near the docks of Gradsul he surmised. The two guards stepped back just into the shadows, leaving the Rogue to face the Crime Boss of Gradsul and his lantern.

"You don't look so tough now. Y'know, some of my boys actually thought you was all undead? As if skeletons would be robbing our shipments, or killing my street teams." Don Blanko's eyes were flat like a shark's and promised death.

The Rogue took some small satisfaction in noting the Holy Symbol of Zilchus that adorned even the Guildmasters person.

"But you're just a clown in a costume. Dressing up in a suit to scare your marks. A nice idea for the rubes, but you're a far way from Linth." It was the Don's turn to snort some satisfaction, as he saw the reaction flit across the Rogue's face. "Yeah, we figured you out. If you had been satisfied with Linth and the Upper Sheldomar, we could have come to some terms. I'm not opposed to good business dealings, am I boys?" The two mammoth men in the shadows snorted something unintelligible, in a guttural language. "Good for business is good for Gradsul."

"No, you fancy pants had to come to MY city. Your whore mistress was tricky, but the masquerade is over. Boys, Mr. Boneman over here likes to pretend he's some spook of the night. I say we give him his wish."

The two figures stepped out of the shadows, and their features changed. The suits fell away revealing the horrors underneath. The true face of the suits were revealed, and a moan of horror rolled out the throat of the Rogue.

"I don't know what angle Lady Maressa thinks she's playing at by coming into Gradsul and wooing the Duke. He's our man, and he's always been our man. It was a nice play, but its gonna end now. And badly for you and your fellows. Scar, can you close this deal for me? I got bigger fish to fry."

An albino in sharp white vestments stepped into the room carrying a small black case in his white gloves. The case opened to reveal glittering razors and small knives. His movements were practiced and precise, reminding the rogue of street jugglers - or a butcher preparing an expensive side of meat.

"I.... I'll tell you what you want to know, please..."

"Oh, I know you will. Peel him slowly boys, and then we'll animate the corpse. Let's send a little message to Lady Shadowdark that I'm done with the dance, and it's time we move on to the main event."

The coming thieves' war would be bloody business, but after all, the Don was a true businessman at heart.

The End

Experience Point Summary

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

Encounter 4:

Solving the music box riddle without aid

All APLs – 100 xp

Encounter 5:

Defeating the Shadow Guards

APL 6 – 270 xp.

APL 8 – 330 xp.

APL 10 – 390 xp.

APL 12 – 450 xp.

APL 14 – 510 xp.

APL 16 – 570 xp.

Encounter 12:

Defeating Aulicus (and Lord Holphin)

APL 6 – 270 xp.

APL 8 – 330 xp.

APL 10 – 390 xp.

APL 12 – 450 xp.

APL 14 – 510 xp.

APL 16 – 570 xp.

Encounter 13:

Defeating the Mirror Assassins

APL 6 – 210 xp.

APL 8 – 270 xp.

APL 10 – 330 xp.

APL 12 – 390 xp.

APL 14 – 450 xp.

APL 16 – 510 xp.

Story Award

Saving Duke Luschan from assassination

APL 6 – 80 xp.

APL 8 – 125 xp.

APL 10 – 170 xp.

APL 12 – 215 xp.

APL 14 – 260 xp.

APL 16 – 305 xp.

Total Possible Experience

APL 6– 900 xp.

APL 8 – 1125 xp.

APL 10 – 1350 xp.

APL 12 – 1575 xp.

APL 14– 1800 xp.

APL 16 – 2025 xp.

Treasure Summary

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

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

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

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

the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 6:

APL 6: L: 0 gp; C: 0 gp; M: *Quiver of Ehlonna* (300 gp)

APL 8: L: 0 gp; C 0 gp; M: *Quiver of Ehlonna* (300 gp); *sleep arrows* (220 gp)

APL 10: L: 0 gp; C: 0 gp; M: *Quiver of Ehlonna* (300 gp); *sleep arrows* (220 gp); *screaming bolts* (445 gp)

APL 12: L: 0 gp; C:0 gp; M: *Quiver of Ehlonna* (300 gp); *sleep arrows* (220 gp); *screaming bolts* (445 gp); *lesser arrows of human slaying* (1141 gp)

APL 14: L: 0 gp; C:0 gp; M: *Quiver of Ehlonna* (300 gp); *sleep arrows* (220 gp); *screaming bolts* (445 gp); *lesser arrows of human slaying* (1141 gp); *greater arrows of human slaying* (2028 gp)

APL 16: L: 0 gp; C:0 gp; M: *Quiver of Ehlonna* (300 gp); *sleep arrows* (220 gp); *screaming bolts* (445 gp); *lesser arrows of human slaying* (1141 gp); *greater arrows of human slaying* (2028 gp); *brilliant energy arrows* (2157 gp)

Encounter 12:

APL 6: L: 20 gp; C: 100 gp; M: *Ring of counterspells* (666 gp)

APL 8: L: 50 gp; C: 300 gp; M: *Ring of counterspells* (666 gp)

APL 10: L: 100 gp; C: 500 gp; M: *Ring of counterspells* (666 gp); *+1 full plate* (441 gp); *+1 large steel shield* (195 gp); *peripart of wisdom* +2 (666 gp); *cloak of resistance* +3 (1500 gp).

APL 12: L: 100 gp; C: 700 gp; M: *Ring of counterspells* (666 gp); *+1 full plate* (441 gp); *+1*

large steel shield (195 gp); *periapt of wisdom +4* (2667 gp); *cloak of resistance +3* (1500 gp).

APL 14: L: 100 gp; C: 900 gp; M: *Ring of counterspells* (666 gp); *dragonrider armor* (4358 gp); +3 *large steel shield* (1528gp); *periapt of wisdom +4* (2667 gp); *cloak of resistance +3* (1500 gp); *ring of evasion* (4166 gp); *helm of underwater action* (9500 gp); *metamagic rod of empower spell* (5417 gp).

APL 16: L: 100 gp; C: 1000 gp; M: *Ring of counterspells* (666 gp); *dragonrider armor* (4358 gp); +3 *mithril large shield* (3028 gp); *periapt of wisdom +4* (2667 gp); *cloak of resistance +3* (1500 gp); *ring of evasion* (4166 gp); *helm of underwater action* (9500 gp); *metamagic rod of empower spell* (5417 gp), *ring of freedom of movement* (6666 gp)

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 20 gp; C: 100 gp; M: 966 gp) – Total: 1086 gp (900 gp).

APL 8: L: 50 gp; C: 300 gp; M: 1186gp) – Total: 1536 gp (1300 gp).

APL 10: L: 100 gp; C: 500 gp; M: 4433 gp) – Total: 5033 gp (2300 gp).

APL 12: L: 100 gp; C: 700 gp; M: 7575 gp) – Total: 8375 gp (3300 gp).

APL 14: L: 100 gp; C: 900gp; M: 33936gp) – Total: 34936 gp (6600 gp).

APL 16: L: 100 gp; C: 1000 gp; M: 42102 gp) – Total: 43202 gp (9900 gp).

Special:

Favor of the Duke of Gradsul

For protecting the interests of his City, and rescuing his person during the Ball of the Red Masque, Duke Luschan VIII will have his Sea mages Upgrade one ability-boosting item (except *gauntlets of ogre power*) +2 to +4; or +4 to +6. Alternatively, it may be used to enchant any non-magical armor or weapon to +1. Cross off this favor when used. Pay the difference between the old and new prices. (Frequency: Regional)

Favor of the Sea Mages

For providing information of your planar travels, the Sea Mages of Gradsul have offered access to one of the following spells. If the PC is a wizard, the spell is copied into their spellbook for them at no cost. Circle the chosen spell (choose

and circle three if the PC is a member of the Sea Mages meta-organization): *lesser electric orb* (MH), *arc of lightning* (MH), *baleful transposition* (MH), *slide* (MH), *greater slide* (MH), *undeniable gravity* (MH), *repair light damage* (MH), *snake's swiftness* (MH), *repair moderate damage* (MH). (Frequency: Regional)

Dragonrider Armor

This suit of black +1 *full plate armor* is crafted from the cast-off scales of a dragon (rather than those harvested from a slain dragon). It grants acid resistance 10, a +5 bonus on Ride checks whenever riding a dragon, and activates a *feather fall* spell whenever the rider falls more than 5 feet.

Faint abjuration; CL 3rd; Craft Magic Arms & Armor, *feather fall*; Price 26,150 gp; Cost 13,400 gp + 1000 xp; Weight 50 lbs. (This item is from the *Draconomicon*, page 118)

Mirror...Mirror

The magic of the *Mirror of Lendor* has infused with this PC from his dimensional travels. As a one-time effect, the PC may re-roll a single saving throw that they have just failed. Use the second roll for the check even if the result is less desirable. This does not stack with the Luck domain or other similar abilities that may provide for a re-roll. This ability can only be used once, and then it should be crossed off the AR. After this ability is used, the PC also gains a +1 circumstance bonus to Knowledge (the planes) checks.

Lost in Time

Your PC has become lost in a parallel universe with no way home. They are currently OUT OF PLAY. Contact the Keoland Triad for more information.

Banned from Gradsul

You have failed to protect the Duke or acted in an inappropriate way within the Gradsul city limits. This is an impressive feat considering the most debauched festival in all of Keoland was going on at the time. This PC is not allowed to participate in any Metaregional or Regional that starts or takes place within, in whole or in part, the City of Gradsul. The PC has been marked by the Sea Mages, who will know and alert the authorities. Punishment for this trespass is a 52 TU imprisonment in solitary confinement.

Items for the Adventure

Record

Item Access

APL 6:

- ❖ *quiver of Ehlonna* (Freq: Adv., DMG)
- ❖ *lesser metamagic rod of Extend Spell* (Freq: Adv., DMG)
- ❖ *ring of counterspells* (Freq: Adv., DMG)
- ❖ *everfull mug, with crest of the Harp and Ale* (Freq: Adv, Arms and Equip. Guide)

APL 8 (all items from APL 6 plus):

- ❖ *sleep arrows* (Freq: Adv., DMG) Max. of 10
- ❖ *cloak of elemental power* (Freq: Adv., Miniatures Handbook)
- ❖ *robe of useful items* (Freq: Adv; DMG)

APL 10 (all items from APL 6, 8 plus):

- ❖ *cloak of resistance +3* (Freq: Adv., DMG)
- ❖ *+1 mithril chain shirt* (Freq: Adv., DMG)
- ❖ *goggles of night* (Freq: Adv, DMG)
- ❖ *boots of levitation* (Freq: Adv., DMG)
- ❖ *screaming bolts* (Freq Adv., DMG) Max. of 10

APL 12 (all items from APL 6-10 plus):

- ❖ *periapt of wisdom +4* (Freq: Adv., DMG)
- ❖ *lesser arrow of human slaying* (Freq: Adv., DMG) Max of 3
- ❖ *helm of glorious recovery* (Freq: Adv., Miniatures Handbook)
- ❖ *+3 large steel shield* (Freq: Adv., DMG)
- ❖ *Boccob's Blessed Book* (Freq: Adv., DMG)

APL 14 (all items from APL 6-12 plus):

- ❖ *helm of underwater action* (Freq: Adv., DMG)
- ❖ *ring of major energy resistance, cold* (Freq: Adv., DMG)
- ❖ *+2 mithril chain shirt* (Freq: Adv., DMG)

❖ *greater arrow of human slaying* (Freq: Adv., DMG) Max. of 3

❖ *dragonrider armor* (Freq: Adv., see AR)

❖ *metamagic rod of Empower Spell* (Freq: Adv., DMG)

❖ *ring of Evasion* (Freq: Adv., DMG)

APL 16 (all items from APL 6-14 plus):

❖ *+3 full plate* (Freq: Adv., DMG)

❖ *+3 large mithril shield* (Freq: Adv., DMG)

❖ *periapt of wisdom +6* (Freq: Adv., DMG)

❖ *sword of subtlety* (Freq: Adv., DMG)

❖ *brilliant energy arrows* (Freq: Adv., DMG) Max. of 10

❖ *ring of freedom of movement* (Freq: Adv, DMG)

❖ *white robe of the archmagi* (Freq: Adv., DMG)

Appendix A: Monsters and NPCs (All APLs)

Items marked with an asterisk (*) are fully described in Appendix B.

