

BDK6-01

That Which Slept

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

Version 1.0

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302 years ago, a blood-red Luna appeared over the Flanaess. Since that time, evil cults have celebrated the Festival of the Blood-Moon from the 10th to the 12th of Coldeven. It is at this ominous time that Gaiyle Markhalla has asked you for help. This will turn out to be a Festival the Flanaess does not soon forget. A Bandit Kingdoms regional adventure for APLs 6 to 12.

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

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at poc@bandit-kingdoms.net; for Living Greyhawk campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important

information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms 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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

Tens of thousands of years ago, the doomed city of Dar'kesh Anam was sealed away using powerful magic. This magic was fueled by the life force of an ancient silver dragon that sacrificed herself for this cause, to save the Flanaess from extraplanar invaders. This dragon, Vorelornir, was twisted by the experimental magic. Her ancient nature had made her nigh immortal, and the attempt to siphon her soul had unexpected, terrible consequences. She was transformed into a horrible creature of evil and chaos, with many of the traits of a shadow dragon.

The experience bound her to a terrible master who dictated an existence devoted to destruction. Vorelornir setup a lair in the mountains now known as the Bluff Hills, terrorizing the area for thousands of years. Eventually, a group of Ur-Flan priests, led by the aging mage-priest, Dahlvier, were able to lure Vorelornir south, away from her den. Near what is now called Steelbone Meadows, they were able to bind her beneath the earth. They placed her in a perpetual slumber, leaving powerful wards and guardians to keep her that way.

The legend of That Which Sleeps was passed down from the Ur-Flan and, over time, spawned cults of Nerull in the Bandit Lands devoted to preventing her release. Hearing that Iuz was trying to release That Which Sleeps, the Nerullites tried to enlist the aid of heroes to stop Iuz from such an apocalyptic end, knowing that even a demigod could not control the slumbering monster. In reality, Iuz was searching for Dar'kesh Anam and its fabled army of dead warriors to add to his Abyssal invasion force. However, informing heroes about something is a good way to pass the word around, and the resting place of That Which Sleeps also ended up in the hands of insane cultists of entropy who believed awakening the behemoth would usher in a new age of chaos and grant them favor with their dark lord.

Their plans recently came to fruition when a group of heroes unwittingly broke some of the wards binding Vorelornir. The disturbance of Dar'kesh Anam provided the final stroke, awakening That Which Slept. With the wards broken, Vorelornir was able to break free and return to reclaim her demesne in the Bluff Hills.

In nearby Groucester, High Lady Xavendra has recently discovered a powerful artifact, the *Shadowstaff*. Unbeknownst to Xavendra, this artifact was created by Vorelornir centuries ago, using part of her own essence, and the dragon wants it back. Due to a certain Gonagin's loose lips, word has spread about Xavendra's possession and Vorelornir is coming for it.

In preparation, Vorelornir has performed certain foul rituals just before the Festival of the Blood-Moon.

These rituals have stacked the deck in the dragon's favor for the evening of the Blood-Moon.

Adventure Summary

The heroes are asked to meet Gaiyle Markhalla to help with a mission against the Old One. They are asked to infiltrate the Groucester prison and rescue or recover a captured spy. Assuming the heroes agree, they are given a magical talisman that will protect one of them from the attacks of the vampire denizens of Groucester.

Entering Groucester on the morning of the 11th of Coldeven or earlier, the heroes have time to stroll about town before curfew forces them to return to the Inn. As the sun sets and Luna begins to rise, they notice the blood red color of the moon.

During the night, the city is attacked by Vorelornir and some ogres she has forced to worship her. The vampire, Viola, is sent to find adventurers in town and order them to help defend the city. She enters the heroes' room and orders them to get dressed and help. As they are talking, Vorelornir, seeing magical auras in the building, rips the roof off the inn and breathes into the room. This triggers the magical amulet Gaiyle provided the party, canceling many of the negative levels the heroes would otherwise receive. Seeing that none of the inn patrons are in possession of the *Shadowstaff*, Vorelornir leaves. The burst of positive energy has dazed Viola, allowing the heroes to escape the inn and complete their mission.

Infiltrating the prison, the heroes must fight guardians in the first room. Once they bypass the guardians, they can find the holding cell. The door to the cell is locked and, at most APLs, trapped. When they enter the room, the heroes discover a cruel joke by Xavendra. Expecting rescuers, she has killed all the prisoners and raised some of them as undead to attack the good guys.

After defeating the undead prisoners and recovering the corpses, the heroes can make their way out of town. On their way out of town, the heroes see Vorelornir and may notice a dark object grasped in her claws. However, as they beat a retreat, they are beset by 'children.' After defeating the 'children,' they can leave the city for good. At dawn, they see the smoking husk of what used to be Groucester, one of the twin-capitals of the Northern Alliance.

Preparation for Play

The Blood-Moon has special consequences for the heroes. The *restoration* spell (and similar effects which could remove negative levels) will not function during the Blood-Moon, as if they were cast in an area of anti-

magic (the caster will become aware that this particular type of magic is being suppressed after the first time they try to cast the spell). Similarly, spells from the Conjuraton (healing) school, such as *cure light wounds*, *heal*, or *lesser restoration*, require a Caster Level (CL) check, DC 10 + spell level, to function properly. An unsuccessful check causes the spell to fizzle with no effect. Spell completion and spell trigger effects follow this rule; use activated effects, such as from potions, do not have to make a CL check. The ELs of the encounters have been increased to account for this effect. After casting one of these impeded spells, the caster may attempt a DC 30 Knowledge (arcana) check to identify the effects. If the caster explains what happened to another character, the second character may attempt a DC 35 Knowledge (arcana) check to identify the effects. Each character may attempt this roll only once.

Spells from the Necromancy school, such as *inflict light wounds*, *energy drain*, or *false life*, are automatically empowered, as per the feat Empower Spell (the caster will become aware that Necromancy magic is being empowered after the first time that they cast a spell from that school).

Because this is a combat-heavy and action-oriented adventure, you will need to keep tight control of the table during the combats to ensure that you have enough time to complete the adventure.

Regional Warning

It is important to realize at all times that the Bandit Kingdoms are under the control of Iuz, the Old One, a chaotic, evil deity who revels in torture, depravity and trickery. Government officials tend to imitate many of the attributes of their dread lord. Things that you might take for granted in other lands, such as freedom of worship and the rule of law, are not valued by the rulers of the Combination of Free Lords. You may be able to strike at Iuz, but seldom can you strike at him overtly without paying the final price. Be warned, life is short for those who openly defy Old Wicked.

Introduction

It is early in the month of Coldeven, and the Dirty Dog Tavern in Rookroost is a good place to swap tales and relax after your recent adventures. While the weather outside is still cold, the hearth and companionship in the Tavern are warm, and Braegar's ale and wine stocks are as varied as ever. Entertainment is provided by a friendly wrestling match, pitting Gummy, the half-orc bouncer, against a young dwarf mercenary. Gummy seems to prefer

head butting to traditional holds and bars, while the dwarf is throwing wild hay makers left and right. The fight is soon over, as Gummy pummels the dwarf into unconsciousness. Surprisingly, the dwarf's friends cheer good-naturedly for Gummy as they revive their friend, and one of them shouts out that he is buying a round of drinks for the house.

The heroes should take this opportunity to introduce themselves to each other. Ask each player if their character belongs to any BK meta-orgs and, if so, which one(s). *Have them write this information on slips of paper to maintain in-character secrecy.*

Also, find out if anyone is Wanted by the Church of Iuz, and what their Disguise check is (they may NOT take 20 on this). While a hero's Wanted! score might not come into play during this event, it is best to make our player base as paranoid as possible. If anyone has a Wanted! score of Malcontent or higher, be sure to make an ominous "hmmmm" noise, and roll a few d20s behind a screen. Cackle evilly for effect.

Ask the players if their PCs played BDKI5-07 *Dawn's End* (BKCQ '05 Interactive), BDK3-01 *Pawn*, BDKI-01 *The Package*, BDKI-03 *The Fortress*, or BDKI-06 *Elven Connection*. If they did, and did not earn the Enmity of Gaiyle Markhalla, then a young boy (recognized as a runner in the Rookroost Thieves Guild by any PCs who are members of that meta-organization) runs into the tavern and delivers to them a letter before Gummy tosses him (gently) back out into the street. If no one in the party has played any of the above events, the lad will give the handout to the PC with the highest Wanted score.

