

FUR4-04

Broken Dreams

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

Version 1.0

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Reviewed by Jason Bulmahn

Lord Vormar of Brancast Keep wants to make amends with his errant, adventuring daughter. Will you help a loving father reconcile with his daughter? An adventure designed for Living Greyhawk characters of 3rd to 14th level (APL 4 to 12). This adventure is the sequel to FUR2-05 *Sleep of Death*.

Acknowledgments: Thanks to Joe Carl for his insightful comments and advice on combats.

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. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

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

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	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	

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

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

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. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Furyondy. Characters native to Furyondy 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

In *FUR 2-05 Sleep of Death*, evil humanoids kidnapped Lady Shellenna, daughter of Lord Vormar of Brancast Keep, and her ladies-in-waiting. The captives were taken to an ancient underground stronghold in the Barony of Kalinstren. The humanoids had discovered this stronghold during the Greyhawk Wars, but were discouraged from fully exploring it due to the deadly traps and powerful creatures within. Lady Shellenna managed to escape her captors and fled into an unexplored section. There she encountered the spirit of the stronghold's creator – an evil, powerful wizard named Patience – and quickly fell under his sway. Patience destroyed her soul and transferred his own soul into her body.

Meanwhile, men-at-arms from Brancast Keep tracked the humanoids to the stronghold. They slaughtered many but were in turn slain by the traps and creatures the humanoids avoided. Progressing further into the stronghold, the men-at-arms inadvertently activated a deadly trap, slaying nearly everyone.

A sorely wounded Knight of Furyondy (Sir Jellack DeSavior) managed to survive the cataclysmic trap. Traveling adventurers came to his aid and volunteered to enter the stronghold and rescue Lady Shellenna. The adventurers encountered no resistance in the stronghold until they discovered the humanoids' leader (an ogre mage named Barrac) and his remaining followers. Barrac threatened the lives of Shellenna's ladies-in-waiting. After negotiations, the women were released and Barrac and his minions were allowed to flee the area.

Much to the adventurers' dismay, Lady Shellenna was not among the captives. The adventurers, after further exploration, found Lady Shellenna and escorted her to the surface. Now fully occupied by Patience's soul and with limited access to Lady Shellenna's memories, Patience convinced the adventurers that he was Lady Shellenna. Before the adventurers were able to return "Lady Shellenna" to her father, Lord Vormar, Patience escaped.

Lord Vormar rewarded the adventurers for the rescue of his daughter, despite her unexpected flight. He assumed Lady Shellenna had resumed her adventuring career. Sadly, she was rebelling from his authority once again. Yet, he knew she would eventually return and perform the duties that were expected of her.

However, returning to Lord Vormar in the guise of Lady Shellenna was far from Patience's mind. He was in deep despair from the loss of his spellbooks, magic items and wealth. All that he held dear had long ago turned to dust. Patience was a proper pauper: homeless, poor and without a future. For a time, he wandered aimlessly through the countryside.

After a few months, Patience came to terms with his losses. He began to plan again for the conquest of the Vice-Royalty of Ferrond (or the Kingdom of Furyondy, as it was now called). Like any competent villain, he had made contingencies for all eventualities...including his defeat. Patience, with what little spells he had left, turned his attention to finding one of his secret vaults. Within each vault, he had hidden a copy of his spellbooks, a few useful magic items and a modest amount of treasure.

Only one secret vault survived the centuries unlooted, and a "squatter" occupied this one. The "squatter" proved to be an elder xorn. Patience was nearly killed by the creature. Patience fled the vault vowing to return when he had fully recovered his strength.

Dejected, Patience traveled to southern Furyondy, Veluna and beyond, using the female body he was in to his utmost advantage. He tempted hedge-wizards and murdered them when they were defenseless. He stole their spellbooks and in this manner recreated his own spellbook. He murdered, robbed, swindled and lied without mercy to regain his wealth and acquire additional spells. In time, he attracted followers: new henchmen to aid him in his evil deeds. When he had regained sufficient strength, he returned to Furyondy to retake his secret vault. Once the xorn was defeated, he would once again have access to his spellbooks.

To celebrate his return to Furyondy, Patience decided to exchange the uncomfortable female body he was in for an appropriately male one. It was then he discovered the cruelest blows the Fates had in store for him. He had waited too long to transfer his life force and now was permanently attached to the body of Lady Shellenna. Additionally, he was slowly losing his ability to cast powerful arcana. The need to recover his lost spellbooks became immediate. Perhaps, with access to all of his spells, some of ancient and unique origins, he could reverse the deterioration in his spellcasting ability and transfer his essence into a male body.

As Patience moved north toward the Barony of Kalinstren and the secret vault, "Lady Shellenna's" return did not go unnoticed by Lord Vormar's vassals. Lord Vormar was shocked to learn of the evil that was being wrought in the vicinity of his daughter. Her traveling companions were violent and dangerous men. He and his advisors were convinced that she had fallen into the wrong crowd and perhaps was under some sort of enchantment. Confirming their beliefs, rumors spoke of an evil wizard named Patience as the one responsible for many of these crimes and deprivations. Lord Vormar needed to find his daughter quickly, before she was captured and he would be unable to protect her from the Laws of Furyondy. More importantly, he had to find her before these evil rumors were firmly linked to his

daughter and reached the ears of his fellow Furyondian nobles, soiling his name.

In Lady Shellenna's absence, several noblemen had expressed interest in marrying her. One such nobleman was Lord Denner Jakartai, the youngest son of Count Artur Jakartai, ruler of the County of Crystalreach. A union between Lord Vormar's daughter and the son of the Count Jakartai would secure the family's fortune and Lord Vormar's standing in King Belvor's court. The ambitious Lord Vormar had desired and often subtly suggested the creation of another province centered about Brancast Keep. A marriage between the two houses would go a long way to securing his dream of a Barony of his own. Shellenna would be safe and under control. She would never be able to embarrass him or the family again.

Lord Vormar planned to send Captain Willen Hagindar, a minor hero of the Greyhawk Wars, and his wizardly brother Rhovan Hagindar to retrieve his errant daughter. At least, that was the plan until a pack of wolves attacked one of his worker camps and began to slaughter innocent women and children. Lord Vormar and all his available men-at-arms gave immediate chase...thus begins the current adventure.

Adventure Summary

Adventurers are sent by Lord Vormar of Brancast Keep to retrieve his wayward daughter from a reckless adventuring group. The adventurers discover that the group – under the leadership of Lady Shellenna – is responsible for many robberies and murders committed throughout Furyondy. They soon learn Lady Shellenna has perished and is now “possessed” by an evil wizard named Patience. This villain seeks to enter a secret vault and renew his planned conquest of Furyondy. Ultimately, the adventurers confront and possibly defeat Patience, ending his despotic dreams of conquest.

Encounter One

The PCs are traveling along a road near Brancast Keep, in the Barony of Kalinstren, when they are attacked by barghests. Lord Vormar and dozens of men-at-arms arrive after the PCs kill the creatures.

Encounter Two

Impressed by the quick defeat of the barghests, Lord Vormar asks the PCs to help him find his wayward daughter, Lady Shellenna, and retrieve her from a band of reckless adventurers.

Encounter Three

As the PCs journey to the last known location of Lady Shellenna, they soon realize that the band of adventurers is not just reckless, but criminal and murderous as well. Evidence indicates that Lady Shellenna is the leader of this evil and destructive group.

Encounter Four

The PCs find one of Lady Shellenna's former henchmen. He objected to her vile deeds and was murdered for his troubles. For a simple favor, his ghost reveals that the true Lady Shellenna perished long ago. A wizard named Patience now occupies her body. He also reveals the future plans of Patience and the location of the vault.

Encounter Five

The PCs find Patience's secret vault. Before entering the vault proper, they encounter a dead xorn and Patience's drunken henchmen. The unconscious henchmen prove to be little trouble for the PCs. Some relevant information can be gained by interrogating them.

Encounter Six

Entering the vault's outer chamber, guardian(s) attack the PCs.

Encounter Seven

The PCs encounter Patience and his most loyal followers. A fight ensues.

Conclusion

Returning to Brancast Keep, the PCs report Lady Shellenna's death to Lord Vormar. Lord Vormar is distraught but rewards the PCs for their heroic actions.

Author's Note

At the premiere of *FUR2-05 Sleep of Death*, results indicated that Patience was released upon Furyondy. Despite what some players may have learned either through subsequent play of the module or through rumor, module results are based on what occurred at the premiere. Hence, no PCs are aware that Lady Shellenna is actually the wizard Patience at the start of this adventure. DMs are reminded to politely ask players not to reveal out-of-character information and to abide by the results of the premiere.

PCs will learn about the true nature of Lady Shellenna early in this module (Encounters Three and Four). These early encounters should give the PCs the impression that they are about to confront a very powerful, cunning and extremely deadly wizard.

For a brief description of the timeline of events, see Appendix B. Note that references to “Knowledge: Local”

refer to local knowledge of the Iuz Border States metaregion.

Encounter One

Tell the PCs that you are gathering some information that will be used at a latter point in the module. Inform them that at the start of the adventure they have been traveling down a road together for a couple of hours in the morning during Low Summer (specifically, Earthday, 20 Planting). Ask them for a brief character description, a standard marching order, three Listen checks and four initiative rolls. Some players will become suspicious, but make it seem like this is standard procedure. Use the middle Listen check (DC 25) to avoid being surprised and the third initiative roll for the combat that will occur this encounter. Ignore any other pregenerated d20 rolls in the following combat and the remaining combats of this module. The effect should be that once the boxtext is read, it will flow seamlessly into combat.

If all the PCs know each other already, then some modification of the boxtext will be necessary.

It is mid-morning and you are about a day and a half's travel away from Crying Spear Keep. Furyondy is abuzz with stories that adventurers are gathering at the Keep for a great expedition. Some have even suggested that more poor fools will be crossing the Veng River to strike deep into the Lands of Iuz...and liberate a few treasures along the way. Others claim that the adventurers are to be sent on a less glorious expedition against Barrac, the ogre mage Bandit Lord, who has been recently plaguing the northern part of the County of Crystalreach with his bold raids. The Bandit Lord's raids have grown so tiresome that whatever loot is recovered will be for the adventurers to keep.

Only the braver souls have made the journey this far towards Crying Spear. Off and on you have made contact with several adventurers: some have chosen to speed up their travel, others have chosen different routes and a smaller number have abandoned their plans altogether. The travel north has thus not been totally uneventful. The conversation has been good and this morning is no different. For the last few hours you have been getting to know your fellow travel companions and the prospect of adventure ahead.

[Pause here if PCs do not already know each other to allow for brief in-character introductions.]

Almost an hour ago, you passed Brancast Keep on this hilly road. The rebuilt walls of the Keep were

barely visible through the trees. Now, a cool breeze picks up from the west, gently rocking the branches of the trees along side the road, stirring the nearby grass and underbrush. Suddenly, a blurred four legged beast leaps out of the tree line with lightning speed toward you. A fraction of a second later, several hunting horns sound from close behind it.

The Listen check was to see if the PCs are surprised by the sudden emergence of the barghests. Those who failed the Listen check are surprised and get no action during the surprise round. As stated above, the PCs have already rolled their initiatives for the combat, so the fight can begin immediately.

The barghests were aware that travelers were along the road and decided to ambush them, despite being hunted. This shows the arrogance of the creatures and their utter disdain for their hunters. Once the battle is over, the hunters arrive.

Describe the creatures as wolf-like monsters with blue-tinged fur, wickedly sharp claws and a fiendish glint of intelligence in their glowing orange eyes.

APL 4 (EL 5)

➤ Greater Barghest: hp 81; see *Monster Manual*, pp. 22-23.

APL 6 (EL 7)

➤ Greater Barghest (2): hp 81; see *Monster Manual*, pp. 22-23.

APL 8 (EL 9)

➤ Greater Barghest (2): hp 81; see *Monster Manual*, pp. 22-23.

➤ Greater Barghest, Half-Fiend: hp 90; see Appendix A.

APL 10 (EL 11)

➤ Greater Barghest, Half-Fiend (4): hp 90; see Appendix A.

APL 12 (EL 13)

➤ Greater Barghest, Half-Fiend (8): hp 90; see Appendix A.

Tactics: These barghests are neither summoned nor conjured creatures and attack in their natural form. They employ *blink*, *rage* and *invisibility sphere* during combat and will not hesitate to use spells (such as *crushing despair* and, if applicable, *unholy blight* and *poison*). At APL 8 and above, one or two barghests will hold off attack in the surprise round to cast *mass enlarge* and *mass bull's strength* on the others. In general, the barghests

prefer to engage weaker opponents rather than tough ones. When fighting tough opponents, however, they will gang up on that individual. While barghest will target riding animals, they have refined their taste to prefer more intelligent prey.

Development: As the last barghest falls, the cavalry arrives...literally. Emerging from the trees and along the road are a group of light, medium and heavy cavalry. Hunting horns blare and flags and pendants wave in the wind. A Knowledge (Local or Nobility and Royalty, DC 15) check will ascertain that the flags and pendants are either from Brancast Keep (i.e., crossed longswords over a black tower) or Furyondy. The crest on the armor of the horsemen indicates they are from Brancast Keep.

From out of the trees and along the road emerges a group of armored horsemen. Pendants and flags flutter in the breeze and the sounds of hunting horns blare about the mid-morning air.

A man in highly polished full plate armor, riding atop a large, magnificent, heavily armored stallion moves to the fore. "I am Lord Vormar of Brancast Keep. I trust you found this morning's exercise enjoyable."

He chuckles and the men under his command give full-throated laughter. Lord Vormar holds up a hand and the laughter ceases. "All jests aside, I thank you for the slaying of these foul beasts. These wolves fell upon the families of the workers rebuilding my keep. Many women and children were slain. Again, I thank you. Please allow me to repay you with a good hot meal and someone to tend to your wounds."

Lord Vormar is inviting the PCs to return with him to his home for lunch as a reward for their slaying of the barghests. If any of the PCs possess the *Knight of the Hart Reward* (from *FUR02-05 Sleep of Death*), then Lord Vormar will have heard of the PCs' heroism and prowess in battle from Sir Jellack and will address these PCs by name and treat them very cordially. The adventure is over for any PCs who refuse the invitation. Have these PCs continue on their journey to Crystal Spear Keep only to find that all adventuring parties have been hired. Feel free to roleplay with these PCs until the end of the slot.

☞ **Lord Vormar Aldestead:** Male, human, LN, Ftr7, 81 hp. Over six-foot tall, in his mid-fifties, Lord Vormar still has a muscular, athletic build. His brown hair is graying at the temples. He has a hawkish face with deep, piercing blue eyes.

☞ **Sir Jellack DeSavior:** Male, human, LG, Pal6/KoH(Furyondy)2, 84 hp; (see Appendix); heraldic symbol on breastplate identifies him (Knowledge:

Nobility and Royalty, DC 15) as a Knight of the Hart (Furyondy). Sir Jellack is just under six feet in height, with long pale blond hair, green eyes and an athletic build. He is in his mid to late forties.