Encounter Three

Sir Artur Valor: Male human Pal 12; CR 12; medium-size humanoid (human); HD 12d10+24; hp 100; Init +4; Spd 20 ft. (4 squares); AC 27 (+11 armor, +1 deflection, +5 shield), touch 11, flat-footed 27; BAB +12; Grp +14; Atk +1 *holy longsword* +17 melee (1d8+3, 19-20/x2); Full Atk +1 *holy longsword* +17/+12/+7 melee (1d8+3, 19-20/x2); SA Smite Evil 3/day; SQ Aura of good, detect evil, divine grace, divine health, lay on hands, remove disease 3/week, turn undead; AL LG; SV Fort +14, Ref +8, Will +10; Str 14, Dex 10, Con 14, Int 8, Wis 12, Cha 19.

Skills & Feats: Diplomacy +19, Knowledge (religion) +13, Knowledge (nobility & royalty) +1; Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Weapon Focus (Longsword).

Paladin Spells Prepared (1/2; save DC 14 + spell level): 1st – *cure light wounds* x3; 2nd – *bull's strength*.

Possessions: +3 *full plate*, +3 *heavy steel shield*, *ring of protection* +1, +1 *holy longsword*, +1 *composite longbow* (14 Str), twenty +2 *arrows*, *bag of holding type II*, *potion of fly*, three *potions of cure moderate wounds*, scroll of *death ward*, silver holy symbol, five vials of holy water.

Minister Down: Male human Clr 12 of Heironious; CR 12; medium-sized humanoid (human); HD 12d8+24; hp 87; Init +3; Spd 20 ft. (4 squares); AC 23 (+9 armor, +1 deflection, -1 Dex, +4 shield), touch 10, flat-footed 23; BAB +11; Grp +12; Atk +1 *bane (undead) longsword* +15 melee (1d8+2, 19-20/x2); Full Atk +1 *bane (undead) longsword* +15/+10 melee (1d8+2, 19-20/x2); SA Turn undead; SQ Spontaneous casting; AL LG; SV Fort +10, Ref +3, Will +14; Str 13, Dex 8, Con 14, Int 10, Wis 18, Cha 12.

Skills & Feats: Concentration + 14, Diplomacy +11, Heal +10, Knowledge (religion) +12; Divine Metamagic*, Empower Spell, Extra Turning, Improved Initiative, Scribe Scroll, Spell Penetration.

Cleric Spells Prepared (6/8/6/6/5/5/3; save DC 14+ spell level): 0 – *detect magic* x2, *guidance* x2, *light*, *resistance*; 1st – *bane*, *bless* x2, *divine favor* x2, *protection from evil**, *sanctuary*, *shield of faith*; 2nd – *aid**, *align weapon*, *bear's endurance* x2, *bull's strength* x2; 3rd – *create food and water*, *daylight*, *dispel magic* x2, *magic circle vs. evil**, *magic vestment*; 4th – *air walk*, *death ward*, *dismissal*, *order's wrath**, *restoration*; 5th – *break enchantment*, *dispel evil**, *flame strike* x2, *righteous might*; 6th – *greater dispel magic*, *heal*, *hold monster**.

*Domain spell. *Domains:* Good (cast all spells with good descriptor at +1 caster level), Law (cast all spells with law descriptor at +1 caster level).

Possessions: +1 *full plate*, +2 *heavy steel shield*, *ring of protection*, +1 *bane (undead) longsword*, *ring of protection* +1, *periapt of wisdom* +4, *greater holy symbol*, +1 *light crossbow*, ten adamantium bolts, two scrolls of *cure moderate wounds*, one scroll of *restoration*.

The Masked Mandolin: Male human Brd 15; CR 15; medium-size humanoid (human); HD 15d6+15; hp 70; Init +5; Spd 30 ft. (6 squares); AC 19 (+3 armor, +3 deflection, +1 Dex, +2 natural), touch 14, flat-footed 18; BAB +11; Grp +11; Atk +2 *wounding longsword* +14 melee (1d8+2, 19-20/x2); Full Atk +2 *wounding longsword* +14/+9/+4 melee (1d8+2, 19-20/x2); SQ bardic knowledge, bardic music (*fascinate*, *inspire competence*, *inspire courage*, *inspire greatness*, *song of freedom*, *suggestion*), *countersong*; AL LN; SV Fort +6, Ref +10, Will +8; Str 10, Dex 13, Con 12, Int 14, Wis 8, Cha 20.

Skills & Feats: Balance +3, Bluff +23, Decipher Script +20, Diplomacy +20, Gather Information +23, Intimidate +7, Jump +2, Perform (mandolin) +26, Sense Motive +17, Spellcraft +23, Tumble +19, Use Magic Device +5; Dodge, Improved Initiative, Mobility, Skill Focus (Diplomacy), Skill Focus (Perform), Skill Focus (Spellcraft), Weapon Focus (Longsword).

Bard Spells Known (4/6/4/4/4/3; save DC 15 + spell level): 0 – *dancing lights*, *daze*, *ghost sound*, *light*, *lullaby*, *read magic*; 1st – *cause fear*, *charm person*, *cure light wounds*, *sleep*; 2nd – *cure moderate wounds*, *glitterdust*, *hold person*, *invisibility*; 3rd – *blink*, *charm monster*, *dispel magic*, *glibness*; 4th – *break enchantment*, *dominate person*, *hold monster*, *shout*; 5th – *greater dispel magic*, *mind fog*, *mislead*.

Possessions: +2 *wounding longsword*, *amulet of natural armor* +2, *bracers of armor* +3, *ring of protection* +3, masterwork light crossbow, 20 cold iron bolts, three *potions of cure serious wounds*, two

potion's of eagles splendor, two potions of fly, three potions of glibness, cloak of charisma +2, bag of holding, masterwork mandolin.

Encounter Six

Sir Artur Valor: Male human Pal 12; CR 12; medium-size humanoid (human); HD 12d10+24; hp 100 (currently 15); Init +4; Spd 30 ft. (6 squares); AC 10 (no modifiers), touch 10, flat-footed 10; BAB +12; Grp +14; Atk unarmed strike +10 melee (1d2+2, 20/x2); Full Atk unarmed strike +10/+5/+0 melee (1d2+2, 20/x2); SA Smite evil 3/day; SQ Aura of good, detect evil, divine grace, divine health, lay on hands, remove disease 3/week, turn undead; AL LG; SV Fort +14, Ref +8, Will +10; Str 14, Dex 10, Con 14, Int 8, Wis 12, Cha 19.

Skills & Feats: Diplomacy +19, Knowledge (religion) +13, Knowledge (nobility & royalty) +1; Cleave, Great Fortitude, Improved Initiative, Iron Will, Power Attack, Weapon Focus (Longsword).

Paladin Spells Prepared (1/2; save DC 14 + spell level): 1st – *cure light wounds* x3; 2nd – *bull's strength*.

Possessions: Rags (his weapons and armor have been taken).

Description: A handsome man, dressed in rags, in his early 50's with blond hair and blue eyes. Even though he is captured, he remains stoic.

Encounter Eight

Flampu: Male human Clr 7 of Boccob; CR 7; medium-size humanoid (human); HD 7d8; hp 42; Init +0; Spd 30 ft. (6 squares); AC 13 (+3 armor), touch +10, flat-footed +13; BAB/Grp +5/+5; Full Atk +1 *dagger* +6 melee (1d4+1); SA Turning; SQ Spontaneous casting; AL NG; SV Fort +5, Ref +2, Will +9; Str 10, Dex 10, Con 10, Int 16, Wis 18, Cha 14.

Skills & Feats: Bluff +7, Concentration +11, Diplomacy +8, Knowledge (arcana) +14, Knowledge (local – Sheldomar Valley) +14, Knowledge (nobility & royalty) +14, Knowledge (religion) +14, Sense Motive +5, Spellcraft +14. Dodge, Negotiator, Skill Focus (Bluff), Spell Penetration.

Spells Prepared (6/5+1/4+1/4+1/3+1 per day; DC 14 + spell level): 0 – *Create water, detect magic, detect poison, mending* x2, *read magic*; 1st – *Bless water, endure elements, hide from undead* x2, *Nystul's magic aura**, *remove fear*; 2nd – *Identify, lesser restoration* x2, *make whole, silence*; 3rd – *Create food and water, daylight, dispel magic**, *remove disease*; 4th – *Divination**, *restoration, tongues*.

* Domain spell. *Domains:* Knowledge (All Knowledge skills are class skills; cast divination spells at +1 caster level), Magic (use devices with spell trigger or spell activation as a 3rd level wizard).

Possessions: +1 *dagger, bracers of armor* +3, silver holy symbol of Boccob, spell component pouch.

Appendix A: Monsters and NPCs (APL 6)

Items marked with an asterisk (*) are fully described in Appendix B.

Encounter 12

Aulicus, Prophet of the Hool: Juvenile black dragon; CR 7; medium dragon (water); HD 13d12+26; hp 137; Init +0; Spd 60 ft. (12 squares), fly 150 ft. (poor), swim 60 ft.; AC 22 (+12 natural), touch 10, flat-footed 22; BAB +13; Grp +16; Atk Bite +16 melee (2d6+3, 20/x2); Full Atk Bite +16 melee (1d8+3, 20/x2) and 2 claws +14 melee (1d6+1, 20/x2) and 2 wings +14 melee (1d4+1, 20/x2); SA Breath weapon, *darkness*, frightful presence, spells; SQ Blindsight 60 ft., darkvision 120 ft, immunity to acid, *sleep* and paralysis effects, low-light vision, water breathing; AL CE; SV Fort +10, Ref +8, Will +8; Str 17, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills & Feats: Move Silently +12, Swim +10, Spot +16, Hide +12, Intimidate +8, Listen +16, Search +16, Knowledge: Religion +5, Knowledge: Royalty and Nobility +2, Languages (Common); Cleave, Clinging Breath*, Multiattack, Power Attack, Wingover.

Breath Weapon (Su): 60-ft. line, 8d4 acid, Reflex DC 18 half.

Darkness (Sp): Usable three times per day. Acts as *darkness* spell, but with a 50-ft. radius. Caster level 5th.

Possessions: Ring of counterspells (vs. ray of enfeeblement).

Description: Blood thirsty, ill-humored, and a bully. The world is his cattle, to feed upon and toss aside the scraps.

Encounter 13

Jagged: Male Human Ftr 4; CR 4; medium-size humanoid (human); HD 4d10+12; hp 39; Init +0; Spd 20 ft. (4 squares); AC 20 (+8 armor, +2 shield), touch 10, flat-footed 20; BAB +4; Grp +7; Full Atk *shatterspike* +9 melee (1d8+6, 19-20/x2) or dagger +7 melee (1d4+3, 19-20/x2); AL NE; SV Fort +7, Ref +1, Will +0; Str 16, Dex 10, Con 16, Int 6, Wis 8, Cha 8.

Skills & Feats: Climb +7, Ride +5; Cleave, Power Attack, Cleave, Improved Sunder, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: Full plate, heavy steel shield, *shatterspike*, dagger.

Pane: Male Human Sor 4; CR 4; medium-size humanoid (human); HD 4d4+8; hp 18; Init +6; Spd 30 ft. (6 squares); AC 16 (+4 armor*, +2 Dex), touch 12, flat-footed 14; BAB +2; Grp +0; Full Atk dagger +0 melee (1d4-2, 19-20/x2); AL NE; SV Fort +3, Ref +5, Will +5; Str 6, Dex 14, Con 14, Int 10, Wis 8, Cha 16.