The lad knows nothing about the letter or the person who paid to have it delivered, nor is he interested in talking with the PCs as he has more work to do. If the PC is disguised, the lad is not fooled (having been given a description of the PC's current appearance).

Upon opening the letter, the PCs find that it seems to make no sense. It speaks of an elderly woman living near Verbobonc City that needs the help of a gardener that can eliminate bugs on Pale Moon Apples. A DC 20 Decipher Script or Sense Motive check will give the heroes the true meaning of the letter. If the heroes do not make either of these checks, they will have to hire someone to decipher it or they are out of luck. A prominent thieves' guild like the one in Rookroost will be able to decipher the note, no questions asked, if a PC spends a favor or influence point with them. Otherwise the heroes must pay 200 gp to have the letter deciphered and keep the thieves from blabbing. Of course, the players may be smart enough to decipher it for themselves without contacting any thieves. Good for them. The true meaning is:

"Enemies of the Pale Lady should meet me in Hommel on the 5th of Coldeven. Bring friends. Gaiyle"

- Knowledge (local – Iuz's Border States) regarding Gaiyle:
- DC 5 "Gaiyle" is typically a woman's name.
 - DC 10 A woman named Gaiyle Markhalla was publicly executed three years ago here in Rookroost by the forces of Iuz.
 - DC 15 Gaiyle Markhalla was a "fixer", who often hired adventurers for jobs that opposed the Old One's minions.
 - DC 20 Rumor has it that she had something to do with that mess in the northern Fellreev late last year, so she must have been brought back to life somehow.
 - DC 25 Gaiyle's desiccated remains were on display at Lord Mortoth's palace during the Grand Ball of 594CY. Rumor has it that an adventurer actually managed to sneak by the guards and swallowed one of her finger bones!
 - DC 30 The bone was delivered to Guardian General Hok, who arranged to have her resurrected. The General hates owing people favors, especially dead people.

If the heroes decide to meet with Gaiyle, read the following box text:

Hommel is a small village on the road between the two capitals of the Northern Alliance, Rookroost and Groucester. Soon after entering the only tavern of Hommel, you are approached by a short woman, the hood of her cloak thrown back to reveal a beautiful face, long brown hair, and piercing, brown eyes.

"You must be the bodyguards I requested. If you'll come with me to my room, we can discuss the journey."

Gaiyle is using the Bluff skill to innuendo to the PCs that she would like to speak about their mission in the privacy of her room. If and when the heroes follow Gaiyle to her room, she will explain their mission. She has the following pieces of information to share:

- A spy with critical information about Xavendra's plans was recently captured and accused of treason. She would like the spy rescued. While the heroes are there, she would like them to also try to rescue three elves and four Reyhu humans from the Fellreev that were captured in an attack on Groucester late 595CY.
- The spy is a good-looking male Oeridian in his early 20s. He has an average complexion, light brown hair, and brown eyes. His name is Monen Shadik.

- Groucester is 90 miles north of Hommel. The journey should take three to four days.
- Because of the ongoing conflict between Xavendra and the Fellreev factions, elves are not allowed into Groucester. She recommends that elven PCs disguise themselves as half-elves before approaching the city.
- The information the spy has is related to Xavendra's plans to solidify her power base and have something to do with Dimre and Stoink.
- If the spy and/or the other prisoners are already dead, she would like the heroes to recover the corpses for *raise dead* or *speak with dead*.
- In case the prisoners are dead and the bodies need to be carried, she also provides the party with a *portable hole*. She expects the party to return this item at the conclusion of the mission.
- Gaiyle's organization has cast many divinations that point towards an opportunity on the 11th of Coldeven. The clearest result was: ***"When pregnant Luna bathes the streets in blood, the gates in the North will be opened."*** She believes this to be a reference to the Festival of the Blood-Moon.
- Gaiyle's organization has been able to acquire one magical talisman that will protect against the effects of the vampire denizens of Groucester. One hero, of the party's choosing, will be able to wear this amulet. **Note:** The amulet does take up the amulet slot.
- The amulet stores positive energy that is released whenever the wearer would normally be given a negative level. This burst of positive energy cancels the negative energy that would give the wearer a negative level.
- The will not work indefinitely. It will only block a certain number of negative levels before it crumbles into dust. The total number is unknown, but Gaiyle thinks it should be plenty to get them through the mission. This is a powerful item and she would like it back when the mission is over, if it remains.
- Gaiyle recommends the heroes make haste to Groucester, take lodgings in an Inn, and wait for the opportunity the divination foretells. She recommends that they enter the town during the day; to do so at night would attract Xavendra's vampire guards.
- Gaiyle will arrange for someone named Tomas to wait for the heroes on the road, two hours south of Groucester. The contact will wait for three hours each dawn for one week, starting on 12 Coldeven.
- If contact is not made within the week, Gaiyle will attempt to find the heroes.

- If asked how she was returned to life, all she will say is, ***"Hok does not like owing people favors, especially those who are dead."***

A Knowledge (history), (religion), or (local – Iuz's Border States) check will reveal the following information about the Festival of the Blood-Moon:

- DC 10 Sacred to worshippers of Nerull and most lawful evil cults as well, this grim festival technically begins on the 10th and ends on the evening of the 12th.
- DC 15 It commemorates the blood-red Luna which appeared all over the Flanaess on 11 Coldeven, 294CY.
- DC 20 Elaborate ceremonies are held in fell and shadowy places, many of which are grisly and unpleasant in the extreme. This festival is now honored in Iuz' lands as well since the Wars, in mocking celebration of the surprise attacks which decimated the Hierarchs of Molag in 583CY.

Gaiyle Markhalla: Female human Rog2/Wiz8/Spy1.

Development: When the heroes have finished speaking with Gaiyle, they are free to proceed to Groucester. The PCs might wish to try their own *divinations*. All divinations cast regarding Groucester, Xavendra, the spy, festival, or captured elves and humans, etc., are the same as the divination shared by Gaiyle. Proceed to *Encounter One*.

Encounter One: Groucester

Read or paraphrase the following if the heroes approach during the day (as they will do if they are smart):

Your journey to Groucester was a quiet one. The weather is still too cold for bandits and orcs, but the season is late enough that the roads are mostly clear of snow. The peasants near the city seem pleased with the High Lady's rule, stating that she even provided them with grain for the winter.

Your group makes its way into the city with little fanfare. The pair of human guards at the gate just smile as you enter; nary a bribe nor special consideration is asked. Plenty of Wanted! posters are tacked to the walls near the gate.

There are Wanted! posters for each PC that is a Dissenter or higher. The guards get a Spot check to recognize Wanted PCs (Spot +0, see the PC's Wanted AR for bonuses based on the PC's Wanted status). Due to the recent attack, elves are not allowed in the city unless they

are Bandits of the Greenkeep or are Citizens of the Northern Alliance.

At this point, the heroes can wander about the town. If they seem to be looking for a hook, remind them that their window of opportunity is supposed to be on the 11th (and if they understood the *divination* correctly, it will be at night as well), and in the meantime they might as well enjoy themselves. There are a number of sites to visit (see *Judge Aid Two*) and the heroes can find a few unusual items for sale at the Temple of Iuz. They may also Gather Information while exploring Groucester. Consult *Judge Aid Three* for Gather Information details.

If the PCs opt to stay at an inn, there is only one large room available due to an influx of Iuzians into the town in anticipation of the Festival of the Blood-Moon. If a PC owns certified property in Groucester, they may stay there instead. Either way, Viola and the dragon both find the PCs no matter where they are staying in Groucester. This will, of course, cause a large amount of damage to the property; have the player contact the Triad if Vorelornir destroys their home. If the PCs are staying in an extra-dimensional pocket via a spell or item, Viola casts *greater dispel magic*, ending the spell and attracting the dragon.

As the PCs roleplay around the city, play up the fact that many people here are content. Although Xavendra is a follower of Iuz, she has put up a consistently good front, and throughout the winter she has endeared the people to her by keeping the region in peace and establishing order for longer than most with human-length life-spans can remember.

Development: When the heroes decide to retire on the evening of the 11th of Coldeven, proceed to *Encounter Two*.

Encounter Two: How Many?!