☞ **Captain Willen Hagindar:** Male, human, LN (with evil tendencies), Ftr4, 45 hp. Captain Hagindar is in his late forties. A man of great strength, he is balding but retains a full black beard. A Knowledge (Local, DC 25, or History, DC 20) check will reveal that Captain Hagindar was a minor hero of the Great Northern Crusade. He single-handedly protected nearly a dozen pages and servant children from a troll and a handful of hobgoblins.

☞ **Rhovan Hagindar:** Male, human, NG, Wiz7/LM1, 32 hp. Older brother of Willen Hagindar, Rhovan is in his late fifties and is slightly taller than his brother. He is lanky, completely bald and has rich brown eyes. He unknowingly twists his handlebar mustache when he is deep in thought.

☞ **Darvin D'Alluy:** Male, human, CG, Clr5 (Trithereon), 44 hp. In his mid-thirties, this man of average height and weight has a friendly, open face. He has brown eyes and black hair.

☞ **Cavalry (30):** Male, human, LN, War3, 20 hp; variety of armor and weapons suitable for a mixture of light, medium and heavy cavalry.

Incidentally, should the PCs require immediate healing, Lord Vormar will offer the services of Darvin D'Alluy and Sir Jellack. Both Sir Jellack and Captain Hagindar will identify the wolf-like creatures as barghest and refer to them as very dangerous monsters.

Encounter Two

Travel to Brancast Keep is uneventful. Within the hour, everyone arrives at the Keep. The PCs pass through a section of the workers' encampment that was obviously attacked by the "wolves". If asked, Lord Vormar will confirm that the camp was attacked by the wolf-like creatures ("*Barghests, my lord.*" Sir Jellack points out the correct name of the creatures). Lord Vormar will shake his head sadly and regretfully repeat that many women and children died in the attack.

Several family tents have been heavily slashed; the camp is in disarray and broken arrows are scattered all about. The water in the drainage ditch running through the center of the camp has a distinctly reddish hue. Both workers and guards putting the camp back in order, give hearty cheers at the sight of their lord and word that the

“wolves” were slain. Several cheers and nods of respect are directed toward the PCs.

As the PCs pass through the gate and into the courtyard, they will observe other workers finishing up repairs to the outer wall of the Keep. The restoration to Brancast Keep is nearly complete. The Keep stands across the Crystal River from the village of Brancast and serves as an important logistical base for supply routes to the boundary lands. During the recent war with Iuz, the Keep has become critical to the on-going operations of Furyondy troops and their resupply along the northeastern border of the Kingdom. In more peaceful times, under the protection of Brancast Keep, trading ships on the Crystal would provide supplies to the Barony of Kalinstren from the eastern edge of the Kingdom

With much pomp and circumstance, Lord Vormar escorts the PCs into the Great Hall. If needed, Lord Vormar will call for his priests to heal the PCs free of charge. The PCs will be healed of all wounds that occurred in combating the barghests, though none of the priests will cast divine spells above fourth level.

Lord Vormar climbs onto a modest-sized dais at the end of the hall and settles into an intricately carved chair. Sir Jellack, Rhovan and Willen Hagindar also step onto the dais and sit near their lord. Lord Vormar summons the PCs to stand before him in audience (i.e., within 10 to 15 feet from the dais) and speaks in an authoritative voice:

“I want to thank you personally for your efforts and bravery in destroying those creatures...barghest, I believe they are called. With the start of the war, such creatures have not been foreign to our lands of late. Mostly, they have attacked the stray traveler or two but this time they were bolder and attacked in numbers. They evaded my patrols and slew innocent families of many of my workmen. By the time my guards and I arrived, the fiends had fled into the woods.

We gave chase as soon as we were able, but it was you, my friends, who defeated them. Again, you have my gratitude. Please, dine with me and, if you like, feel free to spend the night. I would like to learn more of your travels and adventures. Unfortunately, with the start of this new war, I have not been able to travel Furyondy as much as I did in the past nor adventure. I envy my daughter...”

Lord Vormar stops in mid-sentence as if a thought has suddenly occurred to him. He looks meaningfully at Sir Jellack and then exchanges glances with Captain Hagindar. The Knight and the Captain shrug to their lord, nodding with acquiescence.

Lord Vormar smiles and muses aloud, “Perhaps your defeat of the barghests – excrement of Iuz that they were – was no accident. Perhaps, the Fates have intervened and brought you before me today. Please approach, so that we may discuss this matter with some privacy.

Lord Vormar waves the PCs to approach within an arms length of him and his advisors. Once a majority of the PCs have done so, Lord Vormar continues in a softer voice:

“My friends, I have a small problem that may require services of ones trained such as you. I hope that you will be willing to aid a Furyondian noble in need. Will you be willing to hear out my request? If you choose not to help me, I will not be offended in the least and you will be still welcome to enjoy the noonday meal with me...and stay the night, as well. What say you?”

Hopefully the PCs agree or this will be a short adventure. After the PCs answer affirmatively, have each of them make a Spot check (DC 15) to notice that their words have an unexpected effect on Lord Vormar and his advisors. Lord Vormar pales and closes his eyes as if in sufferance. Sir Jellack blinks rapidly and mutters (Listen, DC 20), *“By Hieroneous! Did they eat goat cheese this morning?”* Captain Hagindar gulps suddenly and makes a choking sound. Finally, the court wizard, Rhovan Hagindar, hastily brings a perfumed cloth to his nose.

Lord Vormar gestures abruptly and says with an edge of panic, “Step back! Step back, good sirs [and ladies]! Step back!”

He takes a deep breath and in a calmer, more refined voice, he continues, “Excellent! I had so hoped that you’d be interested. My friends, my eldest daughter is an adventurer, much like you. She has wandered much of the Flaeness in recent years and has just returned to Furyondy. I had hoped to talk with her, but our last meeting was...strained. She felt I was pressuring her into marriage; perhaps that was an unwise choice on my part. I had hoped that... Well, I had hoped that we could reconcile. The war with Iuz has put a great burden upon my family and those that depend upon me. Make no mistake, however, service to King Belvor and the Furyondy people is the lifeblood of my family. We serve our King and the Kingdom gladly and loyally.

While I want nothing more than the happiness of my daughter, I had hoped that she would give up her adventuring ways and return home to help me and

her siblings in running the keep and aiding in the war effort."

Lord Vormar sighs. He stares off into the distance as tears well up in his eyes. His voice trembling with emotion, he smiles wanly. "It is probably too much to hope. I have been told that she is in a small village about two days hard-ride from here. If I or any of my advisors were to seek her out, she would likely bolt at first sight of us. But, if you would be willing to do me a favor and present my case to her – a reconciliation, nothing more – she would certainly be more inclined to listen to you than me. What say you? Are you willing to help a loving father make peace with his daughter and let her know that her birthright will always be here?"

Lord Vormar is "pulling on the heart strings" of the PCs to get them to do his bidding. A successful Sense Motive check (DC 25; Lord Vormar made his Bluff check) confirms that Lord Vormar is not being completely honest with the PCs. This is not a big surprise since Lord Vormar has a reputation (Knowledge: Local or Knowledge: Nobility and Royalty, DC 15) of being ambitious, conniving, greedy and very frugal (notice he did not bring up payment). Obviously, he has an ulterior motive for his daughter's return.

Lord Vormar and his advisors can provide the PCs with the following information:

- Lady Shellenna is a tall (6' 1"), slim brunette in her mid-twenties. She has brown eyes and is very lovely. She is an experienced scout (i.e., rogue) and archer.
- In the last meeting between Lady Shellenna and her father, Lord Vormar commanded her to marry Lord Timarn Derwent of the Viscounty of the March. Lord Timarn is the younger of Viscount Luther Derwent's twin sons. A marriage between Lord Timarn and his daughter would have done much to secure Vormar's standing in the court of King Belvor and put him in good position to expand his lands.
- Lady Shellenna and some of her ladies-in-waiting were sent to Lady Sharnalem of Castle Ehlenestra for further tutelage in the proper behavior of noblewomen and their place in Court. A troop of guardsmen was sent to protect her from harm, as well as protect the King's taxes that were sent with her. Bandits attacked them south of the Razing Line. The women were kidnapped and the taxes stolen.
- Captain Willen Hagindar, Sir Jellack DeSavior and a score of guardsmen were sent to rescue them. They tracked the bandits to a stronghold north of the Razing Line. Captain Hagindar and the majority of guardsman entered the stronghold, while Sir Jellack and a small number of men served as the reserve.

Captain Hagindar and his men were whittled down in numbers by the humanoid bandits. The stronghold proved to be an ancient wizard's fortress that still had many of the original owner's traps and creatures. The bandits knew of these traps and creatures and studiously avoided them. Captain Hagindar and his men blundered into most of the remaining traps and creatures.

- When no word was heard from Captain Hagindar, Sir Jellack intended to enter stronghold with the remaining men, but all were ambushed by ankhegs. Sir Jellack was sorely wounded (i.e., legs severed) during the fight. Adventurers discovered Sir Jellack and offered their help to rescue Lady Shellenna. [Lord Vormar and King Belvor IV would later pay for the regeneration of Sir Jellack's legs].
- The adventurers were able to rescue Lady Shellenna, her ladies-in-waiting and an imprisoned Captain Hagindar, as well as secure the King's taxes. However, before Lady Shellenna could be returned to her father, she eluded her rescuers and fled Furyondy.
- Lord Vormar has come to terms with her decision to flee and avoid an arranged marriage. He now wants to make peace with her. Lord Vormar would like her to give up adventuring and return to aid him in running the Keep. She is greatly missed by her brothers and sister. Lady Alinnora (her younger sister) would greatly benefit from Lady Shellenna's guidance and wisdom. Finally, he promises not to arrange marriage for Lady Shellenna. He will give this promise verbally, but will not put it in writing.
- A successful Sense Motive (DC 25) again confirms that he may have an ulterior motive. A Knowledge: Local (DC 30) or Knowledge: Nobility and Royalty (DC 25) check will reveal that Lord Vormar has been in negotiating with Count Artur Jakartai of the County of Crystalreach to marry one of his daughters to Count Artur's youngest son Lord Denner Jakartai. If Lord Vormar is confronted with this information, he will reluctantly claim that he is arranging the marriage of Lady Alinnora (11 years old). A successful Sense Motive (DC 25) check will once again confirm Lord Vormar is not completely honest. Sir Jellack will remain conspicuously silent during such an exchange, since Lady Alinnora is not of marriageable age. Lord Vormar has reasoned that any oaths made against arranged marriage can be broken for the good of Brancast Keep and his family. Lady Shellenna's marriage would be very good for the family. Sir Jellack will be uncomfortably silent during Lord Vormar's assurances (Spot DC 20).
- Knowledge: Local (DC 20) or Knowledge: Nobility and Royalty (DC 15) reveal that Lord Vormar

Aldestead is a widower with five children. His wife, Lady Morrella, died giving birth to Lady Alinnora eleven years ago. Lord Vormar's eldest son Lord Xanthen died in the Great Northern Crusade. Lady Shellenna is the eldest surviving child. Lord Vormar's heir, Lord Nikar, is in Chendl and will soon graduate from the War College. Thirteen year-old Lord Artur and eleven year-old Lady Alinnora are in the Keep's family quarters.

- Occasionally, Lord Vormar has had a scout/spy check on Lady Shellenna's well being. She returned to Furyondy about two weeks ago and has taken up residence in a small village (called Baylord's Rest) two days hard-ride (approximately 100 miles) southwest from Brancast Keep.

- Baylord's Rest is located in the southwestern part of the Barony of Kalinstren. The village is south of the Flare Line, almost halfway between the Flare Line and the Royal Highway. The village is within 40 miles of Chendl, Redoubt and Castle Ehlenestra. The village is named after a minor Knight of the Hart (Furyondy) who is buried there. Sir Baylord was one of King Avras's councilors nearly a hundred years ago.

- ***Lord Vormar hesitates and then speaks in a soft voice, "I am told that Lady Shellenna may have fallen into a rough crowd of adventurers. Reports indicate that she may not agree with all their actions. I think she may be held against her will and made to participate in some of the less desirable...possibly criminal...deeds of this adventuring group. I cannot imagine that she would willingly participate in the thievery, swindling and some say murder that this group is rumored to have done." Lord Vormar gives a heavy, heart felt sigh.***

- Lord Vormar fully realizes that Lady Shellenna could have participated in some illegal activities, but hopes most, if not all, occurred outside of Furyondy. It is possible, though unlikely, that she has committed crimes against the Furyondy people. If that is the case then the PCs should capture her and return her to Brancast Keep, where she will be held to answer before the King's justice. The fate of Shellenna is a win-win situation for Lord Vormar, regardless of what she has done. If she agrees to the reconciliation, then Lord Vormar will later convince her to marry Lord Denner Jakartai, using any criminal activity on her part to compel her to comply. However, if Lady Shellenna committed any serious criminal activity in Furyondy he could effectively argue that it was the fault of her fellow adventurers and that she was forced (against her will) to participate in the activities or face death. In

the unlikely event that she is convicted, at worst she would face banishment. While that would certainly end the arranged marriage (unless he managed to substitute Lady Alinnora for Shellenna), the fact that Lord Vormar was willing to have his own daughter face the King's Justice may further his position in the eyes of the King and other nobility.

- ***What about payment?*** This is an issue that Lord Vormar works to avoid. After all, he is making a request as a nobleman to loyal Furyondy citizens. Surely, it would be unseemly for adventurers to ask to be paid for a job that would benefit Brancast Keep, the Barony of Kalinstren the Kingdom of Furyondy as a whole. If pressed, Lord Vormar will assure the adventurers that they will be satisfied monetarily for their deeds. ***Lord Vormar smiles. "Trust me. You will be well paid."*** A Sense Motive (DC 30) check will indicate that Lord Vormar may define "well paid" differently from what the PCs would desire. [Note, at most his Lordship will be willing to pay 100 wheatsheaves to each PC for their service].
- Lord Vormar will loan PCs additional horses if requested. He expects the PCs to give an oath that horses will be returned unharmed. The PCs will be responsible for making recompense (normal PHB value) for any loaned horse killed or lost.

Lord Vormar offers to put up the PCs for the night, though he will hint that he would like to have this entire matter resolved quickly. Regardless, he provides the PCs with an excellent meal and engaging conversation.

The PCs may want to question his staff and advisors in private. A successful Gather Information (DC 15) check will reveal that Lord Vormar is known to be ambitious, conniving, greedy and very frugal. He loves his children but will not hesitate to use them to his advantage. It is likely that Lady Shellenna, should she return, will be used by Lord Vormar to fuel his ambitions in King Belvor's Court. Also, Lady Shellenna is by no means an innocent, angelic child. She has a wicked temper, can be very difficult to deal with and has a rather sharp tongue. Lastly, the PCs learn Lord Vormar has recently been using his influence to lobby for a major command to be given to his heir apparent, Lord Nikar, upon his graduation from the War College.