Skills & Feats: Bluff +10, Concentration +9, Spellcraft +7; Improved Initiative, Lightning Reflexes, Iron Will.

Sorcerer Spells Known (6/6*/4; save DC 13 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *message*, *ray of frost*, *read magic*; 1st – *mage armor*, *magic missile*, *shocking grasp*; 2nd – *glitterdust*.

Possessions: Robes, dagger, spell component pouches.

* Includes pre-cast *mage armor* spell.

Glass: Male Human Rog 4; CR 4; medium-size humanoid (human); HD 4d6+8; hp 24; Init +7; Spd 30 ft. (6 squares); AC 17 (+4 armor, +3 Dex), touch 13, flat-footed 14; BAB +3; Grp +5; Full Atk rapier +6 melee (1d6+2, 18-20/x2); SA Sneak attack +2d6; SQ Evasion, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +3, Ref +7, Will -1; Str 14, Dex 16, Con 14, Int 14, Wis 6, Cha 4.

Skills & Feats: Climb +9, Disable Device +9, Escape Artist +10, Hide +10, Listen +5, Move Silently +10, Open Lock +10, Spot +5, Tumble +10; Dodge, Improved Initiative, Weapon Focus (Rapier).

Possessions: Chain shirt, rapier.

Shard: Male Human Rgr 4; CR 4; medium-size humanoid (human); HD 4d8+16; hp 36; Init +8; Spd 30 ft. (6 squares); AC 18 (+4 armor, +4 Dex), touch 14, flat-footed 14; BAB +4; Grp +6; Atk +1 *composite longbow* (14 Str) +10 ranged (1d8+3, 20/x3) or longsword +6 melee (1d8+2, 19-20/x2); Full Atk +1 *composite longbow* (14 Str) +10 ranged (1d8+3, 20/x3) or longsword +6 melee (1d8+2, 19-20/x2); SA Favored enemy (elf +2), ranged combat style (Rapid Shot); SQ Endurance, Track, Wild Empathy; AL NE; SV Fort +8, Ref +8, Will +1; Str 14, Dex 18, Con 18, Int 8, Wis 10, Cha 6.

Skills & Feats: Escape Artist +10, Heal +7, Hide +10, Listen +7, Move Silently +10, Search +6, Spot +7, Survival +7; Improved Initiative, Point Blank Shot, Precise Shot.

Possessions: Longsword, +1 *composite longbow* (14 Str), chain shirt.

Appendix A: Monsters and NPCs (APL 8)

Items marked with an asterisk (*) are fully described in Appendix B.

Encounter 12

Aulicus, Prophet of the Hool: young adult black dragon; CR 9; large dragon (water); HD 16d12+48; hp 180; Init +4; Spd 60 ft. (12 squares), fly 150 ft. (poor), swim 60 ft.; AC 28 (+4 armor*, +15 natural, -1 size), touch 9, flat-footed 28; BAB +16; Grp +24; Atk bite +19 melee (2d6+4, 20/x2); Full Atk bite +19 melee (2d6+4, 20/x2) and 2 claws +17 melee (1d8+2, 20/x2) and 2 wings +17 melee (1d6+2, 20/x2) and +17 melee (1d8+6, 20/x2); Space/Reach 10 ft. / 5 ft. (10 ft. with bite); SA breath weapon, *darkness*, frightful presence, spells; SQ blindsense 60 ft., damage reduction 5/magic, darkvision 120 ft., immunity to acid, *sleep* and paralysis, low-light vision, spell resistance 17, water breathing; AL CE; SV Fort +13, Ref +10, Will +11; Str 19, Dex 10, Con 17, Int 12, Wis 13, Cha 12.

Skills & Feats: Hide +12, Intimidate +10, Knowledge (nobility & royalty) +3, Knowledge (religion) +6, Listen +20, Move Silently +12, Search +20, Spot 20, Swim +16; Cleave, Clinging Breath*, Recover Breath*, Multiattack, Power Attack, Wingover.

Breath Weapon (Su): 80-ft. line, 10d4 acid, Reflex DC 21 half.

Corrupt Water (Sp): Usable 1/day; spoil up to 10 cubic feet of water or liquids containing water; range 180 ft.; Will DC 20 negates.

Darkness (Sp): Usable 3/day; as *darkness*, but a 50-ft. radius. Caster level 5th.

Frightful Presence (Ex): 150-ft. radius, affects 15 HD or fewer, Will DC 19 negates.

Sorcerer Spells Known (5/4*; save DC 11 + spell level): 0 – *daze*, *detect magic*, *ghost sound*, *ray of frost*, 1st – *mage armor*, *protection from good*.

Possessions: *Ring of counterspells* (vs. *ray of enfeeblement*).

Description: Blood thirsty, ill-humored, and a bully. The world is his cattle, to feed upon and toss aside the scraps.

* Includes pre-cast spells.

Encounter 13

Jagged: Male Human Ftr 6; CR 6; medium-size humanoid (human); HD 6d10+24; hp 63; Init +0; Spd 20 ft. (4 squares); AC 22 (+9 armor, +3 shield), touch 10, flat-footed 22; BAB +6; Grp +9; Atk *shatterspike* +11 melee (1d8+6, 19-20/x2) or dagger +9 melee (1d4+3, 19-20/x2); Full Atk *shatterspike* +11/+6 melee (1d8+6, 19-20/x2) or dagger +9/+4 melee (1d4+3, 19-20/x2); AL NE; SV Fort +8, Ref +2, Will +1; Str 16, Dex 10, Con 16, Int 6, Wis 8, Cha 8.

Skills & Feats: Climb +9, Ride +5; Cleave, Combat Brute*, Improved Sunder, Improved Toughness*, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: +1 full plate, +1 heavy steel shield, *shatterspike*, dagger.

Pane: Male human Sor 6; CR 6; medium-size humanoid (human); HD 6d4+12; hp 27; Init +6; Spd 30 ft. (6 squares); AC 16 (+4 armor*, +2 Dex), touch 16, flat-footed 14; BAB +3; Grp +1; Full Atk dagger +1 melee (1d4-2, 19-20/x2); AL NE; SV Fort +6, Ref +6, Will +6; Str 6, Dex 14, Con 14, Int 10, Wis 8, Cha 16.

Skills & Feats: Bluff +12, Concentration +11, Spellcraft +9; Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes

Sorcerer Spells Known (6/6*/5/4; save DC 13 + spell level): 0 – acid splash, *daze*, *detect magic*, *mage hand*, *message*, *ray of frost*, *read magic*; 1st – *mage armor*, *magic missile*, *ray of enfeeblement*, *shocking grasp*; 2nd – *glitterdust*, *mirror image*; 3rd – *haste*.

Possessions: Dagger, robes, spell component pouches.

* Includes pre-cast *mage armor* spell.

Glass: Male Human Rog 6; CR 6; medium-size humanoid (human); HD 6d6+12; hp 36; Init +7; Spd 30 ft. (6 squares); AC 17 (+4 armor, +3 Dex), touch 13, flat-footed 14; BAB +4; Grp +6; Full Atk rapier +7 melee (1d6+2, 18-20/x2); SA sneak attack +3d6; SQ evasion, trapfinding, trap sense +2, uncanny dodge; AL NE; SV Fort +4, Ref +10, Will 0; Str 14, Dex 16, Con 14, Int 14, Wis 6, Cha 4.

Skills & Feats: Climb +11, Disable Device +11, Escape Artist +12, Hide +12, Listen +7, Move Silently +12, Open Lock +12, Spot +12, Tumble +12; Dodge, Improved Initiative, Lightning Reflexes, Weapon Focus (Rapier).

Possessions: Chain shirt, rapier.

Shard: Male Human Rgr 6; CR 6; medium-size humanoid (human); HD 6d8+24; hp 54; Init +8; Spd 40 ft. (8 squares); AC 18 (+4 armor, +4 Dex), touch 14, flat-footed 14, BAB +6; Grp +8; Atk +1 *composite longbow* (14 Str) +13 ranged (1d8+3, 20/x3) or +1 *longsword* +8 melee (1d8+2, 19-20/x2); Full Atk +1 *composite longbow* (14 Str) +13 ranged (1d8+3, 20/x3) or +1 *longsword* +8 melee (1d8+2, 19-20/x2); SA combat style (Manyshot, Rapid Shot), favored enemies (elf +4, orc +2); SQ Endurance, resistance to fire 10*; Track, Wild Empathy; AL NE; SV Fort +9, Ref +9, Will +2; Str 14, Dex 18, Con 18, Int 8, Wis 12, Cha 6.

Skills & Feats: Escape Artist +12, Heal +10, Hide +10, Listen +10, Move Silently +12, Search +8, Spot +10, Survival +10; Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (Longbow).

Ranger Spells Prepared (2; save DC 11 + spell level): 1st – *longstrider*, *resist energy*.

Possessions: Longsword, +1 *composite longbow* (14 Str), chain shirt.

*Includes pre-cast spells.

Appendix A: Monsters and NPCs (APL 10)

Items marked with an asterisk (*) are fully described in Appendix B.

Encounter 12

Aulicus, Prophet of the Hool: young adult black dragon; CR 9; large dragon (water); HD 16d12+48; hp 180; Init +4; Spd 60 ft. (12 squares), fly 150 ft. (poor), swim 60 ft.; AC 28 (+4 armor*, +15 natural, -1 size), touch 9, flat-footed 28; BAB +16; Grp +24; Atk bite +19 melee (2d6+4, 20/x2); Full Atk bite +19 melee (2d6+4, 20/x2) and 2 claws +17 melee (1d8+2, 20/x2) and 2 wings +17 melee (1d6+2, 20/x2) and +17 melee (1d8+6, 20/x2); Space/Reach 10 ft. / 5 ft. (10 ft. with bite); SA breath weapon, *darkness*, frightful presence, spells; SQ blindsense 60 ft., damage reduction 5/magic, darkvision 120 ft., immunity to acid, *sleep* and paralysis, low-light vision, spell resistance 17, *spell immunity* (vs. *holy smite*, *slow*)*, water breathing; AL CE; SV Fort +13, Ref +10, Will +11; Str 19, Dex 10, Con 17, Int 12, Wis 13, Cha 12.

Skills & Feats: Hide +12, Intimidate +10, Knowledge (nobility & royalty) +3, Knowledge (religion) +6, Listen +20, Move Silently +12, Search +20, Spot 20, Swim +16; Cleave, Clinging Breath*, Recover Breath*, Multiattack, Power Attack, Wingover.

Breath Weapon (Su): 80-ft. line, 10d4 acid, Reflex DC 21 half.

Darkness (Sp): Usable 3/day; as *darkness*, but a 50-ft. radius. Caster level 5th.

Frightful Presence (Ex): 150-ft. radius, affects 15 HD or fewer, Will DC 19 negates.

Sorcerer Spells Known (5/4*; save DC 11 + spell level): 0 – *daze*, *detect magic*, *ghost sound*, *ray of frost*, 1st – *mage armor*, *protection from good*.

Possessions: *Ring of counterspells* (vs. *ray of enfeeblement*).

Description: Blood thirsty, ill-humored, and a bully. The world is his cattle, to feed upon and toss aside the scraps.

* Includes pre-cast spells.

Lord Holphin Neheli, Soulpiercer of Vecna: Male Human Clr 11; CR 11; medium-size humanoid (human); HD 11d8+33; hp 91; Init +1; Spd 20 ft. (4 squares); AC 23 (+9 armor, +1 Dex, +3 shield), touch 11, flat-footed 22, BAB +8; Grp +8; Atk masterwork heavy mace +9 melee (1d8, 20/x2); Full Atk masterwork heavy mace +9/+4 melee (1d8, 20/x2); SA rebuke undead; SQ *freedom of movement**, resistance to fire 30**, spontaneous casting; AL NE; SV Fort +14, Ref +9, Will +17; Str 10, Dex 12, Con 14, Int 10, Wis 18 (20), Cha 15.