Before continuing, ask the PCs if they are going to cast any buff spells, and, if so, at what time. This adventure expects for PCs to cast hour/level buff spells on the evening of the 11th, but do not allow the PCs to cast minute/level or shorter buff spells before they hear the attack. If they attempt to do so, they are meta-gaming and you should move the encounter back a few minutes accordingly.

Around 10pm on the 11th of Coldeven, the city is attacked by Vorelornir and her ogres. Give the PCs a DC 10 Listen Check. If they succeed, advise the PCs that they succeed that they hear shouting as the Iuzians prepare for the attack at the city's northern gate and walls. If the PCs look out the window, they can see soldiers running north through the streets, and they will hear them shouting

about an "army of ogres attacking". Ask the PCs what they would like to do, and allow them to cast spells as desired.

Three rounds after the start of the attack, Viola shows up at the Inn to commandeer the adventurers into the local militia. She uses gaseous form to slide into the room under the door. If any heroes are on watch, they see a strange mist coalescing in front of the door.

Do not tell the characters to roll initiative; Viola does not want to fight right now. If the heroes say they want to attack, ask them if they are sure. Point out that she is not attempting to attack them. If they absolutely insist, go ahead and roll initiative, skip the dialogue below, and move onto Vorelornir's appearance in the first round of combat.

A being of cold, pale flesh materializes from the mist with her hands up in non-confrontational position despite the iron holy symbol of Iuz hanging around her neck. She is a beautiful black-haired woman with pouting lips, mesmerizing green eyes, and a stern countenance.

"Adventurers," she addresses you, "ogres from the Bluff Hills have descended upon the city. By the authority of the High Lady I order you to stand with the militia and aid in Groucester's defense."

PCs that played BDK4-05 *Torrocks Legacy*, or make a DC 20 Knowledge (local – Iuz's Border States) check will recognize her as Viola, one of Xavendra's more powerful minions.

Viola is willing to discuss very little. If pressed, she makes it clear, as diplomatically as possible, that if the adventurers do not help defend the city, she will kill them. She clearly expects any Citizens of the Northern Alliance to heed her orders without question or delay.

Since she's not in the mood to talk, the best the heroes can do with Diplomacy is a fast check, which gives them a -10 penalty. Although she is not looking for a fight, she begins the encounter effectively Hostile. If a character lets it be known that he is a citizen of the Northern Alliance, her attitude will improve to Indifferent for that particular character. If made friendly or better, she will reveal the following pieces of information:

- The city is under attack by giant-kin and a colossal, flying, black thing.
- High Lady Xavendra will, most likely, reward the heroes for helping.
- She wants the heroes to go out into the streets and kill anything that's bigger than a humanoid.
- If asked for some form of identification, she will agree to scribe a note granting the heroes deputy

status for two days. As she is retrieving parchment, have Vorelornir make her appearance.

At a suitably dramatic point or when the heroes begin to attack Viola, read or paraphrase the following:

Suddenly, the entire building begins to creak and moan and you hear the fluttering of massive wings as an enormous talon smashes through the ceiling and grips the inside. The roof is then rent from the inn, and you stagger to keep your footing. Splinters fly through the air as the roof is tossed into the street allowing you a grand view of the talon's owner, and it does not look friendly. The full moon now bathes the room in a red glow, which is disturbing, since a colossal dragon as dark as a moonlight shadow now completely covers the hole in the ceiling.

This is Vorelornir, attracted by the magic auras it saw in the room from above. If they ask, PCs can recognize that her physical characteristics are those of a colossal+ silver dragon with a DC 20 Knowledge (arcana) check. To make her appearance even more terrifying, she is somewhat transparent and red Luna can be seen through her, bathing the room in a red glow.

This is a plot device; hence, use whatever you need, within the rules, to make it work. As soon as the roof is removed, everyone in the inn immediately must make a DC 54 Will save or be dazed while in the presence of Vorelornir. This is a mind-affecting effect, but not a fear effect (*heroes' feast* will not protect against it), so Viola is immune.

Since Vorelornir knew of the heroes' presence inside the inn, but the heroes did not know of Vorelornir, she gets a surprise round.

During the surprise round, assume Vorelornir has an initiative check of 37. This should place her before anyone that happened to make their Will save and played a Feign Surprise card.

Using her *greater arcane sight*, Vorelornir will immediately identify any active magical effects in the room. If she sees any such auras, Vorelornir will use *dispelling breath* to remove any protection against negative levels the PCs may have (such as *death ward* but not the amulet from Gaiyle), giving her breath weapon a targeted *greater dispel magic* (+15) against each hero and their ensorcelled possessions (for instance, a +3 *longsword* is unaffected, but a sword with *greater magic weapon* on it is affected). The heroes are then subjected to her normal breath effect of 10 negative levels, DC 54 Reflex save for half.

Vorelornir's breath weapon is a cone that catches everyone in the room, including Viola (possibly

dispelling her buffs, but then granting her 5 temporary hit points per negative level).

No one should be able to make this save without rolling a natural 20. If someone does roll a natural 20, Istus has smiled on the heroes, and they should have an easier time with the adventure.

Those that fail the save against Vorelornir's normal breath weapon gain 10 negative levels and most, if not all, of their buffs will have been dispelled. Give the players a chance to remember the amulet themselves, but don't let them sweat long if they don't remember; remind them if they forget. Since the positive energy is released in a flash, it protects all of the heroes from that one attack when it flashes, an unexpected benefit.

The number of levels protected by the amulet is dependant on APL. The list below shows the negative levels NOT prevented by the amulet. Roll separately for each PC.

APL 6: 1d2+1

APL 8: 1d4+1

APL 10: 1d2+3

APL 12: 1d4+3

For each negative level a character receives, they suffer the following penalties (PHB pg. 310):

- -1 penalty on all attack rolls, saving throws, skill checks, and ability checks (including Initiative).
- -5 hit point penalty. These can not be cured until the negative level is removed; this lowers the maximum hit point total of the character.
- -1 penalty to effective level (for level-based effects).
- Lose one spell or spell slot from the highest level spell level castable.

After breathing on the heroes and satisfying herself that none of them has the *Shadowstaff*, Vorelornir flies off to continue her oh-so subtle search. Once she flies off, the PCs become un-dazed.

The sudden flash of positive energy effectively dazes Viola for 5 rounds, or until she is attacked. The heroes are free to escape from her, albeit in their debilitated state. Some might even think to try to grab items off her. Do not encourage this, but it is allowed and it will not end her dazed state. Grabbing her and trying to put her in the *portable hole* is an incredibly bad idea, as she will become undazed and will attempt to kill the offender.

The PCs may now attempt to complete their mission, since this is probably the prophesied opportunity.

Viola: Female vampire, see *Appendix One*.

Vorelornir: Female dragon.

Treasure: The heroes may think to grab a bit of Viola's equipment on their way out (do not hint at this; let them decide to take the risk!). If so, they only have time to grab items that are visible and easily removed such as a potion, weapon, or pouch-belt; they are fools if they stay any longer. Be sure to keep track of exactly what the PCs grab (see the AR). Remember, she is only dazed for 5 rounds.

All APLs: L: 44 gp; C: 0 gp; M: 3,770 gp – *dusty rose prism ioun stone* (417 gp), *circlet of persuasion* (375 gp), *periapt of wisdom +2* (333 gp), *gauntlets of ogre power* (333 gp), *cloak of charisma +2 and turn resistance +4* (1,417 gp), *ring of counterspells* (333 gp), *ring of protection +1* (167 gp), *pearl of power (2nd)* (333 gp), *potion of haste* (62 gp).

Development: If they insist on attacking Viola, 1d4+1 bat swarms (previously summoned via her *children of the night* ability) fly into the room via the gaping hole in the roof to defend her. The swarms do not pursue the PCs unless one of them was foolish enough to grab Viola. Proceed to *Encounter Three (Optional)* or *Encounter Four*.

(Optional) Encounter Three: Here There be Ogres

This is an optional encounter. You must verify that all the players wish to participate. Assuming all players agree, this encounter costs them 1 TU each, 2 TUs if their PC is not a Bandit Kingdoms resident. If they do not wish to partake in this optional Encounter, proceed to Encounter Four.

The ogres are attacking the city's northern wall and have penetrated deep into the city. Ogres and Iuzians are battling hand-to-hand in the city's streets. The encounter start distance for both waves is 60 ft., due to smoke and lack of adequate illumination.