Captain Willen Hagindar is very loyal to Lord Vormar and will not speak against him. He will basically parrot whatever Lord Vormar said. He will also try to assure the PCs the greatest desire of Lord Vormar is to be reconciled with his daughter and that the PCs will be well paid for their service.

Sir Jellack DeSavior will say little of the matter. A Diplomacy check (DC 25) will move Sir Jellack to a more helpful attitude. While he will not speak out against

Lord Vormar, he will admit that it is likely the Lord Vormar has brokered some sort of marriage deal involving Lady Shellenna. He will also admit that the reports from some of the spies that Lord Vormar sent were grim. ***“The adventurers she is traveling with are a dangerous lot. Cutthroats and thieves. I cannot believe that she would willingly travel with such a group. They must be holding her captive. It is likely you will have to deal with these villains before Lady Shellenna can be freed.”*** He wishes the PCs luck on their quest and personally assures them that they will be rewarded for their endeavors. Incidentally, Sir Jellack has a blind-eye to Lady Shellenna’s abrasive personality. She treats him like a favorite uncle and he treats her like one of his own daughters. Note, at APL 12, he will offer the PCs a wand to assist in their efforts.

Finally, Rhovan Hagindar has a different perspective than his brother, though he is still loyal to Lord Vormar. He will readily admit that Lord Vormar is ambitious but hastily adds that Vormar is well meaning and has a great love for his daughter. A Diplomacy check (DC 20) is required to bring him to a more helpful attitude. He will indicate that the report of the spies has not been encouraging and the PCs should be very careful around Shellana’s companions. They have a habit of entering small villages and taking over the community for brief periods, often committing grievous crimes.

Treasure: At APL12, PCs will receive a Wand of Bless Weapon from Sir Jellack.

APL 12: L: 0 gp; C: 0 gp; M: 62 gp; *Wand of Bless Weapon* (62 gp).

Encounter Three

It will take two days hard ride for the PCs to reach Baylord’s Rest. The journey is largely uneventful save for a brief encounter with some irate farmers near the end of the first day of travel. At higher APLs, it is possible that the PCs may choose to teleport to Baylord’s Rest directly. If they do so, then make no reference to any clues provided in the sub-encounter with the farmers (see Appendix B).

A. Irate Farmers

The PCs meet a group of irate farmers and merchants in late afternoon on the first day of travel. A Listen check (DC 10) will establish that a group of horsemen are openly approaching the PCs.

Rounding a bend in the road, you spot a small group of horsemen, off in the distance, steadily riding toward you. The men are dressed in sturdy traveling clothes and are armed with sword and bow. They are

currently involved in a heated conversation and do not appear to be paying attention to their surroundings.

A successful Spot (DC 15) check will reveal that these male, human riders range in age from their late thirties to early fifties and are dressed in sturdy, but good quality to exceptionally fine traveling clothes. Several of the men are slightly overweight. All of the riders’ weapons are well maintained, however. A Listen (DC 20) check will reveal that the men are bickering over whether Lord Vormar will make amends for the horse swindling and theft they fell victim to. One or two of them insist that Lord Vormar is a just and honest nobleman, while others complain that he is the most greedy, conniving and dishonest nobleman in all of Furyondy. When – or perhaps if – the PCs choose to reveal themselves, the men will rein in their horses, place their hands on their weapons and shout, “Friend or Foe!” The men will immediately flee from the area and scream for help should the PCs shout back “Foe!”, threaten or attack them. PCs caught murdering these travelers will be tried for high murder.

PCs that approach the riders in a friendly, non-threatening manner will be treated with respect.

As you approach the travelers, a tall man with a considerable paunch rides forward and raises a hand in greeting. “Good Day, friends! I am Churt. Churt Carstairs. The young fellow to my left with the scraggly beard is my neighbor Rogen. We both hail from the village of Leinford in southern Kalinstren. The others are from villages in Littleberg and the Reach. And, who are you, my friends? Where do you hail from?”

[Pause for PC introductions]

Churt wipes his brow and says, “Do you know how far it is to Brancast Keep? We have business with Lord Vormar.” Several of the men grumble bitterly and nod their heads in unison. “Would you happen to know if the roads up ahead are safe from bandits?”

So far the PCs’ trip has been uneventful but there is never any guarantee that the roads will be free of bandits, wild animals or attacks by minions of Iuz. Helpful PCs will urge that these travelers take precautions and pay attention to their surroundings at all times.

Churt, Rogen and the others know the following:

- All are heading towards Brancast Keep to complain to Lord Vormar about some sort of thievery or

trickery that was committed against them by someone calling herself Lady Shellenna.

- Lady Shellenna identified herself as the oldest daughter of Lord Vormar of Brancast Keep. Churt met her years ago in her father's court and confirmed her identity to the others. He will gladly swear to this. He comments that in the past, he found her to be petulant, but the Lady Shellenna he met recently was very well behaved and sophisticated – a stark contrast to his past meetings with her.
- Lady Shellenna sold Churt 20 light riding horses at a reduced price of 50 wheatsheaves, claiming that her retinue no longer needed the extra horses. *“Aye, she claimed I was getting a bargain as she fed her pet bat morsels of honey dipped bread. It was a bargain too, since she threw in the saddle, bit and bridle! But after a day everything plumb disappeared! The horses, saddles and everything else! A paladin of Heironeous bought one of the horses from me and as she was riding toward Chendl the horse disappeared right from underneath her. She came back and demanded a refund. I lost a thousand wheatsheaves from dealing with Lady Shellenna and nearly two hundred wheatsheaves placating the paladin!”*
- Something similar happened to Rogen, but he bought 10 horses for 500 wheatsheaves. *Rogen shakes his head ruefully, “She was so beautiful and ladylike and all, I had no reason not to believe her. I don't remember no bat, but she had this bemused little toad she kept stroking. I swear I heard the little critter purr.”*
- Another farmer (Purvis) claims that he bought a whole herd of cattle from her. *“These were the best cattle I've ever seen. Fat and Healthy! She claimed that they were leftovers from some big party she had. There was no way she was going to drag the cattle all the way back to Brancast Keep and I was doing her a big favor by buying them from her. She named a fair price...or so I thought. Rogen there was right about her being real pretty and all, but I don't recall any toad. It was definitely a bat on her shoulder and that beastie kept ogling me so much it gave me the willies. Anyways, sure enough after she left, I couldn't get the creatures to move out of the glen. They disappeared after a day or so.”*
- The story of the other farmers and merchants are similar. An underlying theme seems to involve magic. A Spellcraft (DC 16) check will identify the *Mount* spell that Churt, Rogen and others fell victim to. A Spellcraft (DC 18) will confirm that the cattle Purvis bought were likely an illusion.

- The men bicker about whether she had a pet bat or a toad. A Knowledge: Arcana (DC 25) check will suggest that certain magical creatures can alternate forms. Minor devils and demons, such as imps and quasits, have this ability and such creatures sometimes serve as familiars to evil arcane casters.
- The men will confirm that Lady Shellenna was traveling with a group of about twelve to fifteen servants and personal guards. They were men and women of various races (human, elf, dwarf, and half-orc). All of them looked mean and very dangerous. She had a personal manservant with her all the time – a very-intimidating person both in size and strength. He may have been a half-giant or half-ogre.
- The other men are hoping to recoup their losses, though Churt and Rogen believe that Lord Vormar will rebuff them at worst and at best partially pay them off. The combined losses of the travelers are about 2,500 wheatsheaves (gold).

Eventually, the riders will take their leave of the PCs. However, if the PCs offer to camp with the riders tonight, then they will gladly accept and depart in the morning.

♣ **Churt:** Male human, NG, Com5; over 6 feet in height and well over 250 pounds. Churt is in his mid-fifties and appears to be wealthy and very well fed.

♣ **Rogen:** Male human, NG, Com3; just under 6 feet in height, athletic build, mid to late twenties, scraggly yellow beard.

♣ **Purvis:** Male human, LG, Com2; late thirties, overweight, brown hair.

♣ **Numerous Farmers and Merchants (Jerric, Tomas, Artur, Vorrin, and Michel):** Male human, NG, Com1.

B. Baylord's Rest

Baylord's Rest is a small farming community of (well, at one time) about seventy villagers with a score or so of homes and shops. Many farms are on the outskirts of the village. At the edge of town is the home of an eccentric hedge-wizard named Darvin the Lesser. A map of Baylord's Rest is unnecessary and it is left to the DM's discretion for the layout of remaining portions of the village.

Assuming the PCs do not employ magic, they will arrive at the village after two days of hard-travel. It is evident within a mile or two, that something is clearly wrong in the village. As the PCs approach closer (Spot, DC 15), there is a tangible smell of burnt wood with an undertone of rotting meat in the air. Many of the village

buildings have been burnt down. Carcasses of dead animals are scattered on the dirt roads and fields. Several human corpses have been arranged in the center of the town. A handful of human villagers toil to bury the dead and rebuild the village proper. In the absence of the direst human threats, scavenger birds circling above the village feast upon the dead. Otherwise the birds arrogantly strut on the ground, as they dine to their leisure.

Three days ago (or one day ago, if the PCs used teleportation magic), Lady Shellenna was briefly distracted and lost control of her henchmen. Provoked by an attack on one of their fellows, the rest of the henchmen revealed their true evil nature. They torched much of the village and put many of the villagers to the sword. Among other despicable acts, these so-called adventurers slaughtered many farm animals and pets. By the time Lady Shellenna/Patience realized what was happening, a considerable portion of the village was aflame and most of villagers were needlessly slaughtered. Lady Shellenna/Patience was irate and took out her frustrations on the instigating henchmen. Intelligent PCs who question the remaining villagers will be able to garner some useful information about the adversary they face.

Roll a Listen check for Gunther and Willen (Listen +3) to determine if the villagers will be aware that the PCs are approaching. If successful, then the villagers will attempt to run either towards the wizard's home or to one of the few remaining intact buildings. They will corral children into the shelters and make a last stand to protect them. If some villagers are too far away from the remaining intact structures, then they will flee into the fields; adjust the box text accordingly. It should be a heart-wrenching scene.

The smell of burnt wood and flesh are stronger as you approach the village. Animal carcasses are scattered on the road and in the fields. Occasionally you can see a human body, final moments of agony etched on faces and body postures, along the village roads. There is a group of bodies arranged in gentle repose towards the village center. Flies and vultures are everywhere. Scavenger birds flit arrogantly about the village to land on bloated corpses and feed to their heart's content.

A few surviving grim-faced villagers at the center of the village are working to load some of the dead bodies onto a rickety pushcart. Meanwhile, other villagers attempt to repair the remaining buildings. A couple of villagers are digging graves to the north of the town. Even dour looking children aid their elders in the hard tasks at hand.

The PCs will need to make a concerted effort not to frighten off the remaining, surviving villagers. If the villagers feel threatened they will either flee or attempt to make a last stand to provide time for the children to escape. Role-play is essential to mitigating the response of these poor folks. Feel free to add circumstance penalties to the DC for inappropriate or frightening behavior as well as circumstance bonuses for excellent roleplay. A Diplomacy check (DC 30) will be needed to change the NPCs attitude from hostile to indifferent/friendly.

Once it has been established that the PCs are non-threatening, the PCs will learn the following information:

- A little less than three weeks ago, a Furyondian noblewoman, Lady Shellenna, arrived at the village. She claimed to be the eldest daughter of Lord Vormar of Brancast Keep. She traveled with a band of eighteen guards and servants. Many of her retinue seemed dangerous. One of them was a half-giant named Stalwart.
- Lady Shellenna claimed to have business with Darvin the Lesser, the local wizard. Unlike his father (i.e., Darvin the Greater), Darvin was never one of the elite wizards, but was certainly powerful in his own rights. [Knowledge: Local (DC 25) will confirm that Darvin the Lesser is a fairly potent wizard but not of the same skill as his father Darvin the Greater, who died over thirty years ago in the service of the King.]
- Lady Shellenna met with Darvin at his home, while the servants and guards stayed at the inn. They were trouble immediately – disrespectful and violent. Stalwart kept them in line and they did not misbehave in front of the noblewoman. They were terrified of her.
- Darvin did not emerge from his home. Some of the villagers thought this odd, but Lady Shellenna claimed that he was working on a powerful charm for her. Lady Shellenna asked many questions about Darvin the Greater, but was never satisfied at what little information could be provided for her.
- Six days ago [subtract two days, if the PCs used teleportation magic], Darvin escaped from Lady Shellenna's grasp and shouted for the villagers to flee. Badly beaten, he claimed that the noblewoman was possessed and that a great evil inhabited her. Before he could say more, Lady Shellenna arrived and made a gesture. A bolt of acid ripped through Darvin's body and killed him instantly. [Based on detailed description, PCs with Spellcraft (DC 19) will recognize the

spell was akin to a lightning bolt]. Lady Shellenna was heard to utter with a mocking pout and a child-like voice, ***“Fine, I will find the little book myself!”*** Everyone assumed her ladyship must be looking for Darwin’s spellbooks.

- Gunther, the impromptu leader of the village, believes that Lady Shellenna should have found Darwin the Lesser’s spellbook easily enough. He never hid it and used to teach the village children spells from it. Gunther thinks the woman was looking for Darwin the Greater’s spellbooks, which are in the possession of the Council of Four (i.e., King Belvor’s wizardly advisors).
- Four days ago [subtract two days, if the PCs used teleportation magic], Old Marlen was offended when one of the Lady Shellenna’s guards – a half-orc named Grunk – got too friendly with his daughter. Marlen lost his temper and stabbed Grunk with a knife. Old Marlen was always quick in temper and slow in thought. Grunk shrugged the wound off and strangled Marlen in front of the old man’s family.
- Gunther [or another villager] says, ***“I guess that was it. With Lady Shellenna and Stalwart missing for more than a day, the floodgates opened and pure hell flowed out on to the village. The evil in those servants and guards was terrible. They torched the place, pillaged what they wanted and killed for sport. We could not stop them. Any that got in their way died. To survive we had to flee for our lives. By the time Lady Shellenna and Stalwart knew what had happened, most of the village was afire and dozens of men, women and even children – were dead or dying.”***
- A few villagers (including Gunther) witnessed what occurred afterwards. Lady Shellenna was very angry and cursed her servants and guards in a sepulcher-sounding voice. She railed against them that this village was a place of safety and rest for them and that the villagers were innocents. Slaves to be used at a later time. So wrathful was she that her servants and guards began to flee. She killed all the ringleaders that were responsible for the destruction. Stalwart snapped Grunk’s neck like it was a twig.
- One of the ringleaders was a wicked half-elf named Vrickel. He had a perpetual leer and went out of his way to hurt animals. Early in their stay, he killed several pet cats and dogs,

and presented the carcasses to their owners, which were always young children. During the burning of the village, he was the one who brutally murdered most of the villagers. Lady Shellenna was very angry with him and this seemed to utterly terrify Vrickel. Lady Shellenna had a beauteous smile on her face as she read from an ancient scroll. ***“I still remember Vrickel’s horrible screams as he convulsed on the ground while his bowels exploded from his body.”*** Even with such a detailed description, it is hard to determine what spell was used. A Spellcraft (DC 23) check will determine that it was probably a personally researched necromantic spell.