Skills & Feats: Concentration +16, Ride +8, Spellcraft +14; Great Fortitude, Improved Toughness*, Iron Will, Lightning Reflexes, Mounted Combat.

Cleric Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/1+1; save DC 15 + spell level): 0 – *detect magic* x3, *mending*, *read magic*, *resistance*; 1st – *command* x2, *cure light wounds* x3, *divine favor*, *protection from good**, *shield of faith*; 2nd – *bear's endurance*, *cure moderate wounds* x2, *death knell*, *identify**, *resist energy*; 3rd – *cure serious wounds*, *dispel magic* x2*, *invisibility purge*, *searing light*; 4th – *cure critical wounds*, *dismissal*, *freedom of movement*, *spell immunity*, *unholy blight**; 5th – *flame strike* x2, *greater command*, *spell resistance**; 6th – *anti-magic field**, *harm*.

* Domain spell. *Domains:* Evil (cast all spells with Evil descriptor at +1 caster level), Magic (use spell trigger or spell-completion devices as a wizard of 5th level)

Possessions: Robes, masterwork heavy mace, +1 *full plate*, *large steel shield* +1, *periapt of wisdom* +2, *cloak of resistance* +3, silver unholy symbol of Vecna, spell component pouches.

**Includes pre-cast spells.

Encounter 13

Jagged: Male Human Ftr 8; CR 8; medium-size humanoid (human); HD 8d10+32; hp 84; Init +0; Spd 20 ft. (4 squares); AC 22 (+9 armor, +3 shield), touch 10, flat-footed 22), BAB +8; Grp +12; Atk *shatterspike*

+15 melee (1d8+7, 17-20/x2) or dagger +11 melee (dagger, 1d4+3, 19-20/x2); Full Atk *shatterspike* +15/+10 melee (1d8+7, 17-20/x2) or dagger +11/+6 melee (dagger, 1d4+3, 19-20/x2); AL NE; SV Fort +13, Ref +6, Will +3; Str 18, Dex 10, Con 16, Int 6, Wis 8, Cha 8.

Skills & Feats: Climb +14, Ride +7; Cleave, Combat Brute*, Improved Critical (Longsword), Improved Sunder, Improved Toughness*, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: +1 full plate, +1 heavy steel shield, *shatterspike*, dagger.

Notes: Jagged is under a *heroism* spell (8th level caster) which has been included in his statistics.

Pane: male human Sor 8; CR 8; medium-size humanoid (human); HD 8d4+16; hp 36; Init +6; Spd 30 ft. (6 squares); AC 16 (+4 armor, +2 Dex), touch 16, flat-footed 14, BAB +4; Grp +2; Full Atk dagger +2 melee (1d4-2, 19-20/x2); AL NE; SV Fort +6, Ref +6, Will +7; Str 6, Dex 14, Con 14, Int 10, Wis 8, Cha 18.

Skills & Feats: Bluff +15, Concentration +13, Spellcraft +11; Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes.

Sorcerer Spells Known (6/6*/7/3*/5; save DC 14 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *mage hand*, *message*, *ray of frost*, *read magic*, *prestidigitation*; 1st – *mage armor*, *magic missile*, *ray of enfeeblement*, *shocking grasp*; 2nd – *bull's strength*, *glitterdust*, *mirror image*; 3rd – *fireball*, *haste*, *heroism*; 4th – *fear*.

Possessions: Dagger, robes, *boots of levitation*, spell component pouches.

* Includes pre-cast spells.

Glass: male human Rog 8; CR 8; medium-size humanoid (human); HD 8d6+16; hp 48; Init +8; Spd 30 ft. (6 squares); AC 19 (armor +5, Dex 4), touch 14, flat-footed 15, BAB +6; Grp +8; Atk +1 *rapier* +11 melee (1d6+3, 18-20/x2); Full Atk +1 *rapier* +11/+6 melee (1d6+3, 18-20/x2); SA sneak attack +4d6; SQ evasion, improved uncanny dodge, trapfinding, trap sense +2, uncanny dodge; AL NE; SV Fort +4, Ref +12, Will +0; Str 14, Dex 18, Con 14, Int 14, Wis 6, Cha 4.

Skills & Feats: Climb +15, Disable Device +15, Escape Artist +16, Hide +16, Listen +11, Move Silently +16, Open Lock +16, Spot +11; Dodge, Improved Initiative, Lightning Reflexes, Weapon Focus (Rapier).

Possessions: +1 *rapier*, +1 *chain shirt*.

Notes: Glass is under a *heroism* spell (8th level caster) which has been included in his statistics.

Shard: male human Rgr 8; CR 8; medium-size humanoid (human); HD 8d8+32; hp 72; Init +8; Spd 40 ft. (8 squares); AC 19 (+5 armor, +4 Dex), touch 16, flat-footed 15; BAB +8; Grp +10; Atk +1 *composite longbow* +17 ranged (1d8+3, 20/x3) or longsword +10 melee (1d8+2, 19-20/x2); Full Atk +1 *composite longbow* +17/+12 ranged (1d8+3, 20/x3) or longsword +10/+5 melee (1d8+2, 19-20/x2); SA archery combat style (Manyshot, Rapid Shot), favored enemy (elf +4, orc +2); SQ Endurance, resistance to fire 10*, Track, wild empathy, woodland stride; AL NE; SV Fort +12, Ref +12, Will +6; Str 14, Dex 18, Con 18, Int 8, Wis 14, Cha 6.

Skills & Feats: Escape Artist +16, Heal +15, Hide +16, Listen +15, Move Silently +16, Search +12, Spot +15, Survival +15; Improved Initiative, Precise Shot, Point-Blank Shot, Weapon Focus (Longbow).

Ranger Spells Prepared (1/1; save DC 12 + spell level): 1st – *longstrider*, ~~*resist energy*~~; 2nd – *cat's grace*.

Possessions: longsword, +1 *composite longbow* (14 Str), +1 *mithril chain shirt*.

Notes: Shard is under a *heroism* spell (8th level caster) which has been included in his statistics.

Appendix A: Monsters and NPCs (APL 12)

Items marked with an asterisk (*) are fully described in Appendix B.

Encounter 12

Aulicus, Prophet of the Hool: adult black dragon; CR 11; large dragon (water); HD 19d12+76; hp 228; Init +0; Spd 60 ft. (12 squares), fly 150 ft. (poor), swim 60 ft.; AC 31 (+4 armor*, +18 natural, -1 size), touch 9, flat-footed 31; BAB +19; Grp +29; Atk bite +24 melee (2d6+6, 20/x2); Full Atk bite +24 melee (2d6+6, 20/x2) and 2 claws +22 melee (1d8+3, 20/x2) and 2 wings +22 melee (1d6+3, 20/x2) and tail slap +22 melee (1d8+9, 20/x2); Space/Reach 10 ft. / 5 ft. (10 ft. with bite); SA breath weapon, *corrupt water*, *darkness*, frightful presence, spells; SQ blindsense 60 ft., damage reduction 5/magic, darkvision 120 ft., immunity to acid, *sleep* and paralysis, low-light vision, *spell immunity* (vs. *holy smite*, *scorching ray*, *slow*)**, spell resistance 18, water breathing; AL CE; SV Fort +15, Ref +11, Will +12; Str 23, Dex 10, Con 19, Int 12, Wis 13, Cha 12.

Skills & Feats: Hide +13, Intimidate +10, Knowledge (nobility & royalty +3), Knowledge (religion) +6, Listen +21, Move Silently +14, Search +23, Spot +21, Swim +15; Cleave, Clinging Breath*, Recover Breath*, Large and in Charge*, Multiattack, Power Attack, Wingover.

Breath Weapon (Su): 80-ft. line, 12d4 acid, Reflex DC 21 half.

Corrupt Water (Sp): 1/day-spoil up to 10 cubic ft. of water or liquids containing water; range 180 ft.; Will DC 20 negates.

Darkness (Sp): Usable 3/day; as *darkness* spell, but with a 60-ft. radius. Caster level 6th.

Frightful Presence (Ex): 180-ft. radius, affects creatures with 18 HD or fewer, Will DC 21 negates.

Sorcerer Spells Known (6/5*; save DC 11 + spell level): 0 – *arcane mark*, *daze*, *detect magic*, *ghost sound*, *ray of frost*, *resistance*; 1st – *magic missile*, *mage armor*, *protection from good*.

Possessions: *ring of counterspells* (vs. *ray of enfeeblement*).

Description: Blood thirsty, ill-humored, and a bully. The world is his cattle, to feed upon and toss aside the scraps.

** Includes pre-cast spells.

Lord Holphin Neheli, Souldier of Vecna: Male Human Clr 12; CR 12; medium-size humanoid (human); HD 12d8+36; hp 99; Init +1; Spd 20 ft. (4 squares); AC 25 (touch 11, flat-footed 24), BAB +9; Grp +9; Atk masterwork heavy mace +10 melee (1d8, 20/x2); Full Atk masterwork heavy mace +10/+5 melee (1d8, 20/x2); SA rebuke undead; SQ *freedom of movement***, *protection from energy* (fire, 120 hp)**, resistance to cold and electricity 30**, spontaneous casting; AL NE; SV Fort +15, Ref +10, Will +19; Str 10, Dex 12, Con 14, Int 10, Wis 19 (23), Cha 15.

Skills & Feats: Concentration +17, Ride +12, Spellcraft +15; Great Fortitude, Improved Toughness*, Iron Will, Lightning Reflexes, Mounted Combat, Skill Focus (Ride).

Cleric Spells Prepared (6/7+1/6+1/5+1/4+1/4+1/3+1; save DC 16 + spell level): 0 – *detect magic* x3, *mending*, *read magic*, *resistance*; 1st – *command* x2, *cure light wounds* x3, *divine favor*, *protection from good**, *shield of faith*; 2nd – *bear's endurance*, *cure moderate wounds* x2, *death knell*, ~~*resist energy* x2~~, *identify**; 3rd – *cure serious wounds*, *dispel magic**, *invisibility purge*, ~~*protection from energy*~~, *searing light* x2; 4th – *cure critical wounds*, *dismissal*, ~~*freedom of movement*~~, ~~*spell immunity*~~, *unholy blight**; 5th – *flame strike* x3, *greater command*, *spell resistance**; 6th – *anti-magic field**, *greater dispel magic* x2, *harm*.

* Domain spells. **Domains:** Evil (cast all spells with Evil descriptor at +1 caster level), Magic (use spell trigger or spell completion items as a 6th level wizard).

Possessions: Robes, masterwork heavy mace, +1 *full plate*, +3 *large steel shield*, *periapert of wisdom* +4, *cloak of resistance* +3, silver holy symbol of Vecna, spell component pouches.

**Includes pre-cast spells.

Encounter 13

Jagged: male human Ftr 10; CR 10; medium-size humanoid (human); HD 10d10+40; hp 105; Init +0; Spd 20 ft. (4 squares); AC 22 (+9 armor, +3 shield), touch 10, flat-footed 22; BAB +10; Grp +14; Atk *shatterspike* +18 melee (1d8+7, 17-20/x2) or dagger +13 melee (1d4+3, 19-20/x2); Full Atk *shatterspike* +18/+13 melee (1d8+7, 17-20/x2) or dagger +13/+8 melee (1d4+3, 19-20/x2); AL NE; SV Fort +12, Ref +5, Will +4; Str 18, Dex 10, Con 16, Int 6, Wis 8, Cha 8.

Skills & Feats: Climb +16, Ride +7; Cleave, Combat Brute*, Dodge, Greater Weapon Focus (Longsword), Improved Critical (Longsword), Improved Sunder, Improved Toughness, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: +1 full plate, +1 large steel shield, *shatterspike*, dagger.

Notes: Jagged is under a *heroism* spell (10th level caster) which has been included in his statistics.