As you step out of the prison onto the streets of Groucester, you notice that the sounds of combat have become somewhat louder. You then realize that the sounds are not just closer, they are right around the corner! Suddenly, a large giant looms around a corner, and you hear an Iuzian priest scream at you, "Kill it!" just before he is cut down by another ogre.

Wave 1

APL 6 (EL 7)

Ogres (3): hp 29 each; see *Monster Manual* page 198.

APL 8 (EL 9)

Trolls (3): hp 29 each; see *Monster Manual* page 247.

APL 10 (EL 11)

Ogre Bbn4 (2): hp 79 each; see *Monster Manual* page 198.

Ogre Mage: hp 37; see *Monster Manual* page 200.

APL 12 (EL 13)

Ogre Bbn4 (3): hp 79 each; see *Monster Manual* page 198.

Ogre Mages (2): hp 37 each; see *Monster Manual* page 200.

Development: One minute after Wave 1 is defeated, another wave arrives, eager for battle. The PCs may choose to retreat before they arrive, but the optional encounter still costs them 1 TU.

Wave 2

APL 6 (EL 8)

Trolls (2): hp 63 each; see *Monster Manual* page 247.

APL 8 (EL 10)

Ogre Mage: hp 37; see *Monster Manual* page 200.

Troll: hp 63; see *Monster Manual* page 247.

APL 10 (EL 12)

Ogre Bbn4 (3): hp 79 each; see *Monster Manual* page 198.

Trolls (2): hp 63 each; see *Monster Manual* page 247.

APL 12 (EL 14)

Trolls (4): hp 63 each; see *Monster Manual* page 247.

Troll Hunter: hp 130; see *Monster Manual* page 247.

Tactics: Kill them all! The ogres are far more scared of the dragon than they are of the PCs. The ogre barbarians will rage and charge the closest opponent. The ogre mages are flying invisibly 10 ft. above the ground. They will open up with their *cone of cold* spell-like ability.

Treasure: Searching the bodies, the heroes will find the *spiral of dark insanity* on a dead ogre mage. A DC 20 Knowledge (religion) check will determine that this is probably a symbol of Tharizdun. The giants in the second wave have been looting the dead. As such, they have the following treasure on them.

APL 6: L: 42 gp – mithral dagger (42 gp); C: 0 gp; M: 208 gp – *scarab, golembane* (208 gp).

APLs 8-10: L: 254 gp – adamantite greatsword (254 gp); C: 0 gp; M: 416 gp – *bag of holding, type I* (208 gp); *ring of sustenance* (208 gp).

APL 12: L: 0 gp; C: 0 gp; M: 2,389 gp – +1 large battleaxe (193 gp), +1 large chain shirt (113 gp), rod of withering (2,083 gp).

Development: If they wish to rescue the prisoners, proceed to Encounter Four. If they wish to flee the city, proceed to Encounter Six.

Encounter Four: Infiltration

Though it has required some clever maneuvering, the chaos resulting from the attack has allowed you to make your way to the Groucester prison without further molestation. The doors to the building have been thrown open and left that way.

The entry to the building has been remodeled recently to reflect the new Alliance and Xavendra's fancy tastes. Giant stained glass windows have been installed with alternating portrayals of a grinning skull and the crest of the Northern Alliance. The red moonlight shining through these windows creates an unsettling atmosphere. The walls are lined with empty suits of armor bearing longswords and shields, with each shield having a grinning skull painted on it.

See *Judge Aid Four* for a map of the prison.

Creatures: The guardians of the prison will attack when someone not in the livery of Xavendra reaches the middle of the room, when someone attempts to open the large door while not wearing the livery of Xavendra, or when they themselves are attacked.

The stained glass golems are all hiding inside their window frames. Since they took 10 on their Hide checks, it takes a DC 48 Spot check to notice them. If the PCs fail the Spot check, the stained glass golems get a surprise round.

APL 6 (EL 8)

Stained Glass Golems (2): hp 86 each; see *Appendix One*.

APL 8 (EL 9)

Stained Glass Golems (3): hp 86 each; see *Appendix One*.

APL 10 (EL 9)

Stained Glass Golems (4): hp 86 each; see *Appendix One*.

APL 12 (EL 10)

Stained Glass Golems (6): hp 86 each; see *Appendix One*.

Tactics: Once activated, the golems attack those closest to them, “locking onto” a target until destroyed, the target is prone on the floor and not moving, or the target leaves the building while more targets remain within. If all of the PCs exit the building, the golems will pursue them for 5 rounds.

Treasure: None

Development: Once the heroes defeat the guardians, they are free to proceed to the holding cell area. Proceed to *Encounter Five*.

Encounter Five: Rescue

Just inside the holding area is a journal that records the crimes of the prisoners in the various cells. According to the log, all the prisoners accused of treason have been placed in a large cell at the end of the hall. The door to that cell has no windows and is locked.

Strong Wooden Door: 2 in. thick; hardness 5; hp 20; AC 5; Open Lock DC 25; Break DC 25.

Lock: hardness 15; hp 30.

Hinge: hardness 10; hp 30.

Masonry Wall: 1 ft. thick; hardness 8; hp 90; Break DC 35.

Traps: The door to the cell is trapped.

APLs 6-8 (EL 3)

Camouflaged Pit Trap: CR 3; mechanical, location trigger; manual reset; DC 22 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area directly in front of the door); Search DC 22; Disable Device DC 22.

APLs 10-12 (EL 9)

Wide-Mouth Pit Trap: CR 9; mechanical; location trigger; manual reset; DC 29 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area directly in front of the door); Search DC 29; Disable Device DC 29.

Trap bypass switch: Located along the left hand wall, immediately after the double doors from the entry chamber, is a hidden bypass switch (DC 25 Search). Should the PCs locate this switch and flip it, the trap on the cell door will be disarmed.

Treasure: At the bottom of the trap rests the skeleton of an unfortunate would-be rescuer from days gone by. Embedded in the dirt below the skeleton are a pair of

goggles of minute seeing and a *lens of detection*, both of which the Iuzians missed when they looted the body. A successful DC 15 Search or Spot check or a *detect magic*, will bring the items to the PCs' attention.

All APLs: L: 0 gp; C: 0 gp; M: 396 gp – *goggles of minute seeing* (104 gp), *lens of detection* (292 gp).

When the heroes have opened the cell door, they can see inside the cell. Eleven people (mostly humans, with a few elves) can be seen in the room, apparently unconscious (they are all dead).

Creatures: Xavendra expected the 'good guys' to send people to rescue these prisoners. As such, she killed them all and created undead out of some of them. To prevent telltale stench or decay, she cast *gentle repose* on each of the corpses. The undead have been ordered to wait here and attack anyone that enters the room. They will attack five rounds after the first person enters the room or whenever someone touches a corpse.

APL 6 (EL 6)

Shadows (2): hp 19 each; see *Monster Manual* page 221.

APL 8 (EL 9)

Wraiths (3): hp 32 each; see *Monster Manual* page 258.

APL 10 (EL 9)

Wraiths (4): hp 32 each; see *Monster Manual* page 258.

APL 12 (EL 11)

Wraiths (2): hp 32 each; see *Monster Manual* page 258.

Greater Shadows (2): hp 58 each; see *Monster Manual* page 221.

Tactics: The undead will start in the floor, keeping track of where adjacent creatures are as they enter and move about the cell. When the incorporeal undead rise to attack (a 5 ft. step), they gain a surprise round unless the party was somehow aware of their presence.

The incorporeal undead focus on different opponents, unless any of the PCs is displaying a holy symbol of a deity who sponsors Radiant Servants (Pelor, Pholtus, Lydia, etc.), attempts to turn undead, or is wielding a ghost touch weapon, in which case they will focus their attacks on that PC.

Development: When the heroes have destroyed the undead, they may place the corpses in the *portable hole* and then make their way out of Groucester. At this point, the PCs may wish to magically leave the city. The prison is too far away from the city's walls for them to *dimension door* out of the city. Other options may be

available to the PCs, so adjudicate to the best of your ability. Proceed to *Encounter Six*.

Encounter Six: Extraction

An occasional scream can be heard in the distance, but there are no disturbances near you. It appears as if the way to the southern gate is clear, although it is still quite a ways distant.