- The other ringleader was a human named Crispen. He was a violent man with an explosive temper. ***“He begged for his life, groveling on the ground like a small child, and called for her to have patience...he said ‘Please patience! Please patience!’ over and over again...but Lady Shellenna would have none of it. She gestured and a giant hand, like that of a huge monster, appeared around Crispen and slowly crushed him to death.”*** [A successful Spellcraft (DC 24) check will identify this 9th level evocation spell as *Bigby’s Crushing Hand*.]
- After Crispen died so violently all the remaining villagers fled.
- Gunther and Willen returned to the village the next day just as Lady Shellenna and her remaining guards and servants were leaving. ***“She announced that they were going to her vault in the Paddock Hills and that there would be a fight, a real fight.”*** They headed south along the old mining road toward the Paddock Hills. A successful Knowledge: Geography (DC 10) check or inquiry of the villagers–reveals that the Paddock Hills are a series of small rolling hills in the Barony of Littleberg, south of the Att River. It is about a day’s ride slightly southwest from Baylord’s Rest and is a little over 30 miles north of the Claw Gorge.
- Later, when everyone felt it was safe, the villagers returned to find everything destroyed. Three hundred wheatsheaves was left in Darwin the Lesser’s home. Gunther thinks that Lady Shellenna left it left there for the town to be rebuilt or maybe a sick apology for the wrongs committed upon the villagers.

- Gunther organized the remaining villagers to rebuild the town and bury the dead. None of Lady Shellenna's dead servants could be found.
- Darwin's the Lesser's home was thoroughly searched and a passage to a deep underground room was discovered. Everything of value had been removed from the room.
- Gunther and Willen beg the PCs for justice and vengeance. Lady Shellenna and her servants need to be held accountable for the crimes that they have committed here and to prevent other heinous crimes they will likely commit in the future. If the PCs can't stop her, then they should seek out the Furyondian army to capture her.

There is nothing of value – magic or otherwise – in the village except the 300 wheatsheaves. The villagers will not part with the gold willingly. They plan to use the money to rebuild the village. It is possible to steal the gold, but anyone caught will likely face the harshest sentence possible given the tragic events that occurred in the village.

☞ **Gunther:** Male human, LN, Exp3 (blacksmith); just under 5' 9", strong build, late forties, graying hair.

☞ **Willen:** Male human, LG, Com2; late forties, thin, brown hair.

☞ **Villagers (14; 1 old man, 5 woman and 8 children):** Human, NG, Com1.

Development: It will take the remainder of the day for the PCs to help bury the dead villagers, should they chose to do so. Other than Darwin the Lesser (Male human, LG, Wiz7; dead), all the slain villagers are first level commoners. Incidentally, should any PC ask, Baylord was a human Knight of Furyondy who died over a hundred years ago and was laid to rest at the village. A Knowledge: Local (DC 15) check will also get this information.

Encounter Four

It is hoped that the PCs will ride to the Paddock Hill's region and search for Lady Shellenna rather than use teleportation magic (at higher APLs) to bypass the journey. Regardless, PCs traveling along the road to the Paddock Hills will be unmolested. Tracking (DC 15) will confirm that a large group of horses and wagons came that way recently. As the PCs move toward the Paddock Hills, tracking becomes more and more difficult. Fortunately, the PCs will soon find, an individual that

will shed more light on their adversary and exactly where she can be found.

After half a day's travel, have the PCs make a Listen (DC 15) check to hear the screams of anguish and pleas at the side of the road. The individual making the pleas can be found about a hundred yard off the road in a small clearing (30 feet diameter) at the heart of a grove of birch and willow trees.

The bloody corpse of a human is in the clearing. It is obvious that the human suffered a very painful death. Feel free to make this scene as graphic as you want, but keep in mind the maturity level of the players.

As the PCs approach the clearing, have each of them make a Will save (DC 14) or become panicked for 2d4 rounds (see Frightful Moan ability; Appendix A):

In the center of the clearing is a horrendous sight. The raw, bloody bones of a human lie askew on the ground. Hunched in terrible agony, the bones are arranged as if the poor soul was trying to claw its way into the ground to escape its death. Strips of flesh are scattered throughout the clearing. Birds and small animals have made an occasional meal of the meat. The ground is still soaked with blood.

Hovering just above the bones is the ghostly visage of a man in great agony. He screams in anguish and begs for mercy. The ghostly form stares at the bones and continues to howl, oblivious to his surroundings.

ALL APLs

☞ **Ostlen**, hp 27, see Appendix A.

While it is possible to combat the ghost, it is NOT the intended purpose of this encounter. Unless destroyed or the bones are laid to rest, the ghost will reform in the clearing and continue its screaming. The ghost willingly converses with the PCs and reveals useful information about Lady Shellenna/Patience.

When (or if) the PCs try to get the ghost attention, read the following:

The ghostly visage howls in anguish as it spasms above the bones. Twisting and rolling about, the ghost turns toward you and whimpers piteously, "Please! Please! Mercy! Bury my bones! I was a bad man, but I have suffered terribly for my deeds. Forgive me. My bones! My bones! Bury my bones!"

The ghost's mouth opens, becoming unnaturally wide and then wider still. A long, high-pitched scream escapes from the shuddering, crying incorporeal creature. The screams trickles to a raw-throated end and the ghost whimpers, "Mercy!"

Mercy! I tried to stop them...I did try to stop them. I failed...what they did was so horrible.... I confronted the Master, but he grew mad and stripped the flesh from my bones. My bones! My bones! Bury my bones!" The ghost wails in agony.

Some prodding of the ghost and roleplay by the PCs will be necessary to get all the relevant information. Remember to punctuate the conversation with an occasional anguished howl and gibbering pleas to bury his bones:

- In life, the he was called Ostlen. He was a wretched excuse for a man, filled with evil, violence and greed. He joined the adventuring company of Lady Shellenna nearly a year ago.
- At first Ostlen thought nothing of the robbery and swindling that he did with his fellow adventurers. Always they targeted select individuals in isolated homesteads and villages, usually wizards. Lady Shellenna seemed to especially enjoy killing wizards and studying their spellbooks.
- After a time, Ostlen realized that Lady Shellenna was possessed. It was not a normal possession, however. An evil entity had laid permanent claim to her body, sending the original soul into the afterlife. The evil entity named Patience was the Master of them all.
- Patience was a powerful, ancient wizard who was reawakened by the foolish actions of Lady Shellenna. Patience has her memories and on more than one occasion has played the part of the Furyondy noblewoman to get what he wanted.
- He once bemoaned that he now lived in the dreams that followed death...and these dreams were bitter, broken ones.
- Patience was biding his time, carefully stealing and murdering to acquire what he needed until he regained his strength and could return to a secret vault.
- He claimed the vault held a copy of his spellbooks and other magic items he would need to reclaim his power and conquer Furyondy. His spellbook contained many ancient powerful spells and spells of his own creation. ***"Recently, his desire to return to the vault has grown to an obsession. I think something has him frightened."***
- When he first went to the vault, he was in a greatly weakened state and repulsed by a xorn that had taken up residence there.
- In their travels, Patience used a spell to turn a golem into a living, breathing creature. The former golem is named Stalwart and became his lieutenant. Stalwart supports and aids Patience in everything.

- While Patience is powerful, wicked and cruel, he refuses to serve Iuz and would rather die than serve another. Indeed, he refused an allegiance with a mysterious dark knight who had his intentions on Furyondy. If Patience were to rule Furyondy, he would bring darkness and death where ever his shadow touched.
- Patience was looking for Darvin the Greater's spellbooks in Baylord's Rest but never found them. While Patience was preoccupied with the search, his henchmen grew restless and became resentful of having to restrain their urges within the village. When the old man struck Grunk, the henchmen exploded with violence. They killed indiscriminately – men, women and children – and burned the village.
- Ostlen tried to stop his fellow henchmen but they were too wild and violent. He misdirected some of them to allow several children to escape and then went to get Patience and Stalwart.
- Patience was outraged that his orders were not obeyed and brutally killed those responsible for leading the destruction.
- Patience left Baylord's Rest the next day after leaving gold for the villager's losses. Patience told his remaining henchmen that they were going to return to the vault and help him reclaim his possessions. Thereafter, they would no longer skulk in the shadows but make their presence known. King Belvor had committed himself too early in a war against Iuz. Now, he would be split fighting two fronts: Patience and Iuz. In the end, with those rushing to Patience's banner and Belvor unable to focus solely on him, Belvor's forces would fall and Furyondy would be his.
- Besides Patience and Stalwart, there are fourteen henchmen: mostly human, but there are two dwarves, an elf, and two gnomes.
- We rode hard but near mid-morning Ostlen told Patience that he had enough of the killing and robbery. Patience nodded and told him that no one would ever leave his service, but this once he would make an exception. Baylord's Rest was a mistake, he claimed.
- As Ostlen walked away, he heard Patience chant something. Suddenly, strips of his flesh were ripped, over and over again, from his body. The pain was beyond anything he had ever felt, like he was being peeled alive. [A successful Spellcraft check (DC 23) would suggest that this was a powerful evocation spell of ancient or personal design.]
- Ostlen begged for mercy from Patience, but the wizard only laughed and declared that no one would leave his service...ever.

- That night Ostlen's spirit rose above his bones and began screaming in anguish.
- Ostlen's believes that if his bones were to be given proper burial, then his spirit would be laid to rest and he would no longer haunt this place.
- ***"Please, help me. I know where the vault is. Look for a hill with a ring of stones atop it. To the south side of the hill, underneath a small rock outcropping is a fissure in the earth. This fissure leads to a series of caverns beyond. In these caverns is the vault. Now you know all. Please bury my bones!"***

Development: Once the PCs have the information they need, there is nothing preventing them from not burying the bones. Lawful good PCs, especially paladins, will suffer an alignment infraction should they choose not to bury the bones. Leaving the bones unburied and prolonging the suffering of Ostlen's spirit is an evil act.

Tactics: Ostlen will not attack the PCs. Should they attack him, he will flee into the ground where hopefully the PCs cannot reach him. No experience is awarded for killing Ostlen.

Encounter Five

After a full day of travel from Baylord's Rest, the PCs arrive at the Paddock Hills (see Appendix B). Assuming the PCs used standard travel means, they will arrive after dark. It will take a good three hours (six hours, if the PCs arrive at night and do not have lowlight or dark vision) to search the hills for the location of the vault. A successful Tracking (Survival DC 25) check and/or common sense (i.e., looking for a group of hobbled horses) will cut the search time by half.

Let the PCs fret about possible detection and weigh plans to enter the cavern undetected. However, be sure to rein in the PCs should they spend an excessive amount of time preparing. Keep careful track of any spells they have active as some may expire before the final combat begins.

Of course, what the PCs do not know is that most of Patience's henchmen are about as drunk as they can be. They aren't going to notice anything unless it is loud and blatant. And, even if it is, they really won't be in any condition to do much about it.

After PCs have properly searched the hills, read the following boxtext:

Off in the distance you see a small hill with a series of medium to large rocks assembled in a vague circle at its crown. To the south side of the hill is a rock outcropping. A group of horses is hobbled nearby. Two guards sit huddled around a small fire near the

outcropping. The guards have a clear view of the horses and anyone coming down into the shallow valley.

A successful Spot (DC 15) check will determine that there is a fissure underneath the rock outcropping. The fissure is approximately seven feet long and three feet wide and extends deep into the earth. If the Spot check was made by ten or more, then the PCs will notice that the guards appear to be asleep. In truth, the guards are unconscious. Approaching within fifteen feet of the guards, the PCs will realize (Spot, DC 10) that they reek of alcohol and are snoring loudly (Listen, DC 10). These guards can easily be tied up without incident. Searching the guards will yield an intricately carved brass key. The PCs will only find the key if they expressly say that they are searching the guards. There are 12 light horses hobbled near the guards.

ALL APLs

➤ **Unconscious Guards (Regor and Mot):** Male human, CE, Rog2/Ftr1, hp 19 each; unconscious.

Creatures: These guards are very cowardly. If the PCs manage to arouse them and sober them up enough to speak, they will say anything and everything, truthful or not, to the PCs in order to save their lousy skins. This is generally limited information such as number of henchmen, weapons, etc. If asked specifically, however, they will reveal the brass key opens a locked door below.

Treasure: PCs may loot the unconscious guards and obtain leather armor, short sword, 2 daggers, and 6 gold pieces equivalent each.

All APLs – L: 8 gp; **C:** 2 gp; **M:** 0 gp.

A. Circle of Stones

At the crown of the hill is a circle of stones. At the center of the circle is a flat stone, flush to the ground. The flat stone is about three feet wide and seven feet long.

Climbing to the top of the hill, you discover the stones arranged in almost a perfect circle. The stones are irregularly shaped but all jut from the ground. At the center of the circle is a long flat stone that lies lengthwise on the ground.

The stones were not moved here, though the stone at the center was (Knowledge – Architecture and Engineering, DC 10). A successful Wisdom (DC 5) check will indicate that this is likely someone's grave. A Search (DC 15) check will reveal that the cover stone has been in place for hundreds, if not thousands, of years. Engraved on the cover stone is an old woman holding a basket of grain

and a long scroll. A Knowledge: Religion (DC 15) check identifies the symbol of the lawful good Merikka, demigoddess of Farming, Agriculture and Home. Note that PCs who follow Merikka (as identified by the player earlier) will automatically recognize her symbol.

There is nothing stopping the PCs from opening the grave save the threat of Furyondy law, which is particularly strict about disturbing the dead. Since this is a chaotic act, paladins and lawful characters opening the grave will be subject to an alignment infraction.

Detect Magic reveals moderate-level magic here. A permanent *Consecrate* spell has been centered upon the grave and the entire circle radiates of good magic. The cover stone is about six-inches thick and lined underneath with lead (which will prevent *Detect Magic* from seeing beneath the stone). Lifting the stone requires a Strength (DC 28) check.

🔒 **Cover Stone:** 6 in. thick; hardness 8; hp 60; Break DC 28.

Underneath the cover stone is a coffin lined with lead and the skeleton of what appears to be a small human. A Heal (DC 10) check reveals the bones to be from a young boy. Inside the coffin is an iron long sword in very poor condition, a few broken jugs and an intricate silver necklace (worth 50 wheatsheaves). A Knowledge: Local or Religion (DC 20) will identify the site as an Old Oeridian grave, likely that of a nobleman.