Pane: male human Sor 10; CR 10; medium-size humanoid (human); HD 10d4+20; hp 60*; Init +6; Spd 30 ft. (6 squares); AC 16 (+4 armor, +2 Dex), touch 16, flat-footed 14; BAB +5; Grp +3; Full Atk dagger +3 melee (1d4-2, 19-20/x2); AL NE; SV Fort +7, Ref +7, Will +8; Str 6, Dex 14, Con 14, Int 10, Wis 8, Cha 18.

Skills & Feats: Bluff +17, Concentration +15, Spellcraft +13; Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes.

Sorcerer Spells Known (6/6*/6*/3*/6/3; save DC 14 + spell level): 0 – *acid splash, daze, detect magic, mage hand, mending, message, prestidigitation, ray of frost, read magic*; 1st – *mage armor, magic missile, ray of enfeeblement, shocking grasp*; 2nd – *bull's strength, false life, glitterdust, mirror image*; 3rd – *fire arrow, fireball, haste, heroism*; 4th – *fear, greater invisibility*; 5th – *dominate person*.

Possessions: Robes, dagger, *boots of levitation*.

*Includes pre-cast spells.

Glass: male human Rog 10; CR 10; medium-size humanoid (human); HD 10d6+30; hp 67; Init +8; Spd 30 ft. (6 squares); AC 20 (+6 armor, +4 Dex), touch 14, flat-footed 16, BAB +7; Grp +9; Full Atk +1 *rapier* +12/+7 melee (1d6+3, 18-20/x2); SA opportunist, sneak attack +5d6; SQ evasion, improved uncanny dodge, trapfinding, trap sense +3, uncanny dodge; AL NE; SV Fort +5, Ref +13, Will +1; Str 14, Dex 18, Con 14, Int 14, Wis 6, Cha 4.

Skills & Feats: Climb +17, Disable Device +17, Escape Artist +18, Hide +18, Listen +13, Move Silently +18, Spot +13, Tumble +18; Dodge, Improved Initiative, Improved Toughness*, Lightning Reflexes, Weapon Focus (Rapier).

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with Combat Reflexes can't use the opportunist ability more than once per round.

Possessions: +1 rapier, +2 chain shirt.

Notes: Glass is under a *heroism* spell (10th level caster) which has been included in his statistics.

Shard: male human Rgr 10; CR 10; medium-size humanoid (human); HD 10d8+50; hp 97; Init +8; Spd 40 ft. (8 squares); AC 22 (+5 armor, +4 Dex, +3 natural), touch 14, flat-footed 18; BAB +10; Grp +12; Atk +1 *composite longbow* +19 ranged (1d8+3 +1d6 cold 1d6 fire, 20/x3) or longsword +14 melee (1d8+2, 19-20/x2); Full Atk +1 *composite longbow* +19/+14 ranged (1d8+3 +1d6 cold 1d6 fire, 20/x3) or longsword +14/+9 melee (1d8+2, 19-20/x2); SA archery combat style (Manyslot, Precise Shot), favored enemy (elf +4, orc +4); SQ endurance, evasion, resistance to fire 20*, swift tracker, wild empathy, woodland stride; AL NE; SV Fort +13, Ref +13, Will +5; Str 14, Dex 18, Con 18, Int 8, Wis 12, Cha 6.

Skills & Feats: Escape Artist +18, Heal +16, Hide +18, Listen +16, Move Silently +18, Search +14, Spot +16, Survival +16; Improved Initiative, Improved Toughness*, Point-Blank Shot, Precise Shot, Weapon Focus (Longbow).

*Ranger Spells Prepared (2/3; save DC 12 + spell level): 1st – ~~longstrider~~, ~~resist energy~~, 2nd – ~~barkskin~~, *cat's grace*.*

Possessions: longsword, +1 frost composite longbow (14 Str), +1 chain shirt.

*Includes pre-cast spells.

*Notes: Shard is under a *heroism* spell (10th level caster) and his arrows subject to a *flame arrow* spell, both of which have been included in his statistics.*

Appendix A: Monsters and NPCs (APL 14)

Items marked with an asterisk (*) are fully described in Appendix B.

Encounter 12

Aulicus, Prophet of the Hool: mature adult black dragon; CR 14; huge dragon (water); HD 22d12+110 hp 291*; Init +0; Spd 60 ft. (12 squares), fly 150 ft. (poor), swim 60 ft.; AC 33 (+4 armor*, +21 natural, -2 size), touch 8, flat-footed 31; BAB +22; Grp +38; Atk bite +28 melee (2d8+8, 20/x2); Full Atk bite +28 melee (2d8+8, 20/x2) and 2 claws +26 melee (2d6+4, 20/x2) and 2 wings +26 melee (1d8+4, 20/x2) and tail slap +26 melee (2d6+12, 20/x2); Space/Reach 15 ft. / 10 ft. (15 ft. with bite); SA breath weapon, *corrupt water*, crush, *darkness*, frightful presence, spell-like abilities, spells; SQ blindsense 60 ft., damage reduction 10/magic, darkvision 120 ft., evasion, immunity to acid, *sleep* and paralysis, low-light vision, spell resistance 21, *spell immunity* (vs. *holy smite*, *scorching ray*, *slow*)**, water breathing; AL CE; SV Fort +18, Ref +13, Will +15; Str 27, Dex 10, Con 21, Int 14, Wis 15, Cha 14.

Skills & Feats: Hide +16, Intimidate +13, Knowledge (nobility & royalty) +15, Knowledge (religion) +18, Listen +24, Move Silently +14, Search +27, Spot +24, Swim +18; Cleave, Clinging Breath*, Large and In Charge*, Multiattack, Power Attack, Recover Breath*, Snatch, Wingover.

Breath Weapon (Su): 100-ft. line, 14d4 acid, Reflex DC 26 half.

Corrupt Water (Sp): Usable 1/day; spoil up to 70 cubic ft. of water or liquids containing water; range 210 ft.; Will DC 23 negates.

Crush (Ex): Area 15' by 15'; Small or smaller opponents take 2d8+12 bludgeoning damage, and must succeed on a DC 26 Reflex save or be pinned.

Darkness (Sp): 3/day- as *darkness*, but a 70-ft. radius. Caster level 7th.

Frightful Presence (Ex): 210-ft. radius, HD 21 or fewer, Will DC 23 negates.

Snatch (Ex): Against Medium or smaller creatures, bite for 2d8+8 per round or claw for 2d6+4 per round.

Spells: As a 5th-level sorcerer.

Sorcerer Spells Known (6/3*/1*; save DC 12 + spell level): 0 – *arcane mark*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *resistance*; 1st – *magic missile*, *mage armor*, *protection from good*, *ray of enfeeblement*, *shield*; 2nd – *false life*, *fog cloud*.

Possessions: *ring of counterspells* (vs. *ray of enfeeblement*); *ring of evasion*.

Description: Blood thirsty, ill-humored, and a bully. The world is his cattle, to feed upon and toss aside the scraps.

*Includes pre-cast spells.

Lord Holphin Neheli, Soulpiercer of Vecna: male human Clr14; CR 14; medium-size humanoid (human); HD 14d8+42; hp 115; Init +5; Spd 20 ft.; AC 25 (+9 armor, +1 Dex, +5 shield), touch 11, flat-footed 24, BAB +10; Grp +10; Atk masterwork heavy mace +12 melee (1d8, 20/x2); Full Atk masterwork heavy mace +12/+7 melee (1d8, 20/x2); SA rebuke undead; SQ *freedom of movement***, *protection from energy* (fire, 120 hp)**, resistance to cold 20, resistance to acid, electricity, and sonic 30**, spontaneous casting; AL NE; SV Fort +16, Ref +10, Will +18; Str 10, Dex 12, Con 14, Int 10, Wis 19 (23), Cha 15.

Skills & Feats: Concentration +19, Ride +11 (+16 w/dragons), Spellcraft +17; Empower Spell, Great Fortitude, Improved Initiative, Improved Toughness*, Lightning Reflexes, Mounted Combat.

Cleric Spells Prepared (6/7+1/4+1/6+1/5+1/4+1/4+1/2+1; save DC 16 + spell level): 0 – *detect magic*, *mending*, *read magic*, *resistance*; 1st – *command* x2, *cure light wounds* x3, *divine favor*, *protection from good**, *shield of faith*; 2nd – *bear's endurance*, *cure moderate wounds* x3, *identify**, ~~*resist energy* x3~~; 3rd – *cure serious wounds*, *dispel magic**, *invisibility purge*, ~~*protection from energy*~~, *searing light* x3; 4th – *cure critical wounds* x2, *dismissal*, ~~*freedom of movement*~~, *spell immunity*, *unholy blight**; 5th – *flame strike* x2,

greater command x2, spell resistance*; 6th – anti-magic field*, blade barrier, harm, heal; 7th – blasphemy*, flame strike (empowered) (x2).

*Domain spell. *Domains*: Evil (cast all spells with Evil descriptor at +1 caster level), Magic (use spell completion and spell trigger items as a 7th level wizard).

Possessions: Robes, masterwork heavy mace, +1 dragonrider full plate, +3 large steel shield, *peripart of wisdom* +4, *cloak of resistance* +3, *helm of underwater action*, *metamagic rod of empower*, silver holy symbol of Vecna, spell component pouches.

**Includes pre-cast spells.

Encounter 13

Jagged: male human Ftr 12; CR 12; medium-size humanoid (human); HD 12d10+48; hp 126; Init +4; Spd 20 ft. (4 squares); AC 22 (+9 armor, +3 shield), touch 10, flat-footed 22; BAB +12; Grp +16; Full Atk *shatterspike* +20/+15/+10 melee (1d8+9, 17-20/x2) or dagger +15/+10/+5 melee (1d4+3, 19-20/x2); AL NE; SV Fort +17, Ref +10, Will +9; Str 19, Dex 10, Con 16, Int 6, Wis 8, Cha 8.

Skills & Feats: Climb +18, Ride +7; Cleave, Combat Brute*, Dodge, Great Weapon Focus (Longsword), Greater Weapon Specialization (Longsword), Improved Critical (Longsword), Improved Initiative, Improved Sunder, Improved Toughness*, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: +1 full plate, +1 large steel shield, *shatterspike*, Dagger, *cloak of resistance* +4.

Notes: Jagged is under a *heroism* spell (12th level caster) which has been included in his statistics.

Pane: male human Sor 12; CR 12; medium-size humanoid (human); HD 12d4+24; hp 72*; Init +6; Spd 30 ft. (6 squares); AC 16 (+4 armor*, +2 Dex), touch 16, flat-footed 14; BAB +6; Grp +4; Atk dagger +4 melee (dagger, 1d4-2, 19-20/x2); Full Atk dagger +4/-1 melee (dagger, 1d4-2, 19-20/x2); AL NE; SV Fort +8, Ref +8, Will +9; Str 6, Dex 14, Con 14, Int 10, Wis 8, Cha 21 (25).

Skills & Feats: Bluff +21, Concentration +17, Spellcraft +15; Empower Spell, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes.

Sorcerer Spells Known (6/7*/7*/3*/7/5/4; save DC 16 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read magic*; 1st – *mage armor*, *magic missile*, *ray of enfeeblement*, *shocking grasp*; 2nd – *bull's strength*, *false life*, *glitterdust*, *mirror image*, *resist energy*; 3rd – *dispel magic*, *flame arrow*, *fireball*, *haste*, *heroism*; 4th – *fear*, *greater invisibility*; 5th – *cone of cold*, *dominate person*; 6th – *mass suggestion*.

Possessions: Robes, dagger, *boots of levitation*, *cloak of charisma* +4, spell component pouches.

*Includes pre-cast *mage armor*, *false life*, *flame arrow* and/or *heroism* spells.