As you make your way through the ruined city, a sudden crashing sound emanates from the direction of Xavendra's mansion. Hovering in the air above the mansion is the dragon you saw earlier. It is a truly ominous sight before you, standing in a ruined city, the sky blood-red, and a shadowy dragon hovering in the air above it all.

A DC 20 Spot check will notice a long, black object in one of the dragon's claws. A DC 25 Spot check will notice that the item appears to be a black quarterstaff wreathed in shadowy tendrils.

The dragon takes one claw and draws a line down its chest, then reaches up with another claw, apparently placing something inside its own chest. There is a flash of what you could only term shadowy light and the dragon lets out a deafening roar before flying straight up into the clouds.

The heroes now may continue their journey out of town. One minute after leaving the prison, they encounter 'children' in the streets. The children appear to be crying over the bodies of their dead parents, roughly sixty feet away from an intersection that the PCs are moving through. The 'children' are actually adolescent vampire spawn feeding on now corpses.

Make the creatures look as innocent as possible! As the heroes get closer, the monsters turn around and see the heroes just as the dragon flies overhead and breathes. This time, the breath weapon misses the PCs. The children scream and are hidden by the black breath. When the breath clears, however, the children are still standing there, looking at them and smiling, now with 50 temporary hit points.

APL 6 (EL 7)

Vampire Spawn: hp 79; see *Monster Manual* page 253.

APL 8 (EL 9)

Vampire Spawn (3): hp 79 each; see *Monster Manual* page 253.

APL 10 (EL 9)

Vampire Spawn (4): hp 79 each; see *Monster Manual* page 253.

APL 12 (EL 12)

Vampire Spawn (8): hp 79 each; see *Monster Manual* page 253.

Treasure: The 'children' have been looting since the attack began and have many small valuables on them.

APL 6: L: 0 gp; C: 0 gp; M: 304 gp – *hand of the mage* (75 gp), *ring of swimming* (208 gp), *silversheen* (21 gp).

APL 8: L: 0 gp; C: 0 gp; M: 1,167 gp – *immovable rod* (417 gp), *pearl of power* (3rd) (750 gp).

APL 10: L: 0 gp; C: 0 gp; M: 2,399 gp – *figurine of wondrous power*, *silver raven* (316 gp), *ring of x-ray vision* (2,083 gp).

APL 12: L: 0 gp; C: 0 gp; M: 3,583 gp – *bracers of armor +5* (2,083 gp), *ring of minor spell storing* (1,500 gp).

Development: The PCs are free now to leave Groucester by the southern gate.

Conclusion

If the heroes spend the rest of the night just outside of town, read the following description of the city at dawn. If they travel south at night, skip to the following.

As the sun rises, you can see that there is not much left of Groucester. The walls have been demolished, most of the buildings lie in ruins, and no motion can be seen. It will take a long time for the city to recover, if it does at all. You do not even know if Xavendra survived the night.

PCs who own certified property in Groucester will be relieved to know that it survived the night, but has been commandeered by the Iuzians for the time being.

The heroes can find their contact on the road south of Groucester each morning at dawn and for three hours after dawn. The meeting location is two hours south of Groucester, so the heroes can leave the area around the city at dawn and still meet their contact that day.

If the heroes meet their contact, they will find that he brought two 7th level clerics that can restore any negative levels the heroes might have before they have to make any saving throws to recover them (*Restoration* spells begin functioning again at dawn on the 12th). The contact will pay the cost for the material component for up to six *restoration* spells. The clerics will cast as many

restoration spells as are needed, but will not supply the material component for more than six castings.

If the heroes do not meet their contact on the 12th of Coldeven, they must either restore the levels themselves or make DC 54 Fortitude saves for each negative level to prevent them from becoming permanent. If the levels become permanent, the clerics can remove them using *restoration* within seven days, but each casting only removes one negative level. Also, levels restored in this manner only restore the character to the minimum experience necessary to reach their new level.

After meeting your contact and delivering the bodies and what information you gained, you are left, like the other survivors, to ponder the events of the Blood Moon of CY596. What was that horrendous beast? From whence did it come? What did it want? What other catastrophes does the beast have in store for the Combination?

Development: If the PCs return Gaiyle's *portable hole*, she makes it available for purchase for a short time.

The wearer of the pendant gains *Touched by Good*. Amongst the other characters, any that rolled a natural '1' or had a total Reflex save of '5' or less against Vorelornir's breath gains *Touched by Evil*.

All characters that failed their save against Vorelornir's breath gain *Negative Insight*.

If the PCs recovered the bodies of the prisoners, they gain *Gratitude of the Fellreev Faction* and *Gratitude of Gaiyle Markhalla*.

If the PCs stole items from Viola, they gain *Enmity of Viola*. Cross out any items they did not get.

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.

(Optional) Encounter Three

Defeat Wave 1:

APL6 210 xp

APL8 300 xp

APL10 330 xp

APL12 787 xp

Defeat Wave 2:

APL6 390 xp

APL8 270 xp

APL10 360 xp

APL12 420 xp

Encounter Four

Defeat the guardians:

APL6 240 xp
APL8 270 xp
APL10 270 xp
APL12 300 xp

Encounter Five

Bypass or survive the trap:

APL6 90 xp
APL8 90 xp
APL10 270 xp
APL12 270 xp

Defeat the prisoners:

APL6 180 xp
APL8 270 xp
APL10 270 xp
APL12 330 xp

Encounter Six

Defeat the vampire spawn:

APL6 210 xp
APL8 270 xp
APL10 270 xp
APL12 360 xp

Story Award

Recovered bodies of prisoners:

APL6 180 xp
APL8 225 xp
APL10 270 xp
APL12 315 xp

Total possible experience (without Optional Encounter Three)

APL6 900 xp
APL8 1125 xp
APL10 1350 xp
APL12 1575 xp

Total possible experience (with Optional Encounter Three)

APL6 1350 xp
APL8 1687 xp
APL10 2025 xp
APL12 2362 xp

Treasure Summary

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

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

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

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

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

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

Encounter Two

All APLs: L: 44 gp; C: 0 gp; M: 3,770 gp – *dusty rose prism ioun stone* (417 gp), *circlet of persuasion* (375 gp), *perlept of wisdom +2* (333 gp), *gauntlets of ogre power* (333 gp), *cloak of charisma +2 and turn resistance +4* (1,417 gp), *ring of counterspells* (333 gp), *ring of*

protection +1 (167 gp), *pearl of power* (2nd) (333 gp), *potion of haste* (62 gp).

(Optional) Encounter Three

APL 6: L: 42 gp – mithral dagger (42 gp); C: 0 gp; M: 208 gp – *scarab, golembane* (208 gp).

APLs 8-10: L: 254 gp – adamantite greatsword (254 gp); C: 0 gp; M: 416 gp – *bag of holding, type I* (208 gp); *ring of sustenance* (208 gp).

APL 12: L: 0 gp; C: 0 gp; M: 2,389 gp – *+1 large battleaxe* (193 gp), *+1 large chain shirt* (113 gp), *rod of withering* (2,083 gp).

Encounter Five

All APLs: L: 0 gp; C: 0 gp; M: 396 gp – *goggles of minute seeing* (104 gp), *lens of detection* (292 gp).

Encounter Six

APL 6: L: 0 gp; C: 0 gp; M: 304 gp – *hand of the mage* (75 gp), *ring of swimming* (208 gp), *silversheen* (21 gp).

APL 8: L: 0 gp; C: 0 gp; M: 1,167 gp – *immovable rod* (417 gp), *pearl of power* (3rd) (750 gp).

APL 10: L: 0 gp; C: 0 gp; M: 2,399 gp – *figurine of wondrous power, silver raven* (316 gp), *ring of x-ray vision* (2,083 gp).

APL 12: L: 0 gp; C: 0 gp; M: 3,583 gp – *bracers of armor +5* (2,083 gp), *ring of minor spell storing* (1,500 gp).

Total Possible Treasure (without Optional Encounter Three)

Note: It is highly unlikely that the party will receive the maximum values listed below. They will probably receive little, if any, treasure from *Encounter Two*.

APL 6: L: 44 gp; C: 0 gp; M: 4,470 gp; Total: 900 gp (4,514 gp).

APL 8: L: 44 gp; C: 0 gp; M: 5,333 gp; Total: 1,300 gp (5,377 gp).