Development: If the cover stone is lifted and/or sundered, then the ground will shake violently for a second or two as a result of this disturbance to the grave. This is not an *Earthquake* spell and no damage is dealt to the PCs. However, if Patience is still alive, he will know that someone is coming...

Treasure: PCs who wish to rob the dead may loot this grave. This should be noted on their AR. Note that this is a crime in Furyondy.

All APLs – L: 1 gp; C: 6 gp; M: 0 gp.

B. The Fissure and Beyond

The fissure leads to a series of deep and very narrow cavern tunnels. A successful Wisdom (DC 10) check will conclude that even medium-sized creatures will have difficulty passing through them, and armored medium-sized creatures will have to remove their armor to better negotiate the passageways. There is no light in the tunnels below. Note, no map is provided for the cavern tunnel portion of the module, it is unnecessary.

Read the following boxtext when the PCs enter the fissure:

Entering the fissure at the base of the hill, you quickly discover it leads to a narrow tunnel that goes

deep underground at a very steep slope. At the bottom is a small natural cavern with a low ceiling. A small, narrow tunnel spirals deeper into the earth.

The fissure extends about sixty feet at a seventy-degree down angle underneath the hill into a rocky cave. This naturally formed tunnel is about two feet high and two and a half feet wide in some areas. Medium-sized PCs will be reduced to crawling (those in bulky armor will need to remove it in order to continue moving through the passageway). Without the use of magic, bringing wide creatures (i.e., creatures with a Space or width of 10 feet or more) through the cave is impossible. A Climb (DC 10) check is required to safely negotiate the tunnel or take 1d6 nonlethal damage from minor scrapes and bumps.

At the bottom is a small 10' by 15' chamber with a three-foot ceiling height. Off to one corner of the chamber is a small tunnel a little over two feet in diameter. This tunnel meanders erratically, at times upwards but largely downwards for about four hundred feet. At this point, the PCs will be roughly about seventy feet from the chamber with the low ceiling. Because the tunnel is never more than three feet in diameter, some PCs will be forced to crawl.

At the end of the tunnel, read the following:

You emerge from the narrow tunnel to find a large, natural cavern with a modestly high ceiling. At the far end of the cavern is a chasm that leads deep underground. Lanterns and other odds and ends are cluttered the ground. A rope has been anchored to the edge of the large crack in the earth and extends to the bottom.

The large natural cavern is roughly forty feet in diameter with a ceiling height of only four feet. Several hooded-lanterns, empty sacks and empty oil flasks litter the floor. At the far end of the chamber is a chasm about twenty feet long, fifteen feet wide and fifty feet deep. An unknotted rope has been anchored to the floor of the room and extends down into the chasm. The rope can only support up to three hundred pounds of weight before breaking. PCs that use the unknotted rope will need to make a Climb (DC 15) check every movement action. Remember to apply liberal circumstance bonus should PCs decide to put knots in the rope (at least a +2 bonus), tie himself/herself to the rope and have others lower them (a +7 bonus; failure indicates rope unknotted), or other precautions. Failing the Climb check by five or more results in the PCs falling the remaining distance and taking falling damage (1d6 points of damage every ten feet for a maximum of 5d6).

At the bottom of the chasm is a man-made tunnel. The walls, floor and ceiling are unnaturally smooth. This passageway is ten feet wide and spirals further down into the earth before ending in a twenty-foot diameter room. A narrow spiral staircase at the center of the room leads down.

At the bottom is another tunnel. This one is obviously man made. The tunnel is ten feet wide and ten feet high and continues in a downward spiral for about one hundred feet. At this point the PCs are about two hundred and fifty feet beneath the base of the hill. The tunnel ends in 20-foot diameter room with a narrow spiral staircase leading down. There are no traps on the staircase but take into account any time spent searching for them. The staircase has been carved into the ground and is a little over two feet wide. The steps are very narrow (i.e., five inches wide). Some PCs will again be forced to remove bulky armor to carefully climb down the steps. A Balance (DC 15) check is needed with each normal movement (half-normal speed to carefully move down the steps) or the PC will trip and take 1d6 nonlethal damage.

At the bottom of the stairwell is a five-foot wide, twenty-foot long narrow chamber. There is a large stone door at the end of the room.

The staircase extends three hundred feet down before ending in a chamber that is five feet wide, seven feet high and twenty feet long with a stone door at the end. The door opens outwards (i.e., the hinges are not exposed). It is not trapped but is locked (exceptional quality). The brass key on the guards above will open the door. PCs that do not have the key and are unable to pick the lock will have to open the door by brute force, climb back up to get the key, or by magic.

🔪 **Stone Door:** 4 in. thick; hardness 8; hp 60; Break DC 28; Open Locks DC 40.

A huge, sparsely lit natural cavern is beyond the stone door. At the far end is a set of large iron double doors. The doors are opened wide revealing a shadowy passageway beyond. A smoldering fire is at the center of the cavern. Humanoid figures lie snoring on the ground next to the fire. A couple of the figures move restlessly.

The huge, naturally formed cavern is easily a hundred and fifty feet in diameter and twenty feet in height. At the far end is an opened set of large iron double doors. The smell of strong alcohol and the aroma of roasted horse, pig, and an unidentifiable meat fill the room.

Leftover roasted meat is near the fire. In one area of the cavern is another chasm. At the bottom of the seventy foot chasm are the corpses of a dead elder xorn (MM, p. 260-261), minus some flank meat, and the stripped bodies of five dead henchmen (**Willen, Worren, Neth, Tran, and Vorlen**; two humans, an elf, a dwarf and a gnome; all male). Cast to the side are five ruined chain shirts, three longswords, a battleaxe and a short sword.

Creatures: Arranged about the fire are seven dead-to-the-world (drunk), unconscious henchmen (**Mot, Davin, Roof, Martle, Rodel, Corren and Rhovan the Lucky**; five humans, a dwarf and a gnome; all male; CE; Ftr2/Rog1; hp 20). The henchmen move restlessly; perhaps as a response to their alcohol-induced dreams. Nearby these henchmen are dozens of empty and half-full wine skins filled with Littleberg Fire Water (190 proof...yipes!).

Development: Simply put, Patience's henchmen have drunk themselves into a stupor waiting for their master. Before the night is out, a few of the humans will likely die from alcohol poisoning. Loud noises will not waken them from slumber and if they were to be conscious they would be ineffectual in combat. Hence, the henchmen are unable to initiate combat with the PCs, assuming they even become aware of the PCs. They can be easily tied up without incident. If any of them are awakened and sobered up enough to be made coherent, then the henchmen may reveal the following information:

- Patience and Stalwart [and Recluse at APLs 8 and above] are in a room beyond the big room with the columns. We have been told not to disturb them and not to enter the big room under any circumstances or face a brutal death.
- There are two illusions in the big room. One illusion shows a set of iron double doors in the northwest corner of the room. The other illusion hides the real set of iron double doors and a very hard riddle, which is opposite the illusionary doors (i.e., in the northeast corner).
- Assuming the PCs arrived here through mundane travel, they have been here three days. Patience forgot the answer to riddle at the entrance of the inner vault chamber of the vault, so we finally had to break it open. [If the PCs used teleportation and/or travel magic to reduce the journey time to less than three days, then Patience (and Stalwart) is in the column room beyond trying to remember the answer to the riddle].
- Patience said the password was not working correctly and that the password protecting his spellbooks in the inner vault may not work properly either. He is afraid that if he were to use brute force

on the stone chest protecting the books, it may damage his precious spellbooks.

- Patience is very frustrated and should not be crossed. She looks real darn cute when she gets mad, though.
- Stalwart [and Recluse at higher APLs] is Patience's lieutenant. He is an intelligent golem.

Treasure: PCs can loot the henchmen, each of whom are wearing leather armor and carried a longsword, two daggers and six gold pieces. Also in a neat pile near the unconscious men are five sets of chainmail (human and dwarf sized), a battleaxe, a short sword and three longswords

All APLs – L: 20 gp; C: 7 gp; M: 0 gp.

Encounter Six

See DM's Aid #1 for a complete map of the vault (i.e., Encounter Six and Seven). The walls, floor and ceiling throughout the vault are made of smooth reinforced masonry covering hewn stone tunneled through solid rock. As rough time estimate, it has taken the PCs at least 30 minutes to travel from surface to these opened double doors.

● **Reinforced Masonry:** 1 ft. thick; hardness 8; hp 180; Break DC 45.

● **Hewn Stone:** 3+ ft. thick; hardness 8; hp 540; Break DC 50.

Once the PCs have entered the open double doors, read the following boxtext:

Beyond the large, opened double doors is a ten-foot wide hallway made of smooth set stone blocks. The hallway extends for fifty feet before ending with a single stone door. A patch of phosphorescent fungus softly illuminates the hallway.

Although the stone door at the end of the hall is unlocked, it has become stuck and will require a Strength (DC 28) check to open. The hinges are not exposed and the door opens outwards.

● **Stone Door:** 4 in. thick; hardness 8; hp 60; Break DC 28.

Past this door is a dark, shadowy room...

Past the stone door, the room is shadowy and dark. Thin columns line the walls and empty sconces are interspersed between these columns. In the center of the room are four large, wide pillars. Many large

ferocious faces are carved into these pillars. There is a set of iron double doors in the northwest corner of the room.

The room's dimensions are seventy feet long, seventy feet wide and fifteen feet high. The entire room is shrouded by a series of overlapping heightened, permanent magical *Darkness* spells (heightened to a 6th level spell, 17th level wizard). Normal light (e.g., from torches, candles, lanterns and so on) is incapable of brightening the area, as are light spells of 6th level or lower level. All creatures in the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (i.e., darkvision or low-light vision) have the miss chance. A light source will be needed to light the room even if the magical darkness is dispelled. [See DMG pp. 302-303 for the game effects on those blinded from darkness. Remember that low light vision is ineffective as there is no light present.]

Also, there are three other active permanent spells in this room. A *Permanent Image* spell (17th level wizard, DC 22) is in effect at the northwest corner of the room. It is an illusion of a set of iron double doors. Another *Permanent Image* spell (17th level wizard, DC 22) is in effect directly opposite of the first illusion (i.e., northeast corner). This illusion is of a normal wall and hides both the real iron double doors and a riddle written beside the door (see Player's Handout #1). The riddle, however, is moot, since the double doors have been sundered open. A passageway (ten feet wide, ten feet high) extends ten feet before ending at a closed iron portcullis (see below and DM's Aid#1). Finally, a permanent *Alarm* spell (17th level wizard) has been centered (with a 20 foot radius) in the area of the real iron double doors. If a creature entering the warded area does not provide the proper password, then a mental *alarm* is sent to the guardians to inform them of an intruder. Since the *Alarm* spell does not allow spell resistance, this spell circumvents the guardians' immunity to magic at higher APLs.

Careful inspection of the columns (Knowledge: Architecture and Engineering, DC 15) reveals that none of them actually support the weight of the room. Moreover, the columns are made of very light (and very, very thin) ceramic. The large, wide pillars in the center of the room have faces carved on them. The carved out eyes and mouths reveal these pillars to be hollow and occupied (i.e., higher APLs). A Spot (DC 20) check reveals that the columns at the periphery of the room are not cemented or joined to the ceiling.

Once the majority of the PCs are in the room, the guardians attack. The guardians are programmed to attack anyone who does not give the proper password and recognition signal (i.e., upon entering the room and approaching the real double doors in the northeast

corner). Incidentally, these guardians will not attack anyone who immediately accompanies the person who gives the correct password/signal. As far as Patience knows, he is the only one who knows the password/signal (actually, he isn't but more on that later...). None of his henchmen were aware that Patience gave both a password and a signal upon entering the room and at the real double doors.

Creatures:

APL 4 (EL 6)

➤ **Animated Guardian (3):** Drider Statue; Large Ironwood Animated Object, hp 45, hardness 5, speed 40 ft.; see *Monster Manual*, pp 13-14.

APL 6 (EL 8)

➤ **Huge Animated Guardian:** Drider Statue; Huge Stone Animated Object, hp 100, hardness 8, speed 40 ft.; see *Monster Manual*, pp 13-14.

➤ **Caryatid Column, Advanced;** hp 95, hardness 8; see Appendix A.

APL 8 (EL 10)

➤ **Caryatid Column, Advanced (3):** hp 95, hardness 8; see Appendix A.

APL 10 (EL 12)

➤ **Ettin, Clay Half-Golem (3):** hp 90; see Appendix A.

APL 12 (EL 14)

➤ **Ettin, Clay Half-Golem, Ftr2 (3):** hp 105; see Appendix A.

Tactics: Simply put, the guardians attack to kill. While the guardians will not exit the vault, they will follow anyone fleeing into the inner chamber of the vault (i.e., Encounter Seven). At APL 4 to 8, the drider-like statues and/or caryatid columns replace the closest columns to the true doorway in the northeast corner of the room. At higher APLs, the ettin half-golems are inside the large central pillars (which have no support value, whatsoever).

Because of the many holes in the pillars, the half-golems have excellent hearing and vision of their surroundings. The ceramic material of the pillar is thin and extremely weak. As a free action, the half-golems can break out of the pillars. The guardians give priority to attacking intruders closest to the northeastern doors. Note, the magical darkness affects the Guardians the same as it does the PCs. Hence, everyone has a 20% miss chance. The guardians, however, all have the Blind-Fight feat. Finally, at APL 12, when appropriate, the half-golems will use their improved sunder feat against PC armor and weapons.

Treasure: The guardians may be looted for equipment at higher APLs.

APL 4 – L: 0 gp; C: 0 gp; M: 0 gp.

APL 6 – L: 0 gp; C: 0 gp; M: 0 gp.

APL 8 – L: 0 gp; C: 0 gp; M: 0 gp.

APL 10 – L: 222 gp; C: 0 gp; M: 0 gp.

APL 12 – L: 296 gp; C: 0 gp; M: 0 gp.

Development: If the ensuing combat is loud, then it is possible that Patience and/or his lieutenant(s) will be forewarned of intruders. Patience will use the time to cast preparatory spells on himself and his lieutenant(s).

Once the PCs have disbelieved the illusion in the northeast corner of the room, then they will be aware of the sundered double door and a destroyed iron portcullis behind it. This cross-barred portcullis has been violently ripped from the passageway and provides no impediment to progress. A lever further down the corridor controls the now defunct portcullis. Beyond the portcullis is a ten feet wide and ten feet high corridor beyond.

If the PCs have arrived while Patience is trying to open the vault door, then they will find that the area immediately around the door illuminated. Patience has cast a heightened *Continual Flame* Spell (heightened to 8th level; 17th level wizard) to light the area. Patience and his lieutenant(s) will fight to the death and the guardians of this room will join in the fight as well, if they are still standing. Such a fight is likely to be very, very deadly. The riddle needed to open the door is provided in the Player's Handout #1 and DM's Aid #2. Unbeknownst to Patience, the answer to the riddle was subtly altered by a rival wizard.