Glass: male human Rog 12; CR 12; medium-size humanoid (human); HD 12d6+36; hp 81; Init +8; Spd 30 ft. (6 squares); AC 20 (+6 armor, +4 Dex), touch 14, flat-footed 16, BAB +9; Grp +11; Full Atk +1 *rapier* +14/+9 melee (1d6+3, 18-20/x2); SA opportunist, sneak attack +6d6; SQ evasion, improved uncanny dodge, trapfinding, trap sense +4, uncanny dodge; AL NE; SV Fort +6, Ref +14, Will +2; Str 14, Dex 18, Con 14, Int 14, Wis 6, Cha 4.

Skills & Feats: Climb +19, Disable Device +19, Escape Artist +20, Hide +20, Listen +15, Open Lock +20, Tumble +20; Dodge, Improved Initiative, Improved Toughness*, Lightning Reflexes, Weapon Focus (Rapier).

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with Combat Reflexes can't use the opportunist ability more than once per round.

Possessions: +1 rapier, +2 chain shirt.

Notes: Jagged is under a *heroism* spell (12th level caster) which has been included in his statistics.

Shard: male human Rgr 12; CR 12; medium-size humanoid (human); HD 12d8+60; hp 117; Init +8; Spd 40 ft. (8 squares); AC 23 (+5 armor, +4 Dex, +4 natural), touch 14, flat-footed 19, BAB +12; Grp +14; Atk +1 *frost composite longbow* +21 ranged (1d8+3 +1d6 cold +1d6 fire, 20/x3) or longsword +16 melee (1d8+2, 19-20/x2); Full Atk +1 *frost composite longbow* +21/+16/+11 ranged (1d8+3 +1d6 cold +1d6 fire, 20/x3) or longsword +16/+11/+6 melee (1d8+2, 19-20/x2); SA archery combat style (Improved Precise Shot, Manyshot, Rapid Shot), favored enemy (elf +4, orc +4); SQ Endurance, evasion, resistance to fire 20; swift tracker, Track, wild empathy, woodland stride; AL NE; SV Fort +14, Ref +14, Will +6; Str 14, Dex 18, Con 18, Int 8, Wis 14, Cha 6.

Skills & Feats: Escape Artist +20, Hide +18, Listen +18, Move Silently +20, Search +16, Spot +18, Survival +18; Improved Initiative, Improved Toughness*, Point-Blank Shot, Weapon Focus (Longbow).

Ranger Spells Prepared (2/2; save DC 11 + spell level): 1st – ~~longstrider~~, ~~resist energy~~; 2nd – ~~barkskin~~, *cat's grace*.

Possessions: Longsword, +1 *frost composite longbow* (14 Str), +1 *chain shirt*.

Notes: Shard is under a *heroism* spell (12th level caster) and his arrows subject to a *flame arrow* spell, both of which have been included in his statistics.

Appendix A: Monsters and NPCs (APL 16)

Items marked with an asterisk (*) are fully described in Appendix B.

Encounter 12

Aulicus, Prophet of the Hool: old black dragon; CR 16; huge dragon (water); HD 25d12+125, hp 331*, Init +0; Spd 60 ft. (12 squares), fly 150 ft. (poor), swim 60 ft; AC 36 (+4 armor*, +24 natural, -2 size), touch 8, flat-footed 36; BAB +25; Grp +42; Atk bite +32 melee (2d8+9, 20/x2); Full Atk bite +32 melee (2d8+9, 20/x2) and 2 claws +30 melee (2d6+4, 20/x2) and 2 wings +30 melee (1d8+4, 20/x2) and tail slap +30 melee (2d6+13, 20/x2), Space/Reach 15 ft. / 10 ft. (15 ft. with bite); SA breath weapon, *corrupt water*, crush, *darkness*, evasion, frightful presence, improved snatch, spell-like abilities, spells; SQ blindsense 60 ft., damage reduction 10/magic, darkvision 120 ft., evasion, *freedom of movement*** , immunity to acid, *sleep* and paralysis, low-light vision, *plant growth*, resistance to cold, fire, electricity and sonic 20*, *spell immunity* (vs. *holy smite*, *ice storm*, *scorching ray*)**, spell resistance 22, water breathing; AL CE; SV Fort +19, Ref +14, Will +16; Str 29, Dex 10, Con 21, Int 14, Wis 15, Cha 14.

Skills & Feats: Move Silently +17, Swim +21, Spot +27, Hide +19, Intimidate +13, Listen +27, Search +30, Knowledge: Religion +18, Knowledge: Royalty and Nobility +15, Languages (Common; Cleave, Clinging Breath*, Improved Initiative, Snatch, Improved Snatch, Large and In Charge*, Multiattack, Power Attack, Wingover.

Breath weapon (Su): 100-ft. line, 16d4 acid, Reflex DC 27 half.

Corrupt Water (Sp): Usable 1/day; spoil up to 10 cubic ft. of water or liquids containing water; range 240 ft; Will DC 24 negates.

Crush (Ex): Area 15' by 15'; small or smaller opponents take 2d8+13 bludgeoning damage, and must succeed on a DC 27 Ref save or be pinned.

Darkness (Sp): Usable 3/day; as *darkness*, but with 80 ft. radius. Caster level 8th.

Frightful Presence (Ex): 240-ft. radius, HD 24 or fewer, Will DC 24 negates.

Improved Snatch (Ex): Against Medium or smaller creatures, bite for 2d8+9 per round or claw for 2d6+6 per round.

Spell-like Abilities: Usable 1/day: *plant growth*. Caster Level 8th.

Spells: As a 7th-level sorcerer.

Sorcerer Spells Known (6/6*/2*/4; save DC 12 + spell level): 0 – *arcane mark*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st – *magic missile*, *mage armor*, *protection from good*, *shield*, *true strike*, 2nd – *false life*, *fog cloud*, *resist energy*; 3rd – *displacement*, *haste*.

Possessions: *ring of counterspells* (vs. *ray of enfeeblement*); *ring of evasion*.

Description: Blood thirsty, ill-humored, and a bully. He has a taste close combat and tasting the blood of his feared enemies. The world is his cattle, to feed upon and toss aside the scraps.

*Includes pre-cast spells.

Lord Holphin Neheli, Souldier of Vecna: male human Clr 16; CR 16; medium-size humanoid (human); HD 16d8+48; hp 132; Init +5; Spd 20 ft. (4 squares); AC 32 (), touch 16, flat-footed 28; BAB +12; Grp +12; Full Atk masterwork heavy mace +14/+9/+4 melee (1d8, 20/x2); SA rebuke undead; SQ *freedom of movement*, *protection from energy* (fire, electricity each 120 hp)** , resistance to acid and sonic 30**, resistance to cold 20, spontaneous casting; AL NE; SV Fort +18, Ref +12, Will +21; Str 10, Dex 12, Con 14, Int 10, Wis 20 (26), Cha 15.

Skills & Feats: Concentration +21, Ride +13 (+18 on dragon), Spellcraft +19; Empower Spell, Great Fortitude, Improved Initiative, Improved Toughness, Lightning Reflexes, Mounted Combat, Silent Spell.

Cleric Spells Prepared (6/7+1/7+1/7+1/5+1/5+1/4+1/4+1/3+1; save DC 18 + spell level): 0 – *detect magic* x3, *mending*, *read magic*, *resistance*; 1st – *command* x2, *cure light wounds* x3, *divine favor*,

*protection from good**, *shield of faith*; 2nd – *bear's endurance*, *cure moderate wounds x3*, *identify**, ~~*resist energy x2*~~, *sound burst*, *spiritual weapon*; 3rd – *cure serious wounds*, *dispel magic**, *invisibility purge*, ~~*protection from energy x2*~~, *silent sound burst*, *silent spiritual weapon*; 4th – *cure critical wounds x2*, *dismissal*, ~~*freedom of movement*~~, ~~*spell immunity*~~, *unholy blight**; 5th – *flame strike*, *slay living*, *spell resistance**; 6th – *anti-magic field**, *greater dispel magic*, *harm*, *heal x2*; 7th – *blasphemy x2**, *empowered flame strike*, *silent greater dispel magic*; 8th – *maximized flame strike x3*, *unholy aura**.

Possessions: Robes, masterwork heavy mace, +1 *Dragonrider full plate*, +3 *mithril shield*, *periapt of wisdom +6*, *cloak of resistance +4*, *helm of underwater action*, *ring of energy protection (major)(cold)*, *metamagic rod of empower spell*, *ring of freedom of movement*.

**Includes pre-cast spells.

Encounter 13

Jagged: male human Ftr 14; CR 14; medium-size humanoid (human); HD 14d10+56; hp 147; Init +4; Spd 20 ft. (4 squares); AC 28 (+11 armor, +2 Dex, +5 shield), touch 12, flat-footed 26; BAB +14; Grp +18; Atk *shatterspike* +22 melee (1d8+9, 17-20/x2) or dagger +17 melee (1d4+3, 19-20/x2); Full Atk *shatterspike* +22/+17/+12 melee (1d8+9, 17-20/x2) or dagger +17/+12/+7 melee (1d4+3, 19-20/x2); SQ resistance to acid and cold 30*; AL NE; SV Fort +18, Ref +12, Will +9; Str 19, Dex 14, Con 16, Int 6, Wis 8, Cha 8.

Skills & Feats: Climb +20, Ride +7; Cleave, Combat Brute*, Dodge, Elusive Target*, Greater Weapon Focus (Longsword), Greater Weapon Specialization (Longsword), Improved Critical (Longsword), Improved Initiative, Improved Sunder, Improved Toughness*, Mobility, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword).

Possessions: +3 *full plate*, +3 *heavy steel shield*, *shatterspike*, dagger, *cloak of resistance +4*.

Notes: Jagged is under a *heroism* spell (14th level caster) which has been included in his statistics.

*Includes pre-cast spells.

Pane: male human Sor 14; CR 14; medium-size humanoid (human); HD 14d4+28; hp 83*; Init +6; Spd 30 ft. (6 squares); AC 16 (+4 armor, +2 Dex), touch 16, flat-footed 14; BAB +7; Grp +5; Atk dagger +5/+0 melee (1d4 -2, 19-20/x2); Full Atk dagger +5/+0 melee (1d4 -2, 19-20/x2); SQ resistance to acid and cold 30; AL NE; SV Fort +8, Ref +8, Will +10; Str 6, Dex 14, Con 14, Int 10, Wis 8, Cha 21 (25).

Skills & Feats: Bluff +23, Concentration +19, Spellcraft +17; Great Fortitude, Empower Spell, Improved Initiative, Iron Will, Lightning Reflexes.

Sorcerer Spells Known (6/7*/1*/3*/7/6/6/3; save DC 16 + spell level): 0 – *acid splash*, *daze*, *detect magic*, *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read magic*; 1st – *mage armor*, *magic missile*, *ray of enfeeblement*, *shocking grasp*; 2nd – *bull's strength*, *false life*, *glitterdust*, *mirror image*, *resist energy*; 3rd – *dispel magic*, *flame arrow*, *fireball*, *haste*, *heroism*; 4th – *dimension door*, *fear*, *greater invisibility*, *wall of fire*; 5th – *cone of cold*, *dominate person*; 6th – *acid fog*, *mass suggestion*; 7th – *waves of exhaustion*.

Possessions: Robes, dagger, *boots of levitation*, *cloak of charisma +4*, spell component pouches.

*Includes pre-cast spells.

Glass, male human Rog 14; CR 14; medium-size humanoid (human); HD 14d6+42; hp 94; Init +8; Spd 30 ft. (6 squares); AC 20 (+6 armor, +4 Dex), touch 14, flat-footed 16; BAB +10; Grp +12; Full Atk *sword of subtlety* +15/+10 melee [add +3 if making sneak attack] (1d6+3 [1d6+6 if making sneak attack], 19-20/x2); SA *crippling strike*, *opportunist*, *sneak attack +7d6*; SQ *evasion*, *improved uncanny dodge*, resistance to acid 30*, *trapfinding*, *trap sense +4*, *uncanny dodge*; AL NE; SV Fort +6, Ref +15, Will +2; Str 14, Dex 18, Con 14, Int 14, Wis 6, Cha 4.