APL 10: L: 44 gp; C: 0 gp; M: 6,565 gp; Total: 2,300 gp (6,609 gp).

APL 12: L: 44 gp; C: 0 gp; M: 7,749 gp; Total: 3,300 gp (7,793 gp).

Total Possible Treasure (with Optional Encounter Three)

Note: It is highly unlikely that the party will receive the maximum values listed below. They will probably receive little, if any, treasure from *Encounter Two*.

APL 6: L: 86 gp; C: 0 gp; M: 4,678 gp; Total: 1,350 gp (4,764 gp).

APL 8: L: 298 gp; C: 0 gp; M: 5,749 gp; Total: 1,950 gp (6,047 gp).

APL 10: L: 298 gp; C: 0 gp; M: 6,981 gp; Total: 3,450 gp (7,279 gp).

APL 12: L: 44 gp; C: 0 gp; M: 10,138 gp; Total: 4,950 gp (10,182 gp).

Special

Touched by Good: You were at the center of a powerful burst of positive energy that has permanently changed your body and items. Your skin emits a faint golden, sparkling light at all times (candlelight strength). All items that you carried during this adventure are now a pearlescent, silver color. *Detect good* will detect a faint aura of good on you and all your items. These effects can be removed only by a *wish* or *miracle*. Gain one WCI point (Malcontent level).

Touched by Evil: You have been touched by a great malevolence, its taint having a permanent effect on you and your items. Your flesh has become pale and unnaturally cold. All items that you carried during this adventure now have a slight, greenish glow. *Detect evil* will detect a faint aura of evil on you and all your items. These effects can be removed only by a *wish* or *miracle*. Lose one WCI point.

Negative Insight: You have survived an immense inundation of negative energy. This contact has granted you new insight into the workings of negative energy and life. You gain Regional access to the following: *Enduring Life*^{LM}, *Lasting Life*^{LM}, *slashing darkness*^{MH}, *veil of shadow*^{MH}. LM = *Libris Mortis*.

Gratitude of the Fellreev Faction: The Fellreev Faction has arranged for you to have Regional access to the following: one darkwood shield, *lesser bracers of archery*, *mighty cleaving* weapon enchantment, one *wand of cure light wounds*. You also gain a +1 Renown bonus to your Leadership score when attracting a cohort who belongs to either the Fanlareshen Sylvan Elves or the Forts Hendricks and Scorn meta-organizations.

Gratitude of Gaiyle Markhalla: Choose one item on this AR (or the optional AR) to which you have access; you have 'Frequency: Regional' access to that item.

Enmity of Viola: Regional access to the following (cross out those not stolen from Viola): *circlet of persuasion*, *cloak of charisma +2* and *turn resistance +4* (17,000 gp), *dusty rose prism ioun stone*, *ring of counterspells*, *pearl of power* (2nd). If the PC is a Citizen of the Northern Alliance they are expelled from that meta-org. If the PC

owns property in Groucester, it is confiscated. Gain one Wanted by the Church of Iuz point (Insurgent level). This also counts as Enmity of the Northern Alliance.

Items for the Adventure Record

APL 6:

- *Chaotic water* (Adventure; A&EG)
- *Goggles of minute seeing* (Adventure; DMG)
- *Hand of the mage* (Adventure; DMG)
- *Lens of detection* (Adventure; DMG)
- *Portable hole* (Adventure; DMG)
- *Ring of swimming* (Adventure; DMG)
- *Silversheen* (Adventure; DMG)
- *Wand of inflict light wounds* (Adventure; 750 gp)

APL 8 (all of APL 6 plus the following):

- *Immovable rod* (Adventure; DMG)
- *Pearl of power, 3rd level* (Adventure; DMG)

APL 10 (all of APLs 6-8 plus the following):

- *Figurine of wondrous power, silver raven* (Adventure; DMG)
- *Ring of x-ray vision* (Adventure; DMG)

APL 12 (all of APLs 6-10 plus the following):

- *Bracers of armor +5* (Adventure; DMG)
- *Ring of spell storing, minor* (Adventure; DMG)

Special (Optional)

Gratitude of the Northern Alliance: In recognition of your defense of the city, the Northern Alliance has granted you Regional access to the following: *ghost touch* weapon and armor upgrades. You also gain -1 to your WCI score, if desired; if not, strikethrough this sentence.

Citizens of the Northern Alliance gain the above access and Regional access to: *nine lives stealer*, *robe of bones*, *rod of splendor*, *shirt of demon skin*^{MH}, and *wounding*. Citizens also gain a +1 Fairness and Generosity bonus to your Leadership score when attracting a cohort that is a Citizen of the Northern Alliance.

Spiral of Dark Insanity: This one-foot diameter spiral of purple metal functions as a staff. The area five feet around the *spiral* is 10 degrees (F) cooler than normal and the *spiral* is always covered in a thin frost.

Anytime a charge is used from the *spiral*, the wielder must make a Will save or become insane, as per the spell

insanity. The DC for this save is 13 plus the number of charges used.

Any NPC with ranks in Knowledge (religion) automatically treats the wielder of the *spiral* one category less friendly than they normally would.

The *spiral* contains the following spells:

- *Confusion* (2 charges)
- *Insanity* (5 charges)
- *Orb of cold, lesser*^{SC} (1 charge)
- *Orb of force, lesser*^{SC} (1 charge)
- *Magic missile* (1 charge)
- *Wall of force* (3 charges)

Strong enchantment, evil, evocation; CL 13th; Craft Staff, *confusion*, *insanity*, *lesser orb of cold*, *lesser orb of force*, *magic missile*, *wall of force*, 16,500 gp; Weight 4 lbs.

Items for the Optional Adventure Record

APL 6:

- Mithral dagger (Adventure; DMG; 502 gp)
- *Scarab, golembane* (Adventure; DMG)
- *Spiral of Dark Insanity* (Adventure; see above)

APL 8 (all of APL 6 plus the following):

- Adamantine greatsword (Adventure; DMG; 3,050 gp)
- *Bag of holding, type I* (Adventure; DMG)
- *Ring of sustenance* (Adventure; DMG)

APL 12 (all of APLs 6-10 plus the following):

- *+1 large battleaxe* (Adventure; DMG)
- *Rod of withering* (Adventure; DMG)

Appendix One – NPCs

Viola: Female human vampire Clr10/ Contemplative2 (Iuz); CR 14; Medium undead (augmented humanoid); HD 12d12; hp 89; Init +7; Spd 20 ft.; AC 34, touch 15, flat-footed 32 (+8 armor, +5 shield, +3 Dex, +1 deflection, +1 insight, +6 natural); BAB: +9; Grp: +15; Atk: +18 melee (1d8+12, +3 *morningstar*) or +15 melee (1d6+9 plus energy drain, slam) or +12 ranged (1d8/19-20, light crossbow); Full Atk: +18/+13 melee (1d8+12, +3 *morningstar*) or +14 melee (1d6+9 plus energy drain, slam) or +12 ranged (1d8/19-20, light crossbow); SA Blood drain, children of the night, create spawn, domination, energy drain, rebuke undead, spells; SQ Alternate form, bonus domain, divine health, DR 10/silver and magic, fast healing 5, gaseous form, slippery mind, spell immunity (*fireball*, *Otiluke's resilient sphere*, *searing light*), turn resistance +8, resistance to cold 10 and electricity 10, spider climb, undead traits, vampire weaknesses, SR 24; AL NE; SV Fort +14, Ref +12, Will +19.

Str 22, Dex 16, Con —, Int 14, Wis 20, Cha 20.

Skills and Feats: Bluff +31, Concentration +15, Diplomacy +10, Disguise +25, Hide +20, Intimidate +10, Knowledge (religion) +17, Listen +15, Move Silently +5, Search +10, Sense Motive +13, Spot +15; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Craft Wondrous Items, Divine Metamagic (quicken), Divine Shield, Divine Spell Power, Extra Turning, Quicken Spell.

Languages: Common, Abyssal.

Possessions: masterwork breastplate (+3 *magic vestment*), masterwork heavy steel shield (+3 *magic vestment*), masterwork morningstar (+3 *greater magic weapon*), light crossbow, 20 bolts, dagger, iron holy symbol of Iuz (2), spell component pouch (2), *dusty rose prism ioun stone*, *circlet of persuasion*, *vest of resistance +4*, *periap of wisdom +2*, *gauntlets of ogre power*, *cloak of charisma +2 and turn resistance +4*, *ring of counterspells (heal)*, *ring of protection +1*, *pearl of power (2nd)*, *potion of haste*.