Encounter Seven

Past the portcullis, the ten-foot wide and ten-foot high corridor extends another thirty feet before turning right (south). This hallway continues for ten feet before opening into a small twenty-foot by twenty-foot room. Another corridor is directly opposite the first hallway and extends for forty feet before turning left (east). Both the hallways and the small ten-foot high room are lit by phosphorescent fungus.

Moving past the portcullis, the hallway continues for about thirty feet before turning right. A small room is just around the corner. A passageway continues from the room and extends another forty feet before turning left. There is a lever on the far wall of the room, adjacent to the entryway of this new passageway.

The lever in the room operates the portcullis. No doubt some PCs will believe the room to be trapped. It's not.

Turning left, the passageway beyond continues erratically eastward for sixty feet before ending in a large room. This vault is seventy feet by seventy feet and is less than fifteen feet high. Near the back end of the room is a row of columns that loosely screen off the far end, where many chests and crates can be observed. A large stone chest is at the far end of the room, behind the columns. The room is very well lit. Multiple heightened *Continual Flame* spells (heightened to a 5th level spell, 17th level wizard) have been cast in the room, including the ceiling and columns.

A large, well-lit chamber lies beyond the corridor. A row of columns lines the back portion of the room, partitioning off the many chests, coffers and boxes at the far end. In this area, a tall, beautiful woman with dark hair stands just behind a large stone chest.

Patience and her lieutenant(s) have no reason to expect anyone will disturb them and consequently have no combat preparatory spells cast on themselves. However, noise (Listen, DC 15) from the battle with the guardians in Encounter Five will likely alert these villains to the PCs' presence. Other ways they may have been alerted to the PCs' presence include lifting the stone coffin above and/or the PCs noisily moving down the corridors. Patience knows full well that his regular henchmen are too frightened of him to enter the outer vault proper and disturb him. The logical conclusion is that unwanted adventurers or soldiers have tracked him to the vault. It is likely these adventurers and/or soldiers want justice for the massacre that occurred at Baylord's Rest.

Patience is an intelligent and cunning adversary. He and his lieutenant(s) and the familiar(s) will spend the remaining time casting combat preparatory spells on themselves and preparing their position (see Tactics section below). Once fully prepared, Patience and those with him will bring the fight to the PCs to prevent the preparatory spells from reaching the end of their duration.

If the PCs hesitate upon entering the vault, read the following:

The woman brings her fingers to her lips in a gesture of delighted surprise. Her face fills with wonder and relief. "Thank you, good people. Thank you! I am Lady Shellenna, the daughter of Lord Vormar of Brancast Keep. Thank you for rescuing me from these foul thieves and murderers! I have been held hostage for weeks. My father will pay you well for resc..."

A deep voice rumbles disgustedly to her left, "Boss, no one is that stupid."

Lady Shellenna looks toward him with exasperation and curses in a deep masculine voice, "Vecna's Eye!"

Roll Initiative. See DM's Aid #1 for the position of Patience and his lieutenant(s).

APL 4 (EL 7)

➤ **Patience:** Female human, Wiz5, hp 32; see Appendix A.

➤ **Garjin (Patience's Familiar):** Quasit, hp 16; see Appendix A.

➤ **Stalwart:** Incarnate Flesh Golem, Ftr1, hp: 81; see Appendix A.

APL 6 (EL 9)

➤ **Patience:** Female human, Wiz5, hp 45; see Appendix A.

➤ **Garjin (Patience's Familiar):** Quasit, hp 22; see Appendix A.

➤ **Stalwart:** Incarnate Shield Guardian, Brb1/Ftr1, hp: 140; see Appendix A.

APL 8 (EL 11)

➤ **Patience:** Female human, Wiz7, hp 58; see Appendix A.

➤ **Garjin (Patience's Familiar):** Quasit, hp 29; see Appendix A.

➤ **Stalwart:** Incarnate Shield Guardian, Brb1/Ftr2, hp: 168; see Appendix A.

➤ **Recluse:** Incarnate Flesh Golem, Clr2, hp: 88; see Appendix A.

APL 10 (EL 13)

➤ **Patience:** Female human, Wiz11, hp 82; see Appendix A.

➤ **Garjin (Patience's Familiar):** Quasit, hp 41; see Appendix A.

➤ **Stalwart:** Incarnate Shield Guardian, Brb1/Ftr4, hp: 189; see Appendix A.

➤ **Recluse:** Incarnate Flesh Golem, Clr3/Wiz1, hp: 114; see Appendix A.

➤ **Brax (Recluse's Familiar):** Owl, hp 57; see Appendix A.

APL 12 (EL 15)

➤ **Patience:** Female human, Wiz13, hp 117; see Appendix A.

➤ **Garjin (Patience's Familiar):** Quasit, hp 58; see Appendix A.

➤ **Stalwart:** Incarnate Shield Guardian, Brb1/Ftr6, hp: 232; see Appendix A.

☛ **Recluse:** Incarnate Flesh Golem, Clr3/Wiz3, hp: 126; see Appendix A.

☛ **Brax (Recluse's Familiar):** Worg, hp 63; see Appendix A.

Patience's Condition: Since entering the vault, Patience's spellcasting power has greatly deteriorated. Formerly a 14th level Wizard and 3rd level archmage, this 17th level wizard equivalent has lost caster levels dependent on the APL. Patience hopes that the caster level loss is of a temporary nature. At present his skill levels and feats are equivalent to his former level, but may begin to deteriorate soon, as well. Lastly, a putrid, rotting smell has begun to emanate from Lady Shellenna's body. Patience fully realizes he is in a very grim situation.

Tactics: As noted above, Patience has no reason to believe he or his servants will be imminently attacked so has not precast any defensive spells on himself. Once he is alerted to the PCs presence, and given sufficient time, he (and Recluse, at higher APLs) will cast preparatory spells on himself and his henchmen before combat begins. Among his favorite preparatory spells include *Mage Armor*, *Shield*, *Blink*, *Stoneskin* and *Lesser Globe of Invulnerability*. If possible, he will also cast *Magic Circle Against Good* and *Haste* to protect himself and his henchmen. Lastly, at higher APLs, he will cast *Displacement* on Stalwart.

This is Patience's final stand. He will be cunning and terribly ruthless. Patience and his minions will employ cover as much as possible (see DM's Aid #1). At APL 6 and 8, he casts *Blink* on himself, taking the 20% miss chance on spells in lieu of the ethereal protection. At APL 10 and 12, he will use *Wall of Force* and *Forcecage* to isolate and divide his opponents. He will also cast *Ghostform*, forgoing *Blink*, which will make him incorporeal but still able to cast spells normally. Further, at APL 10 and 12, Recluse casts *Shield Other* to better ward Patience.

Patience is ultimately a self-preservationist. He knows that if he were to die here, there will be no chance for him to return and his deals with Vecna would have to be paid off. If it becomes apparent that he will lose the fight, then he will attempt to flee. In the very worst case situation, he will surrender to a good PC (preferably, a paladin) rather than die. He hopes that he can strike a deal with the government of Furyondy and prolong his life. Better to live in prison with a chance to escape, than face Vecna.

Stalwart will act as the physical shield for Patience, using his reach weapon (i.e., glaive) to the best advantage before using his greatsword. At his first opportunity, he will move to stand next to Patience to provide him cover and protection. At higher APLs, Recluse provides

healing spells to Patience as well as acting as a physical barrier and casting support spells. Finally, the familiars will use their inherent abilities to their best advantage to harass the PCs, sometimes dropping objects or using magic items, and deliver touch spells.

Treasure

APL 4 – L: 63 gp; C: 50 gp; M: 432 gp; *Bracers of Armor +2* (333 gp).

APL 6 – L: 63 gp; C: 50 gp; M: 728 gp; *Bracers of Armor +2* (333 gp), *Headband of Intellect +2* (333 gp), *Oil of Keen Edge* (62 gp).

APL 8 – L: 169 gp; C: 50 gp; M: 915 gp; *Bracers of Armor +2* (333 gp); *Headband of Intellect +2* (333 gp), *Oil of Keen Edge* (62 gp), *Wand of Magic Missile – third level* (187 gp).

APL 10 – L: 164 gp; C: 50 gp; M: 1998 gp; *Bracers of Armor +2* (333 gp); *Oil of Keen Edge* (62 gp), *Cloak of Resistance +1* (83 gp), *Headband of Intellect +4* (1333 gp), *Wand of Magic Missiles – third level* (187 gp).

APL 12 – L: 164 gp; C: 50 gp; M: 2612; *Bracers of Armor +2* (333 gp); *Oil of Keen Edge* (62 gp), *Bead of Force* (250 gp), *Headband of Intellect +4* (1333 gp), *Wand of Magic Missiles – third level* (187 gp), *Cloak of Resistance +1* (83 gp), *Wand of Magic Weapon* (31 gp), *Gloves of Dexterity +2* (333 gp).

Development: This should be a tough but memorable fight. In the end, Patience and his lieutenant(s) will be defeated. It is possible, though unlikely, that Patience may have fled the area or surrendered to the conquering PCs.

In addition to the possessions of Patience and his lieutenants, there is a modest amount of treasure in the vault. Under a fine layer of dust, jewelry, gems, gold and other valuable coins can be found in the crates, coffers and chests of this room. Unfortunately, much of the treasure, which totals 300 gp, is of poor quality.

If Patience had paid more attention to the other treasure in the room he would have learned, much to his distress, that most of his choice items in the vault have already been removed. PCs that make a successful Search (DC 25) or Wisdom (DC 30) check will have a vague feeling from the way some treasure is arranged or, perhaps due to differences in the layers of dust that the treasure may have been picked through centuries ago.

The stone chest is magically locked by a specially researched spell (i.e., *Knock* or similar spells will not open the chest) and can only be opened either by answering a riddle (see Players Handout #1 and DM's Aid #2) or broken into.

☛ **Stone Chest:** 6 in. thick, lined with lead; hardness 8; hp 60; AC 5.

Let the PCs sweat the riddle for two to three minutes, then have them start making the ability checks (as described in DM's Aid #2). Eventually, the PCs should figure out (Wisdom, DC 15) that something is wrong with the riddle (i.e., malfunctioning) and that they will have to break open the chest to get at its contents. Some parties at higher APLs may be able to circumvent the riddle entirely and remove the contents. The chest does not contain copies of Patience's spellbooks, but instead has a single piece of folded-over parchment. The letter is written in Old Oeridian and reads (see Players Handout #2).

20 Wealsun 318 CY

Dearest Brother:

It has been well over a century since I have heard news of you...not even a whisper. Could it be that you have been killed? One can only hope.

If you are reading this, then your latest plans of conquest have failed and you are now on the run. You're probably hoping to recoup all your losses. You were always such a planner. My, my...I never realized how thorough and rare your collection of magic items was. I am so envious.

What has happened to your spellbooks, you ask? I need them more than you. After all, good kindling material is so hard to find these days.

I hope you elude your hunters and are able to start over again...really.

Your Loving Brother,

Patter

P.S. I hope you enjoyed the riddles. Isn't it frustrating when the correct answers are wrong.

A few minutes after the letter is read, a *Programmed Illusion* spell (18th level arcane; DC 22) is activated. Mocking laughter echoes through the chamber.

No doubt the PCs will strip the vault of anything of value. Have the PCs make a Wisdom (DC 10) check to remember to collect the remains of Lady Shellenna, if they haven't done so already. Additionally, the PCs will need to determine what to do with any prisoners (e.g., drunken henchmen) that they have under their control. [These henchmen will be tried and executed for their crimes against the kingdom.] The return journey to Brancast Keep is uneventful.

Conclusion

There are three possible outcomes for this module. If the PCs failed to defeat Patience, then proceed to Section A: Failure. If Patience managed to flee, then proceed to section B: Success – Partial. Finally, if the PCs defeated Patience (captured or killed him), then proceed to Section C: Success – Full.

Once you have completed the conclusion, if this is the premiere please complete the critical event summary at the end of the event and return it to HQ. While you do not need to advise the players of the questions (and it is preferable you do not), please make them aware you ARE completing this bit of paperwork and that their actions do make a difference. Any PC actions that are not adequately covered by the questions but may become relevant in future modules or for the region in general should be explained on the backside of the paper.

A. Failure

This conclusion will primarily arise for PCs that have either been intimidated by the arcane casting power of Patience and have abandoned their quest or have fled from combat with Patience. Regardless, the PCs have discovered the fate of Lady Shellenna and thus should report back to Lord Vormar.

After several days of hard riding back to Brancast Keep, the PCs are immediately ushered into Lord Vormar's presence. Seated on his dais, Lord Vormar is accompanied by Sir Jellack DeSavior and Rhovan Hagindar.

Lord Vormar rises as you approach, defeat and concern clearly written on his face. He abruptly sits down and speaks with great sadness, "My guards told me of your arrival...and that Lady Shellenna was not with you. I had hoped...I had hoped they were mistaken. What has happened to my little girl? I take it she has gotten herself into serious trouble? Tell me all that has occurred."

If time permits, let the PCs explain to Lord Vormar the fate of his daughter and the terror and evil deeds committed by the ancient wizard Patience. Lord Vormar will sigh deeply upon learning of his daughter's death. Sir Jellack, heartbroken, says softly to Lord Vormar (Listen, DC 10) that it is likely she could be resurrected if they could find a portion of her body but because of "The Dead Shall Not Rule Decree"... Lord Vormar cuts him off and says, *"No, even if we did have something of her, I would not have her suffer the humiliation of being stripped of her rights of nobility and to live the remainder of her life as a commoner. That is a fate none of my children shall endure."* After the

exchange, Lord Vormar continues to listen to the PCs report. If asked, Lord Vormar compensated the farmers and merchants for their misunderstanding with “Lady Shellenna”. The commoners apologized for their misunderstanding of the situation and took their money and left.

Lord Vormar raises a hand to end the discussion. “I thank you for your services. You have done well to report to me of my daughter’s death and this new threat to Furyondy. It is a pity, however, that you were unable to defeat this threat. No matter. I wish you well on your journey from my lands. King Belvor will be informed of your findings.”

Lord Vormar turns to Sir Jellack and says firmly, “Lady Shellenna is dead. An ancient wizard that threatens our beloved realm has lain claimed to her body. I instruct you to inform Captain Hagindar that he is to take a squad of my fastest light horsemen and ride to Chendl and report this new threat to King Belvor. You will take a company of my best cavalry. Find the wizard and kill him. Rhovan, go with Sir Jellack.” Lord Vormar steps down from the dais and retires to his quarters.

Within an hour Captain Hagindar rides to Chendl and the King, while Sir Jellack and Rhovan Hagindar and a company of cavalry ride to find the wizard. If the PCs decide to accompany Sir Jellack on his wizard hunt, they will spend two months doing so, charge them an additional eight time units. Unfortunately, Sir Jellack and the PCs will be unable to find Patience.