Skills & Feats: Climb +21, Disable Device +21, Escape Artist +22, Hide +22, Listen +17, Move Silently +22, Open Lock +22, Spot +17, Tumble +22; Dodge, Improved Initiative, Improved Toughness*, Lightning Reflexes, Weapon Focus (Short Sword).

Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points

of Strength damage. Ability points lost to damage return on their own at a rate of 1 point per day for each ability damaged.

Opportunist (Ex): Once per round, the rogue can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the rogue's attack of opportunity for that round. Even a rogue with Combat Reflexes can't use the opportunist ability more than once per round.

Possessions: sword of subtlety, +2 chain shirt.

Notes: Glass is under a *heroism* spell (14th level caster) which has been included in his statistics.

*Includes pre-cast spells.

Shard: male human Rgr 14; CR 14; medium-size humanoid (human); HD 14d8+70; hp 136; Init +8; Spd 40 ft. (8 squares); AC 26 (+5 armor, +3 deflection, +4 Dex, +4 natural armor), touch 17, flat-footed 22; BAB +14; Grp +16; Full Atk +1 *composite longbow* +23/+18/+13 ranged (1d8+3 +1d6 cold +1d6 fire, 20/x3) or *longsword* +18/+13/+8 melee (1d8 +2, 19-20/x2); SA archery combat style (Improved Precise Shot, Manyshot, Rapid Shot), favored enemy (elf +4, orc +4); SQ camouflage, Endurance, evasion, resistance to acid 30*, resistance to fire 20*, swift tracker, Track, woodland stride, wild empathy; AL NE; SV Fort +15, Ref +15, Will +6; Str 14, Dex 18, Con 18, Int 8, Wis 14, Cha 6.

Skills & Feats: Escape Artist +22, Heal +20, Hide +22, Listen +20, Move Silently +22, Search +18, Spot +20, Survival +20; Improved Initiative, Improved Toughness*, Point Blank Shot, Precise Shot, Weapon Focus (Longbow).

Ranger Spells Prepared (2/2/1; save DC 11 + spell level): 1st – ~~longstrider~~, ~~resist energy~~, 2nd – ~~barkskin~~, *cat's grace*; 3rd – *cure moderate wounds*.

Possessions: longsword, +1 *frost composite longbow* (14 Str), +1 *chain shirt*, *ring of protection*+3.

Notes: Shard is under a *heroism* spell and his arrows subject to a *flame arrow* spell (14th level caster), both of which have been included in his statistics.

*Includes pre-cast spells.

PLAYER HANDOUT #1

THE FORSAKEN

The Forsaken were part of an adventuring company that disbanded in CY 591 after a botched mission to provide a little reconnaissance of an orc camp resulted in the capture of several of its members. Since then, the Forsaken haven't been seen until today. Some rumors have them in the employ of Cryllor and its courts, others with the Church of Heironeous in Keoland. Other rumors have them as agents of the Silent Tower, collecting information in exchange for some unknown service. Their recent appearances have all centered around the collection of information on artifact weapons believed hidden in Keoland's borders. They are currently staying at the *Harp and Ale* tavern.

The Masked Mandolin – One of the most famous bards of Keoland, this dashing hero always appears in a fine outfit, complete with a plumed hat, and a domino mask covers his face at all times. No one knows his secret identity. A few notes from his mandolin are enough to make a Keoish damsel swoon. What villains can face the “Righter of Wrongs, Singer of Songs?” The Mandolin favors festive clothes and colors, and is tall and lean, with a tan complexion and dark hair and eyes.

Minister Down – This dour cleric of Heironious appears as a rail-thin Suel man of unusually pale complexion, dressed in severe black garments, a black cape, and a wide-brimmed black hat, even in the hottest Keoish summer. He rails against Keoland's moral decline in grim whispers. It is known that he has been responsible for burnings of several witches in Keoland, and he has recently targeted the churches of Cryllor as holding corruption and complacency. His enemies know him as The Witch Hunter and the Sinister Minister.

Sir Artur Valour – Sir Artur is older than the average knight, appearing to be in his mid-fifties. He is still in good health, and is quite capable at combat. He has paternal feelings towards his younger compatriots, acting as a voice of reason when the Mandolin attempts to do something foolish, or when the Sinister Minister starts on one of his tirades about the poor moral fiber of Keoish society. His soft-spoken ways and good looks have given him many fans of all ages. He entered the paladinhood late in life, having been a successful landowner. He was knighted in Cryllor and served several tours with the Mountain Lions, and is well known to members of that organization as one of the most pious and courageous members of that Order. Goblins and orcs raided and murdered his family and fields, and he took up arms and the way of the Knight to protect Keoland from these forces. He is known as the Grey Lion to his companions. He is prone to nightmares on some nights, and it is rumored his form is prison to a darker force - the Voice in his head.

PLAYER HANDOUT #2

My cherished heroes,

It is with great pleasure that I honor your accomplishments with a grand festival. Please proceed to Flampu's Fabulous Fashions, where my couturier, Flampu, will dress you in his marvelous creations for the Ball of the Red Masque, to be held tonight by Duke Luschan VIII of Gradsul. A carriage will come to pick you up shortly before sundown.

Please note that weapons must be left with the palace guards at the entrance. This includes all concealed daggers, walking sticks, and saps. All practitioners of divine or arcane magic must also leave spell components with our guards. You are not to dress in armor – you are expected to wear the costumes provided by Flampu. Remember, you are going to a formal ball, not traipsing around a dungeon! Fully-vested members of the Knights of the Watch are excepted from the rules prohibiting the wearing of weapons and armor, but are politely asked to do so nonetheless.

Finally, please remember to bathe. This includes all half-orcs.

Enclosed are your tickets to the Ball of the Red Masque, to be held tomorrow night, as well as tickets for the premiere of "All That Glitters – The Musical", to be held at the Von Reiklande Theater on the seventh day of the Festival.

Most Humbly Yours,

Lord Giovanni Stratofrutta VI



PLAYER HANDOUT #3

Most Supreme Archlich,

With aid from the Necromantic Academy of Warlocks, I have discovered more secrets for the glory of the Vecna! Research indicates that the artifact is known as the Mirror of Lendor. Manuscripts mention it during the time of the Old Suel Imperium. The Mirror is a relic of Lendor, the Suel god of Time, Tedium, Patience and Study.

Darkest One, I confess that my understanding of the Mirror is incomplete, and certain of its powers appear random. I know that it has the power to breach both time and reality. Manuscripts hint at a parallel world to ours, with a hideous yellow sun instead of the beautiful blood red sky we take for granted. I believe I have discovered a method for creating a gateway between these two worlds. The command words must be the four domains of Lendor – Time, Tedium, Patience and Study.

I have hidden the Mirror away from those that would discover our secrets. It lies within the Shrine of Bones at Vecna's Skull. The shrine's guardian should prevent intrusion. I have instructed the guardian to eat all interlopers. Lord Holphin Soulpiercer is en route to the temple to assist in guarding the Mirror, and should arrive soon.

After the March of the Flesh Masks, I shall proceed directly to the temple for further analysis of the Mirror. It shall yield its secrets to us!

Your humble servant,

Prince Lothar Von Reiklande



PLAYER HANDOUT #4

Instructions for Shadowdark guild members

Well wishes to you. Our guildmistress will be in attendance at the Ball of the Red Masque and it is our understanding you have been invited to attend. You should approach her and identify yourself with the following phrase – “You are a fair sparrow, but sparrows can be more than they appear.” She will respond with “a sparrow is an underestimated bird.” Once this is done you are to ensure the safety of the Guildmistress by watching over her during the Ball. Consider her to be in safe hands if she leaves with the Duke of Gradsul; you need not follow her, nor should you. You need only be her eyes and ears while she is at the Ball.

Sample Guests at the Ball of the Red Masque

Arcades Gromfast is a minor noble from Gradsul in his early 20's. His father owns a mercantile business dedicated to providing wood to the shipyards. He is dressed in a gray and electric blue tiger skull mask. He seems particularly interested in the news of the Duke's engagement to Lady Maressa. He seems less spoiled than most nobility. He had not heard of Giovanni Stratofrutta prior to the Ball, but he doesn't know much about the noble families outside of Gradsul (Skills: Sense Motive +2, Spot +1, Listen +2, Knowledge: Nobility and Royalty +1)

Lady Plancet is a noble from the Hinterlands in her late teens. She would be beautiful if it weren't for her hideous green and fuchsia lady bug mask. She has heard of Giovanni Stratofrutta, and seems impressed that his family has come up with the money for such a lavish festival. While they are a moderately successful winemaking family, their wealth is hardly on the level of the Duke's. She is interested in any heroic tales the PCs may have, since she comes from a boring farm region in central Keoland (Skills: Sense Motive -1, Spot -1, Listen +1, Knowledge: Nobility and Royalty +2)

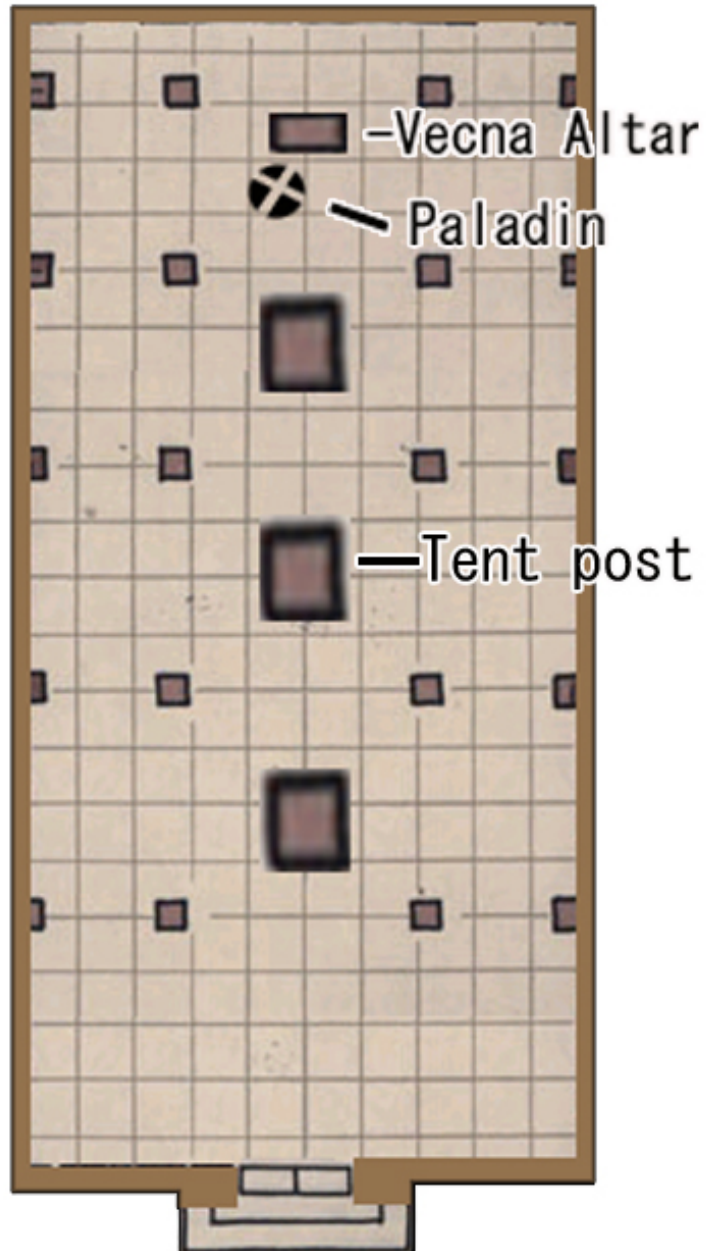
Glugg is a half-orc barbarian from Haven. He is wearing a mask of a forest elf, complete with pointy ears, only it is arbitrarily covered with little tapioca balls. He seems displeased with all of the festivities, since he has not been allowed to smash stuff with his greatsword, and he is particularly offended that the organizers of the ball have insisted on him bathing. He is neither bright nor charismatic, and he will quickly disappear before the adventurers can recruit him (Skills: Spot + 0, Listen +0)