Spells Prepared (6/8/6/6/5/5/3; base DC = 15 + spell level): 0—*cure minor wounds*, *detect magic* (2), *guidance*, *mending*, *read magic*; 1st—*bane*, *bless*, *deathwatch*, *disguise self**, *divine favor*, *sanctuary*, *shield of faith*; 2nd—*align weapon*, *death knell*, *desecrate*, *doom*, *invisibility**, *shatter*, *spiritual weapon*; 3rd—*animate dead*, *invisibility purge*, *magic circle against good**, *magic vestment*, *magic vestment*, *speak with dead*; 4th—*confusion**, *dismissal*, *divine power*, *greater magic weapon*, *spell immunity*; 5th—*dispel good**, *flame strike*, *quicken shield of faith*,

righteous might, *spell resistance*, 6th—*antilife shell*, *greater dispel magic*, *mislead**.

*Domain spell. **Domains:** Trickery (Bluff, Disguise, and Hide are class skills; Evil (Evil spells are cast at +1 caster level); Tyranny (Add +1 to the DC of compulsion spells).

Stained Glass Golem: CR 5; Medium construct; HD 12d10+20; hp 86; Init +0; Spd 30 ft. (can't run); AC 15, touch 10, flat-footed 15 [+5 natural]; BAB: +9; Grp: +10; Atk +10 melee (1d8+1/19-20, rake); Full Atk +10/+10 melee (1d8+1/19-20, rake); SQ DR 10/adamantine, fast healing 5, keen, magic immunity; AL N; SV Fort +4, Ref +4, Will +5.

Str 13, Dex 10, Con —, Int 4, Wis 13, Cha 7.

Skills and Feats: Hide +18*; Blind-Fight, Cleave, Great Cleave, Power Attack, Skill Focus (Hide).

Keen (Su): Rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex): Immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature. A *shatter* spell affects it normally (it is a crystalline creature). A *mending* spell heals 2d6 points of damage the golem has taken. Sonic attacks affect it normally.

Skills: *Receives a +20 competence bonus on Hide checks when standing motionless in a window frame.

(Source: *Monster Manual II*, pg. 116)

Judge Aid One – Area Map



Judge Aid Two – Groucester

Groucester (pronounced gr-ow-ster) is the eastern watch over the Fellreev, but its High Lady, Xavendra, a priestess of Iuz, also looks to the Bluffs for any signs of mining activity or free bandits. She has a rare resource, a dozen trained griffons that fly over the Bluffs with warrior-riders from Iuz's lands. Very charismatic, she was able to get the native bandits of the town to join her forces when she took command of it during the Greyhawk Wars. Since she restricts the blood thirstier rituals of Iuz's cult, her rulership is not all that oppressive. Still, rumors abound about the terrible dark rites performed in the High Lady's mansion.

Groucester is also curiously notable for its civilized veneer. Of the 500 soldiers stationed in or near Groucester, she has relatively few humanoid troops (she dislikes most non-humans). In fact, she maintains the richer houses as quarters for her human officers and griffon riders. High Lord Tadorinal of Rookroost often visits here as well.

Groucester has been enjoying a growth spurt over the last several years, due mostly to the stability her soldiers impart to the area. The creation of the Northern Alliance with the now deceased Lord Marshall Mortoth is rumored to have been all due to Xavendra's scheming and cunning, and it's no surprise to many that she was able to get the former Graf, now High Lord of Rookroost, Demmel Tadorinal, to go along with her plans. As a result, Groucester has grown from a small town into a large one over the past year. Xavendra, unlike most Iuzians, doesn't seem to revel in randomly torturing her citizenry, believing instead that a productive citizenry leads to a productive city, which in turn puts more gold in her coffers via taxes.

The crime rate in Groucester is incredibly low, as it is no secret that Xavendra commands a legion of vampires to do her bidding. These in turn control the hundreds of undead at their disposal. It is no surprise that anyone aspiring to serious crime instead moves to Rookroost. Groucester is under curfew every night at sunset; only Iuzians are allowed to freely roam the city after dark without being molested by one of Veth's "children." Perhaps not so odd, most residences and business reek of garlic.

Xavendra and two major groups of the Fellreev Factions, the Fanlareshen Sylvan Elves and the Reyhu of Forts Hendricks and Scorn, are at war with each other. As a result, the town's defenses have been fortified through sweat, muscle, and magic. Any open resistance to the local Iuzians garners a swift, and deadly, response.

Groucester (Large Town): Magical; AL CN; 3,000 gp limit; Assets 315,000 gp; Population 2,100; Mixed (human [OFSb] 1,554, half-orc 210, halfling 105, humanoids 105, gnome 42, half-elf 42, elf 21, dwarf 21, vampire?).

Authority Figures: High Lady Xavendra (female human, ruler of Groucester and co-ruler of the Northern Alliance), Veth (male elf vampire, lieutenant to Xavendra, sire of Viola), Chorsat Wensai (male human cleric of Iuz, Northern Alliance Emissary to the Bandits of the Greenkeep).

Important Characters: Jebediah (male human proprietor of the Red Stag Inn), Celestia (female human courtesan), Ruhda (female half-orc wife of Un'dar), Un'dar (male half-orc proprietor of the Dancing Demon Inn), Viola (female human vampire, lieutenant to Veth), Zorsch (male human bodyguard of Chorsat)..

Others: mystics and followers of Iuz: [Adp6, Adp3 (2), Adp1 (10)], Ari5, Ari3 (2), Ari1 (10), Bbn11, Bbn6 (2), Bbn3 (4), Bbn1 (8), Brd4, Brd2 (2), Brd1 (4), clergy of Iuz: [Clr9, Clr5 (2), Clr3 (4), Clr1 (8)], town elders: [Com11, Com5 (2), Com3 (4)], commoners: [Com1 (1,799)], artisans and craftsmen: [Exp10, Exp5 (2), Exp3 (4), Exp1 (59)], Ftr11, Ftr6 (2), Ftr3 (4), Ftr1 (8), Iuzian scouts: [Rgr 6, Rgr3 (2), Rgr1 (4)], Rog8, Rog4 (2), Rog2 (4), Rog1 (8), Xavendra's favorites [Sor7, Sor4 (2), Sor2 (4), Sor1 (8)], War8, War4 (2), War2 (4), War1 (99), Iuzian wizards [Wiz4, Wiz2 (2), Wiz1 (4)].

High Lady Xavendra: Xavendra is a beautiful woman indeed. She stands a proud 6' in height, is slim and lithe of build, and her ivory skin is enhanced by her thick, raven-black hair and full red lips. Her grey eyes cannot conceal her coldness and hateful nature, however. She delights in the company of charismatic humans, succubi and alu-fiends, and she is far more refined than the average Iuzian. When angered, she is a cruel and coldly sadistic woman, enjoying suffering for its own sake as a spectacle. When bored she's even more dangerous, as she's likely to entertain herself in ingenious, and dangerous to her guests, ways.

Veth: The fact that Veth is a vampire is a known secret in Groucester. Of course, many consider it rude or impolite to mention it in his presence. When sociable, Veth is congenial and chatty. As an elf, he had enjoyed a long life before becoming a vampire, and so he has a great deal of knowledge about a great many things. No one knows for sure when he was born, or when he was Turned, but it seems clear that he is a very old and powerful vampire. Always impeccably dressed

in expensive clothes of silk and gold threads, he is a strikingly handsome and dangerous man. When appearing in public with High Lady Xavendra, he often acts as her servant, advisor, and consort. When in public without her, he is often accompanied by Viola, his protégé. If Veth is jealous of High Lord Tadorinal's affections towards the High Lady, and if the High Lady is jealous of Viola, it is a well-kept secret. More likely, the four of them find debauched arrangements amusing.