Lord Vormar, like a petulant child, will award all PCs (save those accompanying Sir Jellack) with his disfavor (see Adventure Record). Lord Vormar will then ask the PCs to leave his lands immediately. He does not pay the PCs for their services.

Treasure

All APLs – L: 0 gp; C: 0 gp; M: 0 gp.

B. Success – Partial

This conclusion occurs if the PCs were able to defeat Patience, but he managed to flee the area and elude capture. Regardless, the PCs have discovered the fate of Lady Shellenna and thus should report back to Lord Vormar.

The PCs return to Brancast Keep after several days of hard riding. Lord Vormar, Sir Jellack DeSavior and Rhovan Hagindar meet the PCs in the Keep’s courtyard.

Lord Vormar swiftly appraises everyone before speaking in a commanding voice, “Well, what have you learned? Where is my daughter?”

If time permits, let the PCs explain to Lord Vormar the fate of his daughter and the deprivations committed by the ancient wizard Patience. Lord Vormar will take the news of his daughter’s death with ill grace but then accept it with great sadness. Sir Jellack, heartbroken, says softly to Lord Vormar (Listen, DC 10) that it is likely she could be resurrected if they could just find a portion of her body. However, because of “The Dead Shall Not Rule Decree”.... Lord Vormar cuts him off and says, ***“No, even if we did have something of her, I would not have her suffer the humiliation of being stripped of her rights of nobility and to live the remainder of her life as a commoner. That is a fate none of my children shall endure.”*** After the exchange, Lord Vormar gestures for the PCs to continue their report. If asked, Lord Vormar compensated the farmers and merchants for their misunderstanding with “Lady Shellenna”. The commoners apologized for their misunderstanding of the situation and took their money and left.

Lord Vormar raises a hand to end the report. “I thank you for your services. You have done well to report to me of my daughter’s death and this new threat to Furyondy. It is a pity, however, that you were unable to completely defeat this threat. No matter. You have done a hero’s best and that is to be rewarded. King Belvor will be informed of your findings.”

Lord Vormar turns to Sir Jellack and says firmly, “Lady Shellenna is dead. An ancient wizard that threatens our beloved realm has lain claimed to her body. I instruct you to inform Captain Hagindar that he is to take a squad of my fastest light horsemen and ride to Chendl and report this new threat to King Belvor. You will take a company of my best cavalry. Find the wizard, capture him if you can or kill him. Rhovan, go with Sir Jellack.” Lord Vormar gestures for everyone to accompany him to the great hall as Sir Jellack and Rhovan Hagindar quickly leave to do their lord’s bidding, replying that Patience will be brought to justice ‘as certain as the Crockport Four.’

Within an hour Captain Hagindar rides to Chendl and the King, while Sir Jellack and Rhovan Hagindar ride with a company of cavalry to find the wizard. If the PCs decide to accompany Sir Jellack on his wizard hunt, then they will spend two months doing so, charge them an additional eight time units. Unfortunately, Sir Jellack and the PCs will be unable to find Patience.

A Knowledge: Local (DC 15) will identify the phrase “as certain as the Crockport Four” to mean that the villain will be captured, fairly tried and punished. The Crockport Four were adventurers that attacked innocents

in the streets of Crockport a few years ago. They were all caught and imprisoned or executed.

The PCs are rewarded for their courageous deed at a small banquet in their honor.

Lord Vormar rises and offers up a toast in honor of his deceased daughter, "May you rest in peace, my darling little girl. You will always be remembered fondly." He drinks from his wineglass and weeps a bitter tear.

Turning toward you, he clears his throat and nods, "I want to thank you personally for your efforts.

You were very brave in the face of such danger. I have thought long and hard as to what I could reward you with and I have decided that my favor and a small token of my gratitude would be appropriate." Lord Vormar smiles warmly.

In addition to his favor (see Adventure Certificate), he will give each PC a token of his esteem (in lieu of any promised payment). This token is in the form of platinum ring (worth one hundred wheatsheaves) bearing a small heraldic symbol of Brancast Keep and the words "Courage, Honor and Friendship Always" inscribed on the inside band.

Treasure

All APLs – L: 0 gp; C: 100 gp; M: 0 gp.

C. Success – Complete

This conclusion occurs if the PCs have either killed or captured Patience. After several days of travel the PCs return to Brancast Keep. Lord Vormar, Sir Jellack DeSavior, Captain Willen Hagindar and Rhovan Hagindar meet the PCs in the Keep's courtyard as they ride in.

Lord Vormar raises a hand in greeting. "I am pleased to see that you have returned. What has occurred?"

If the PCs have brought Patience/Lady Shellenna's body with them, Lord Vormar will do his best not to stare at her body while receiving the PCs' report. There is great sadness in his eyes, however, if anyone looks directly at him. On the other hand, if Patience was captured alive, Lord Vormar will add with growing ire, *"Why is my daughter trussed up so? Yes, I know of her misunderstanding with those farmers and merchants, but all that has been rectified. Surely this is not the reason you have her trussed up so? Knaves, do not forget that she is a noblewoman of Furyondy! You will pay for this insolence!"*

Time permitting, have the PCs explain to Lord Vormar about the death of Lady Shellenna and the deprivation caused at the hands of Patience. Lord

Vormar will nod his occasionally during the report and gesture for the PCs to continue. He is clearly shaken and heartbroken by this news. If Patience was captured, he will apologize to the PCs for his outburst and give a look of utter hatred, filled with the promise of vengeance, toward the wizard who occupies his daughter's body.

Lord Vormar will inform the PCs, should any ask, that the misunderstanding between the farmers, merchants and Lady Shellenna (Patience) was resolved. The commoners apologized for their misunderstanding of the situation and took their compensation and left.

Sir Jellack, heartbroken, speaks softly to Lord Vormar (Listen, DC 10) that it is likely lady Shellenna could be resurrected using a portion of her body but because of "The Dead Shall Not Rule Decree".... Lord Vormar cuts him off and says, *"No, I will not have her suffer the humiliation of being stripped of her rights of nobility and to live the remainder of her life as a commoner. That is a fate none of my children shall endure."* Lord Vormar gestures for the PCs to finish their report.

If Patience was captured and returned to Brancast Keep, then Lord Vormar will be particularly resolute. He will assign Rhovan Hagindar to make sure Patience is unable to magically escape. Captain Willen Hagindar will also take charge of Patience and ensures that wizard is compliant with his captivity (i.e., Captain Hagindar saps Patience as they are leading him to the dungeon). Lord Vormar informs the PCs that Patience will be appropriately tried and punished *"as certain as the Crockport Four"*.

Further, Lord Vormar orders Sir Jellack to ride to Chendl and inform the King of the situation and to prepare transportation of the prisoner to Chendl for trial. A successful Spot (DC 30) check is needed to catch the exchange of looks between Lord Vormar and Sir Jellack. In particular, there is a look of suspicion on Sir Jellack's face, wondering if Patience will be alive when he returns. Lord Vormar's face is studiously impassive. No Sense Motive checks will determine otherwise. Within a few days Sir Jellack returns with two-dozen of the King's Cavalry and several wagons. Bound and gagged, Patience is carried out to one of the wagons and transported to Chendl for trial.

A Knowledge: Local (DC 10) will identify the phrase "as certain as the Crockport Four" to mean that the villain will be captured, fairly tried and punished. The Crockport Four were adventurers that attacked innocents in the streets of Crockport a few years ago. They were all caught and imprisoned or executed.

The PCs are rewarded for their courageous deeds at a small banquet in their honor.

Lord Vormar rises and offers up a toast in honor of his deceased daughter, "May you rest in peace, my darling little girl. You will always be remembered fondly." He drinks from his wineglass and weeps a bitter tear.

Turning toward you, he clears his throat and nods, "I want to thank you personally for your deeds. You were very brave in the face of such danger. You have brought an end to powerful threat to the Kingdom of Furyondy. Though I may be a minor lord of this realm, I certainly appreciate the risks you have taken to protect and save the lives of my people and all of Furyondy. I have ordered that your deeds be sent to our beloved King Belvor IV for recognition. In addition, I give you my favor as well as a small token of gratitude." Lord Vormar smiles warmly.

In addition to his favor (see Adventure Certificate), Lord Vormar rewards each PC a token of his esteem (in lieu of any promised payment). This token is in the form of platinum ring (worth 100 wheatsheaves) bearing a small heraldic symbol of Brancast Keep and the words "Courage, Honor and Friendship Always" inscribed on the inside band. A few days later a letter of commendation is provided to each PC. In the letter, King Belvor IV personally thanks the PCs for their service.

Treasure

All APLs – L: 0 gp; C: 100 gp; M: 0 gp.

The End

Experience Point Summary

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

Encounter One

Defeat Barghests

APL4 120 xp; APL6 180 xp; APL8 240 xp;

APL10 300 xp; APL12 360 xp.

Encounter Six

Defeat Guardians

APL4 210 xp; APL6 270 xp; APL8 330 xp;

APL10 390 xp; APL12 450 xp.

Encounter Seven

Defeat Patience and his Lieutenants

APL4 210 xp; APL6 270 xp; APL8 330 xp;

APL10 390 xp; APL12 450 xp.

Story Award

Return Lady Shellena's body to Lord Vormar

ALL APLs 30 xp.

Discretionary roleplaying award

APL4 105 xp; APL6 150 xp; APL8 195 xp;

APL10 240 xp; APL12 285 xp.

Total possible experience:

APL4 675 xp; APL6 900 xp; APL8 1125 xp;

APL10 1350 xp; APL12 1575 xp.

Treasure Summary

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is

a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter Two

All APLs: L: 0 gp; C: 0 gp; M: 62 gp.

Encounter Five

All APLs: L: 8 gp; C: 15 gp; M: 0 gp.

Encounter Six

APL 4: L: 0 gp; C: 0 gp; M: 0 gp.

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

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

APL 10: L: 222 gp; C: 0 gp; M: 0 gp.

APL 12: L: 296 gp; C: 0 gp; M: 0 gp.

Encounter Seven:

APL 4: L: 63 gp; C: 50 gp; M: 432 gp.

APL 6: L: 63 gp; C: 50 gp; M: 728 gp.

APL 8: L: 202 gp; C: 70 gp; M: 915 gp.

APL 10: L: 197 gp; C: 50 gp; M: 1998 gp.

APL 12: L: 197 gp; C: 50 gp; M: 2679 gp.

Conclusion

All APLs: L: 0 gp; C: 100 gp; M: 0 gp.

Total Possible Treasure

APL 4: L: 71 gp; C: 165 gp; M: 432 gp - Total: 668 gp (maximum 650 gp).

APL 6: L: 71 gp; C: 165 gp; M: 728 gp - Total: 964 gp (maximum 900 gp).

APL 8: L: 210 gp; C: 185 gp; M: 915 gp - Total: 1310 gp (maximum 1300 gp).

APL 10: L: 427 gp; C: 165 gp; M: 1998 gp - Total: 2590 gp (maximum 2300 gp).

APL 12: L: 501 gp; C: 165 gp; M: 2679 gp - Total: 3345 gp (maximum 3300 gp).

Special

Patience's First Traveling Spellbook (1st—*Comprehend Languages, Shield*; 2nd—*Bear's Endurance, Scorching Ray*; 3rd—*Dispel Magic, Tongues*; 4th—*Lesser Globe of Invulnerability, Stoneskin*; 5th—*Cone of Cold*; 7th—*Vision*; 8th—*Horrid Wilting*).

Patience's Second Traveling Spellbook (1st—*Mage Armor, Mount*; 2nd—*See Invisibility, Touch of Idiocy*; 3rd—*Clairaudience/Clairvoyance, Slow*; 4th—*Mass Reduce Person*; 5th—*Feeblemind*; 6th—*Chain*

Lightning; 7th—*Prismatic Spray, Waves of Exhaustion*; 9th—*Bigby's Crushing Hand*).

Lord Vormar's Disfavor/Favor

Check one only, and check the same option for all the players at this table:

[] *Lord Vormar's Disfavor*. Lord Vormar has openly expressed his displeasure with the PC's failure to learn Lady Shellenna's fate and/or having fled from the evil wizard Patience. Cost of Living is doubled in all Furyondy Regional modules for a period of one year from the date of this AR. Further, the initial attitude of Furyondy nobility toward the PC will be distinctly unfriendly or lower during this period of time.

[] *Lord Vormar's Favor*. Lord Vormar has learned the fate of Lady Shellenna. Impressed by the PC's role in the defeat of the evil wizard Patience, Lord Vormar has given the PC access to his weaponsmith. The PC may purchase one weapon made of adamantine following any Furyondy regional adventure. If the favor is used in this manner, indicate the following:

AR purchased: _____

Weapon selected: _____

GM initials and date: _____

Letter of Commendation: The royal council was made aware of the defeat of the evil wizard Patience and the PC has received a letter of commendation bearing their seal. By producing this letter, the PC obtains a one-time +15 circumstance bonus to a single Charisma skill check or a one time influence point with any lawful organization. These benefits are usable only within the kingdom of Furyondy. Due to the PC's fame, the people of Furyondy will support this PC and allow him/her a free rich lifestyle in the next Furyondy Regional Event.

Items for the Adventure Record

Item Access

APL 4:

Bracers of Armor +2 (Adventure, DMG)

Patience's First Travelling Spellbook (Adventure, see above, 4000 gp)

Patience's Second Travelling Spellbook (Adventure, see above, 5000 gp)

APL 6: (All of APL 4 plus the following)

Oil of Keen Edge (Adventure, DMG)

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

Wand of Magic Missiles (Adventure, 3rd level caster, DMG)

APL 10: (All of APLs 4-8 plus the following)
Headband of Intellect +4 (Adventure, DMG)

APL 12: (All of APLs 4-10 plus the following)
Wand of Magic Weapon (Adventure, 1st level caster, DMG)
Wand of Bless Weapon (Adventure, 1st level caster, DMG)
Bead of Force (Adventure, DMG)

Appendix A – Monsters and NPCs

Encounter One

APL 8, 10 and 12

🐾 **Greater Barghest, Half-Fiend:** CR 7; Large Outsider (Evil, Lawful, Shapechanger); HD 9d8+36; hp 90; Init +5; Spd 40 ft., fly 40 ft. (average); AC 24 (touch 14, flat-footed 19) [-1 Size, +5 Dex, +10 natural]; BA/G +9/+20; Atk +15 melee (2d6+7, bite); Full Atk +15 melee (2d6+7, bite), +13 melee (1d6+3, 2 claws); Space/Reach 10 ft./5 ft.; SA Smite good, spell-like abilities, feed; SQ Acid resistance 10, change shape, cold resistance 10, DR 10/magic, darkvision 60 ft., electricity resistance 10, fire resistance 10, immunity to poison, scent, SR 19; AL LE; SV Fort +10, Ref +10, Will +10; Str 24, Dex 20, Con 18, Int 22, Wis 18, Cha 20.