Tionna, age 14, is the handmaiden to Lady Murcella, a wealthy Gradsul noblewoman who has yet to marry. Tionna loves to gossip, and makes several remarks about the dashing Masked Mandolin. She also seems fascinated by the news of the Duke's engagement. (Skills: Spot +1, Listen +6, Gather Information +4)

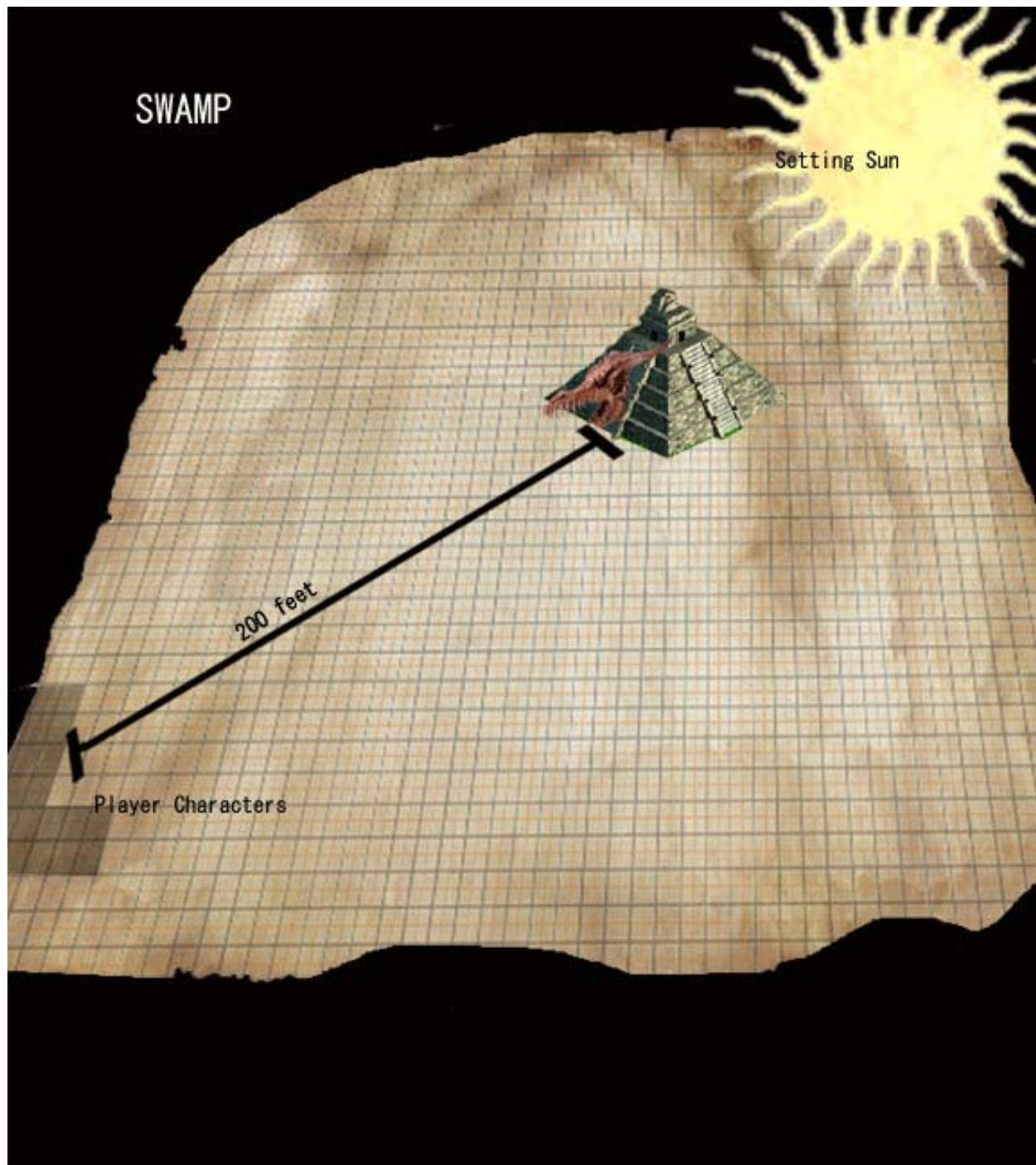
Caius Antonius, a man in his early 20's, wears an orange fan-shaped mask with holes for his eyes. He radiates faint evil if a **Detect Evil** is used. He works for the Gradsul Thieves' Guild, but knows nothing about the job they are performing tonight. He works as a spy for the Guild, and actively seeks out the local gossip. He would love to hear the PCs tales and any news they may have. (Skills: Spot +2, Listen +2, Sense Motive +3, Gather Information +7)

DM Aid #1: The Shadow Temple

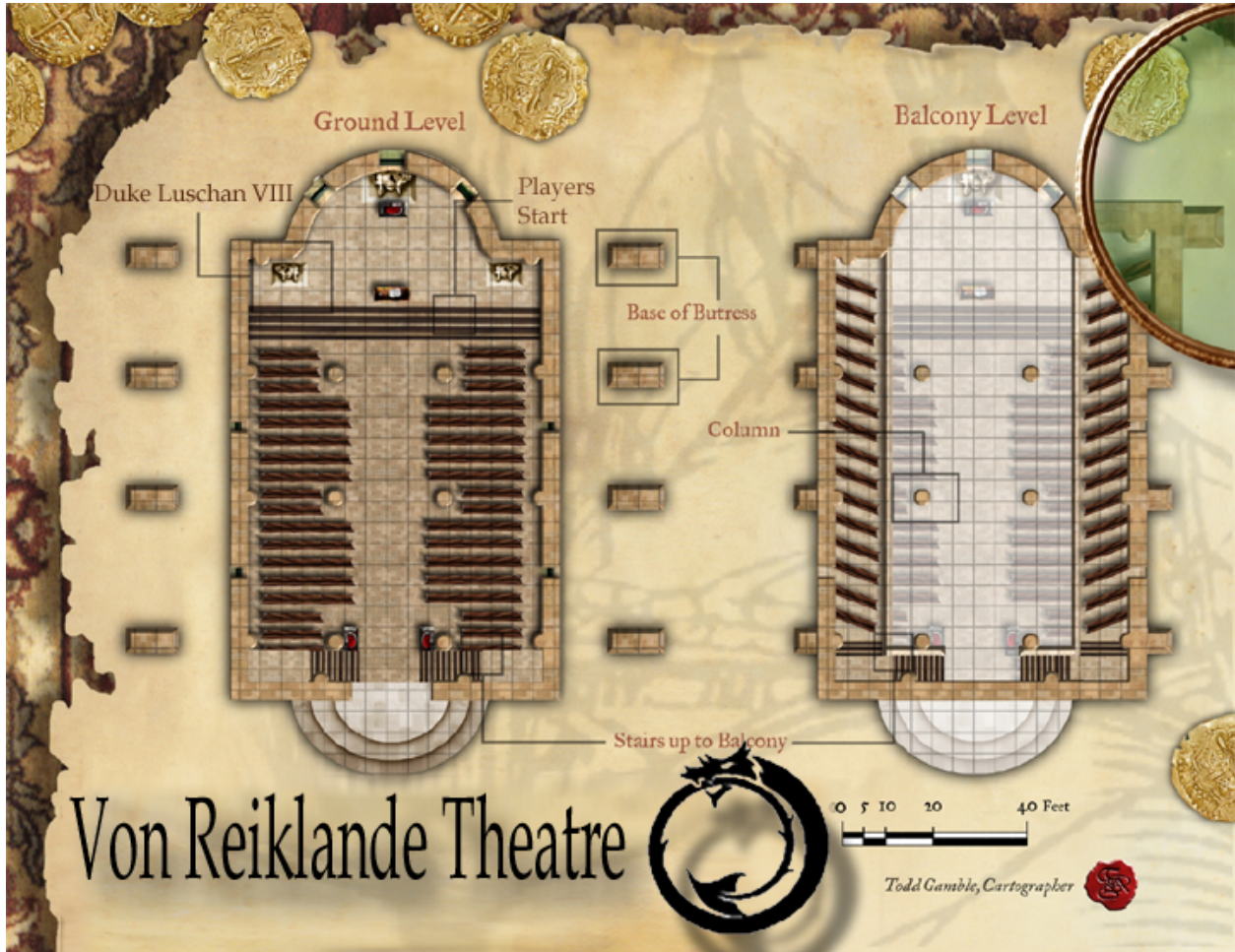
Tent: Map



DM Aid #2: The Skull of Vecna



DM Aid #3: The VonReiklande Theater



Appendix B: New Rules

New Feats:

Clinging Breath [Metabreath] (as featured in *Draconomicon*)

Your breath weapon clings to creatures and continues to affect them in the round after you breath.

Prerequisites: Con 13, breath weapon.

Benefit: Your breath weapon has its normal effect, but also clings to anything caught in its area. A clinging breath weapon lasts for 1 round. In the round after you breathe, the clinging breath weapon deals half of the damage it dealt in the previous round. Creatures that avoid damage from the breath weapon (such as creatures with the evasion special quality or incorporeal creatures) do not take the extra damage. A foe can take a full round action to attempt to remove the clinging breath weapon before taking any additional damage. It takes a successful Reflex saving throw (same DC as your normal breath weapon) to remove the effect. Rolling around on the ground grants a +2 bonus to the saving throw, but leaves the foe prone. A clinging breath weapon can be magically dispelled (DC equal to your breath weapon save DC). When you use this feat add +1 to the number of rounds you must wait before using your breath weapon again.

Combat Brute [Tactical] (as featured in *Complete Warrior*)

You employ strength and leverage to great effect in battle.

Prerequisites: Improved Sunder, Power Attack, base attack bonus +6.

Benefit: The Combat Brute feat enables the use of three tactical maneuvers:

Advancing Blows: To use this maneuver, you must make a successful bull's rush attempt against a foe. During the next round, all your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull's rush moved that foe.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt. If you do so, you gain an immediate additional melee attack against the foe. The additional attack is made with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you take on the attack roll must be -5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty x 1 ½, or x3 if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

Special: A fighter may select Combat Brute as one of his fighter bonus feats.

Divine Metamagic [Divine] (as featured in *Complete Divine*)

You can channel energy into some of your divine spells to make them more powerful

Prerequisites: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. Because you're using positive or negative energy to augment your spells, the spell slot for that spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Elusive Target [Tactical] (as featured in *Complete Warrior*)

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6 or greater.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if the attempt fails.

Improved Toughness [General] (as featured in *Complete Warrior*)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2

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

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Large and in Charge [General] (as featured in *Draconomicon*)

You can prevent opponents from closing inside your reach.

Prerequisites: Natural reach of 10 feet or more, size Large or larger.

Benefit: When you make a successful Attack of Opportunity against an opponent moving inside your threatened area, you can force an opponent back to the 5-foot space it was in before it provoked the attack of opportunity. After you hit with your attack of opportunity, make an opposed strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5-feet into the space it just left. An opponent you push cannot move any farther in this round.

Recover Breath [Metabreath] (as featured in *Draconomicon*)

You wait less time before being able to use your breath weapon again.

Prerequisites: Con 17, breath weapon.

Benefit: You reduce the interval between uses of your breath weapon. You wait 1 round less than usual before breathing again, but always at least 1 round. The feat stacks with the effects of metabreath feats, reducing the total time you must wait to use your breath weapon again by 1 round.

Special: If you have multiple heads with breath weapons, all breath weapons use the reduced interval.