Chorsat Wensai: At first glance, this unarmed Iuzian priest in simple clothes appears to be an older, fatherly figure. Chorsat is an amiable man with a missionary attitude, albeit he is a zealot dedicated to Iuz. Handpicked by High Lady Xavendra to serve as her emissary to the Defenders of the Greenkeep, he successfully swayed several of their tribes into rejoining the fold, so to speak, during the summer of 594CY (see the Bandits of the Greenkeep entry in the BKM). As a reward, the High Lady named him head of the Temple of Iuz in Groucester, and all Iuzians in Groucester, other than Xavendra and her personal minions, bow before him.

Chorsat can often be found leading services at midnight or wandering the city's library/museum, reminiscing about his days during the Greyhawk Wars, during which he served with distinction. He is always accompanied by his devoted bodyguard (and some rumor his son), Zorsch.

Zorsch: A handsome young warrior in heavy armor, he is utterly devoted to Chorsat. Still, his heart is as black as the night, and rumors of his deeds are often enough to chill the spine. He has been known to poison his greatsword with the venom from spiders that he personally captures in the Fellreev. Chorsat often lovingly refers to him as "my devoted paladin."

Viola: Standing five-and-a-half feet tall, Viola is slight of build and very attractive. Her hair is black and her eyes are green and mesmerizing, hinting at her Rover ancestry. Viola is a very old and very wise vampire, sired by Veth long before he came to Groucester. A powerful cleric of Iuz in her own right, she enjoys the debauchery of her un-life and is utterly devoted to Veth, and utterly scared of earning the High Lady's displeasure. Viola would like nothing more than to embrace Zorsch, but Chorsat will not allow her to.

Celestia: A beautiful Oeridian woman in her early 20s, Celestia can frequently be found in the Red Stag Inn. She and Jebediah are friendly, and he has no problem with her plying her trade in his establishment. In fact, her beauty draws customers into his inn, each hoping to spend some time along with her. As Celestia is very selective, these gentlemen often

spend far more than they consume in the inn while trying to impress her with their wealth and tales of daring-do. Celestia is not an evil person, but she would like nothing more than to feel Veth's teeth sinking into her neck, as she harbors romantic dreams about becoming a vampire, believing them to be beautiful and powerful creatures who lead worry free lives.

Exploring Groucester

The Red Stag Inn: A popular and prosperous inn, the Red Stag lies near the outskirts of Groucester. In fact, the newly completed city wall is a mere stone's throw away from the inn's outhouse. Whether the inn's prosperity and popularity are due to Jebediah's cooking, Celestia's beauty, or the fact that its patrons are not harassed by the High Lady's minions is unknown. Jebediah, is a short, stout man with red hair and a jovial nature. Like most innkeepers, he's a font of gossip and local news.

The Dancing Demon Inn: A rowdy inn located off a side-street in the heart of Groucester, the Dancing Demon is popular with half-orcs and other humanoids. This is because its proprietors, Un'dar and his wife Ruhda, are both half-orcs. Rumored to be former adventures from the north, Un'dar is missing his right hand while Ruhda is one of the tallest and strongest female half-orcs ever seen, both of which seem to confirm that rumor.

Close friends with Oytens the bard, the half-orcs are friendly with those who have earned the bard's favor. The pair are rowdy, often dancing with their patrons when not serving ale. The food is not all that good, but the orc kragg and frenzywater seems to keep the orc-blooded customers happy and lively. Maryam, a Baklunish girl in her late teens, nimbly serves drinks while avoiding wayward hands, and Un'dar and Ruhda consider her something of a niece, and are very protective towards her should any amorous advances become too insistent.

Groucester Library and Museum: High Lord Tadorinal and High Lady Xavendra often walk the spacious hall of the town's library when he visits. Oil paintings and other objects d'art taken from the sacking of the Shield Lands during the Greyhawk Wars provide a fine decor. To walk herein would be to enjoy a place of refinement and quiet pleasures if one were not aware of the true darkness of Xavendra's heart.

Temple of Iuz: Crafted out of blood-red marble mined in the Bluff Hills, the recently completed Temple of Iuz in Groucester is a stunning building capable of holding several hundred worshippers. A large statue of the Old One, made out of the same red marble, glares down at the faithful as they enter

through the temple's front doors. Chorsat and Zorsch both have quarters in the temple. Rumors that dungeons are located below have not been confirmed. Characters visiting the temple may purchase *chaotic water*, *potions of inflict light wounds*, and *wands of inflict light wounds*.

Constable's Office: The two-dozen city guards located here are all very attractive male veterans of the High Lady's armies. They spend vast amounts of time practicing with their blades, polishing their boots and armor, patrolling Xavendra's mansion grounds, etc. The city's low crime rate gives them little else to do, other than feeding any prisoners. If they are bored or chafe at the lack of excitement, they do not mention it in public.

Prison: Located next to the Constable's office is the newly renovated prison. Eight stained glass windows have been added, each depicting either Iuz's grinning skull emblem or Xavendra's standard. Next to each window stands a decorative suit of armor, holding a longsword and shield at the ready. Each shield has a grinning skull emblem painted on it.

(some passages quoted from *Iuz the Evil*)

Judge Aid Three – Gather Information

Gather Information (DC 10+)

- “The Baron of Wormhall hasn't been seen in almost a year. I don't even want to imagine what spooked a man as creepy as he is.”
- “The Abarra Assassins are hiring. Any of you looking for work? All ya have to do to get in is kill a man. Who's the man? What do you care? Are you interested?”
- “The Pale Lady has been good to us over the last year. I have to admit, I didn't trust her when this whole ‘Northern Alliance’ business came together, but we've actually seen less lawlessness overall. Of course, you still shouldn't oughta go out at night there folks. Methinks her vampires still wander about doing as they please.”
- “A giant in purple armor recently killed Rookroost's hill giant sheriff! He cut down the sheriff with one blow, and completely decimated the Funery Gate's guards. Grindell was lucky to escape, which is good, because he still owes me money!”

Gather Information (DC 15+)

- “Did you hear about that old king who reclaimed a throne in the Fellreev? They say he was a thousand years old and finally came back to restore his legacy!”
- “There are rumors that Cranzer has returned to Riftcrag. Gods, I hope it isn't true.”
- “A Knight Protector was seen coming through these lands a while back. Didn't say what he wanted, just asked for a night's rest at one of the local inns and passed through. How did I know he was a knight? Well, it should be obvious. He carried the standard of Great Aerdy on him!”

Gather Information (DC 20+)

- “Major Blaine may be gone, but he still has spies everywhere. He's keepin' an eye out on old lady X. Thinks he wants to put a knife in her back. Just between you and me, I hope the Laughing Rogue's dice roll in his favor. She gives me the willies.”
- “Lord Hind of the Johrase Mercenaries has plans to abandon Lord Malchat, the leader of the organization. Seems he's finally had enough of working for Old Wicked.”
- “Well, that lizardfolk rebellion done ended up good. 'Dem wicked Pholtans finally managed to put 'em back in line's the word. What with all

those Stoink bandits helpin' 'em out it ain't no wonder.”

Gather Information (DC 25+)

- “A raider attack on a silver caravan bound for Dorakaa failed miserably a couple months ago. Those that survived said that the caravan defenders were demons, but that they were disguised like humans and orcs! I'd say silver prospecting just became a less profitable enterprise.”
- “My cousin found a giant, blue scale up near the Rift. A local sage said it was from a dragon!”
- “The elves and Fort Hendricks launched an attack here late last year. Did you hear? Lady Xavendra fooled a whole bunch of adventurers by telling them it was Cranzer attacking! Can you believe that? Some people are such fools. That's why no one has been attacking the Northern Alliance recently. No one can fool the Graf and the Pale Lady when their forces are combined.”

Gather Information (DC 30+)

- “A wizard working for the mage of Hellstone Tower has been captured by Old Wicked's minions and taken to Riftcrag for ‘questioning.’ It looks like the mage of Hellstone Tower is alive, and he may need someone to rescue his wizard before he blabs.”
- “Someone broke into Xavendra's house and messed the place up. Heard she's found some powerful new weapon, too”
- “Have you ever heard the story of Molaho Khem, the greatest Flan warrior who ever lived? They say he is as strong as a dozen oxen, tough as a vein of pure adamantine, and quick as a bolt of lighting from the sky. He fought many great beasts of old and even slew a dragon with his bare hands! Too bad there ain't no heroes around like that no more.”
- “Have you heard about the travelers in violet robes? Them fellows are mighty twitchy, and they all seem to be heading north.”

Judge Aid Four – Prison Map