Skills and Feats: Bluff +17, Climb +19, Concentration +12, Diplomacy +9, Disguise +5 (+7 acting), Hide +12, Intimidate +19, Jump +14, Listen +16, Move Silently +16, Search +11, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Tumble +18; Combat Reflexes, Improved Natural Attack (Bite), Multiattack, Track.

Smite Good (Su): Once per day, the barghest can make a normal melee attack to deal +9 points of extra damage against a good foe.

Spell-Like Abilities: At will – *blink*, *invisibility sphere*, *levitate*, *misdirection* (DC 17) and *rage* (DC 18); 3/day – *darkness* and *poison*; 1/day – *charm monster* (DC 19), *contagion*, *crushing despair* (DC 19), *desecrate*, *dimension door*, *mass bull's strength*, *mass enlarge* and *unholy blight*. Spells are cast at 9th level and save DCs are charisma based.

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

See MM, p. 22, for information on barghest advancement through feeding.

Change Shape (Su): A barghest can assume the shape of a goblin or a dire wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In dire wolf form, a barghest loses its claw attacks but retains its bite attack.

Pass Without Trace (Su): A barghest in dire wolf form can use pass without trace (as the spell) as a free action.

Skills: A barghest in dire wolf form gains a +4 circumstance bonus on Hide checks.

Combat: A barghest's natural weapons are treated as evil-aligned and lawful-aligned and as magic weapons for the purpose of overcoming damage reduction.

Encounter Four

All APLs

🐾 **Ostlen (3rd level Rogue):** CR 5; Medium Undead (Augmented Human) (Incorporeal); HD 3d12; hp 27; Init +8; Spd Fly 30 ft. (perfect); AC 17 (touch 17, flat-footed 13) [+4 Dex, +3 Deflection]; BA/G +3/+4; Atk +6 melee (1d6, incorporeal touch); Full Atk +6 melee (1d6, incorporeal touch); SA Corrupting touch, frightful moan, horrific appearance, manifestation, sneak attack (+2d6); SQ Darkvision 60 ft., evasion, incorporeal traits, rejuvenation, trapfinding, trap sense +1, +4 turn resistance, undead traits; AL NE; SV Fort +1, Ref +7, Will +1; Str 12, Dex 18, Con -, Int 10, Wis 10, Cha 16; Height 5 ft., 5 in.

Skills and Feats: Bluff +9, Diplomacy +7, Hide +18, Listen +14, Move Silently +12, Search +10, Spot +14; Combat Reflexes, Expert Tactician, Improved Initiative.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 14) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours. See PHB, p. 311, for the effects of being panicked.

See MM, pp 117-118, for all other ghost abilities.

Encounter Six

APL 6 and 8

🐾 **Caryatid Column, Advanced:** CR 7; Medium Construct; HD 10d10+20; hp 100; Init +3; Spd 30 ft.; AC 22 (touch 13, flat-footed 19) [+3 Dex, +9 natural]; BA/G +7/+13; Atk +16 melee (1d10+11, +2 *bastard sword*, two-handed) or +13 melee (1d4+9, slam); Full Atk +16 melee (1d10+11 [19-20, X2], +2 *bastard sword*, two-handed) or +16 melee (1d10+8 [19-20, X2], +2 *bastard sword*) and +8 melee (1d4+3, slam) or +13 melee (1d4+8, slam); SQ Break weapon, column form, construct traits, darkvision 60 ft., hardness 8, magic weapon; AL N; SV Fort +3, Ref +6, Will -2; Str 22, Dex 16, Con -, Int 6, Wis 1, Cha 1.

Skills and Feats: Diplomacy -1 and Sense Motive +6; Blind-Fight, Improved Sunder, Power Attack, Weapon Focus (bastard sword).

Break Weapon (Su): A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 15) or break and become useless, dealing no damage to the caryatid column. As usual a magic weapon uses either the wielder's save bonus or its own save bonus, whichever is better. Nonmagic ranged weapons shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 15) to resist this effect.

Column Form (Ex): When at rest (not commanded or waiting to fulfill a command) a caryatid column takes the form of a single column of stone. The column is about 2 feet in diameter, and it extends up into the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15).

A caryatid column in column form looks like a pillar in most respects. It does not radiate magic and *true seeing* does not reveal its humanoid form. Careful examination of the column (Search check DC 25) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or jointed to the ceiling. Dwarves and other creatures with stonemasonry receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column.

Changing form is a free action, and a caryatid column can change once per round.

Construct Traits: A caryatid column is immune to all mind-affecting effects (charms compulsions, phantasms, patterns and morale effects), and to poison, sleep effects, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, nonlethal damage, ability damage, energy drain, fatigue, exhaustion or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60-foot range). It does not eat, sleep or breathe.

Hardness (Ex): Like an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon usually a +2 *bastard sword*, functions in all respects like a normal magic weapons of its type, with

one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical qualities.

If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column's body and can be retrieved by the caryatid column, as any character would draw a weapon.

APL 10

Ettn, Clay Half-Golem: CR 9; Large Construct; HD 10d8+30; hp 90; Init +2; Spd 40 ft. (can't run); AC 18 (touch 7, flat-footed 19) [-1 Size, -2 Dex, +7 natural, +4 armor]; BA/G +7/+23; Atk +19 melee (2d6+11, masterwork morningstar); Full Atk +19/+14 melee (2d6+11, 2 masterwork morningstars); Space/Reach 10 ft./10 ft.; SA Berserk, cursed wound; SQ Construct traits, DR 10/adamantine and bludgeoning, darkvision 60 ft., haste, low-light vision, immunity to magic, superior two-weapon fighting weapon; AL NE; SV Fort +11, Ref +1, Will +5; Str 32, Dex 6, Con -, Int 1, Wis 10, Cha 1.

Skills and Feats: Listen +10, Search -2 and Spot +10; Alertness, Blind-Fight, Improved Initiative, Power Attack.

Berserk (Ex): When a clay half-golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the half-golem goes berserk. The uncontrolled half-golem goes on a rampage, attacking the nearest living creature of smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

Cursed Wound (Ex): The damage a clay half-golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay half-golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character. Note, this ability only applies to unarmed damage (1d6+11, 2 slams).

Construct Traits: A clay half-golem is immune to all mind-affecting effects (charms compulsions, phantasms, patterns and morale effects), and to poison, sleep effects, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, nonlethal damage, ability damage, energy drain, fatigue, exhaustion or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clay half-golem has darkvision (60-foot range). It does not eat, sleep or breathe.

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

A *move earth* spell drives the half-golem back 120 feet and deals 3d12 points of damage to it.

A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage.

An *earthquake* spell cast directly at a half-clay golem stops it from moving on its next turn and deal 5d12 points of damage. The golem gets no saving throw against any of these effects.

Any magical attack against a clay half-golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the clay half-golem to exceed its normal hit points, it gains any excess as temporary hit points. A clay half-golem gets no saving throw against magical attacks that deal acid damage.

Haste (Su): After it has engaged in at least 1 round of combat, a clay half-golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Superior Two-Weapon Fighting (Ex): An ettin fights with a weapon in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty to attack or damage rolls for attacking with two weapons.

Skills: An ettin's two heads give it a +2 racial bonus on Listen, Spot and Search checks.

Possessions: Large-sized chain shirt, locked gauntlets and 2 large-sized masterwork morningstars.

APL 12

☛ **Ettin, Clay Half-Golem, Ftr2:** CR 11; Large Construct; HD 10d8+2d10+30; hp 105; Init +3; Spd 30 ft. (can't run); AC 21 (touch 8, flat-footed 21) [-1 Size, -1 Dex, +7 natural, +6 armor]; BA/G +9/+24; Atk +21 melee (2d8+11, masterwork bastard sword); Full Atk +21/+16 melee (2d8+11 [17-20, X2], 2 masterwork bastard swords); Space/Reach 10 ft./10 ft.; SA Berserk, cursed wound; SQ Construct traits, DR 10/adamantine and bludgeoning, darkvision 60 ft., haste, low-light vision, immunity to magic, superior two-weapon fighting weapon; AL NE; SV Fort +14, Ref +2, Will +5; Str 32, Dex 8, Con -, Int 1, Wis 10, Cha 1.

Skills and Feats: Listen +11, Search -2 and Spot +11; Alertness, Blind-Fight, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Sunder and Power Attack.

Berserk (Ex): When a clay half-golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the half-golem goes berserk. The uncontrolled half-golem goes on a rampage,

attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a clay golem goes berserk, no known method can reestablish control.

Cursed Wound (Ex): The damage a clay half-golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay half-golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character. Note, this ability only applies to unarmed damage (1d6+11, 2 slams).

Construct Traits: A clay half-golem is immune to all mind-affecting effects (charms compulsions, phantasms, patterns and morale effects), and to poison, sleep effects, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, nonlethal damage, ability damage, energy drain, fatigue, exhaustion or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A clay half-golem has darkvision (60-foot range). It does not eat, sleep or breathe.

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

A *move earth* spell drives the half-golem back 120 feet and deals 3d12 points of damage to it.

A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage.

An *earthquake* spell cast directly at a half-clay golem stops it from moving on its next turn and deal 5d12 points of damage. The golem gets no saving throw against any of these effects.

Any magical attack against a clay half-golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the clay half-golem to exceed its normal hit points, it gains any excess as temporary hit points. A clay half-golem gets no saving throw against magical attacks that deal acid damage.

Haste (Su): After it has engaged in at least 1 round of combat, a clay half-golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

Superior Two-Weapon Fighting (Ex): An ettin fights with a weapon in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty to attack or damage rolls for attacking with two weapons.

Skills: An ettin's two heads give it a +2 racial bonus on Listen, Spot and Search checks.

Possessions: Large-sized splint mail armor, locked gauntlets and 2 large-sized masterwork bastard swords each.

Encounter Seven

APL 4

☛ **Patience:** Female Human, Wiz5; CR 6; Medium Human; HD 5d6+10; hp 32; Init +3; Spd 30 ft.; AC 15 (touch 15, flat-footed 12) [+3 Dex, +2 Bracers]; BA/G +3/+3; Atk +3 melee (1d6, quarterstaff); Full Atk +3 melee (1d6 quarterstaff); SA Spells; SQ Summon familiar, transferred soul; AL CE; SV Fort +3, Ref +7, Will +13; Str 10, Dex 16, Con 15, Int 22, Wis 17, Cha 14.

Skills and Feats: Bluff +10, Concentration +19; Craft: Alchemy +22 Diplomacy +7, Knowledge (Arcana) +24, Knowledge (Religion) +10; Listen +10, Sense motive +10, Spellcraft +25; Spot +10, Use Magic Device +7; Craft Wondrous Item, Extend Spell, Improved Familiar, Heighten Spell, Quicken Spell, Scribe Scroll, Spell Focus (Enchantment), Spell Focus (Evocation).

Transferred Soul: Patience's soul has been completely transferred into the body of Lady Shellenna (a female human rogue) through a mixture of arcane, divine and epic-level magic. While Patience has acquired all of Lady Shellenna's physical based abilities (including base attacks, physical saves and hit points), he still has access to his class abilities, class levels, feats and skills. In the transfer process Lady Shellenna's soul was displaced and she subsequently died. Patience is not in "possession" of Lady Shellenna and not subject to the rules of "possession". Hence, if the body is killed, Patience will die and will not be able to transfer into another body. Finally, unfortunately for Patience, he is slowly losing his spellcasting abilities. Consequently, access to his caster level, abilities and spells has become progressively restricted.

Possessions: Bracers of Armor +2, robes, quarterstaff, spell component pouch with necessary spell components, spellbooks.

Spells Known (4/5/4/2/5; base DC = 16 + spell level (+ spell focus, if applicable)): 0—*Detect Magic, Mage Hand, Prestidigitation, Read Magic*; 1st—*Mage Armor, Magic Missile, Magic Missile, Ray of Enfeeblement, Shield*; 2nd—*Glitterdust, Scorching Ray, Touch of Idiocy, Web*; 3rd—*Fireball, Magic Circle Against Good*.

☛ **Garjin:** Patience's Familiar, Quasit, Advanced; CR –; Tiny Outsider (Chaotic, Evil, Extraplanar); HD 17; hp 16; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 24 (touch 15, flat-footed 21) [+2 Size, +3 Dex, +9 natural]; BA/G +8/+0; Atk +11 melee (1d4 plus poison, claw); Full Atk +11/+6 melee (1d4 plus poison, 2 claws) and +6 melee (1d4, bite); Space/Reach 2 ½ ft./0 ft.; SA Poison, spell-like abilities;

SQ Alternate form, darkvision 60 ft., deliver touch spells, damage reduction 5/cold iron or good, alertness, share spells, empathic link, fast healing 2, immune to poison, improved evasion, resistance to fire 10, scry on familiar, speak with animals of its kind, speak with master, granted abilities; SR 22; AL CE; SV Fort +1, Ref +7, Will +11; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 Acting), Hide +17, Intimidate +2, Knowledge (Arcana) +18, Listen +8, Move Silently +9, Search +6, Spellcraft +22, Spot +8, Use Magic Device +15; Improved Natural Attack (Claw), Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 18, initial damage 1d4 Dex; secondary damage 2d4 Dex.

Spell-like Abilities: At will – *Detect Good, Detect Magic, Invisibility* (self only); 1/day – *Cause Fear* (as the spell, but 30-foot radius; save DC 11). Caster level 6th. Once per week a quasit can use *Commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As *Polymorph*, caster level 12th, except that the quasit can assume only a bat and a toad. A quasit in alternate form loses its poison attack.

Possessions: 1 tanglefoot bag.

☛ **Stalwart:** Male Incarnate Flesh Golem, Ftr1; CR 4; Large Giant; HD 9d8+1d10+20; hp 81; Init -1; Spd 30 ft.; AC 22 (touch 8, flat-footed 22) [-1 size, -1 Dex, +9 natural, +5 armor]; BA/G +7/+16; Atk +12 melee (2d8+7, glaive) or +13 melee (3d6+7 [19-20, X2], masterwork greatsword); Full Atk +12 melee (2d8+7, glaive) or +13 melee (3d6+7 [19-20, X2], masterwork greatsword); Space/Reach 10 ft./10 ft. (15 ft., glaive); SA N/A; SQ N/A; AL NE; SV Fort +10, Ref +2, Will +3; Str 21, Dex 9, Con 14, Int 12, Wis 11, Cha 3.

Skills and Feats: Listen +2, Spot +2, Tumble +1; Power Attack.

Possessions: Large-sized chainmail, large-sized glaive, large-sized masterwork greatsword.

APL 6 (EL 9)

☛ **Patience:** Female Human, Wiz7; CR 8; Medium Human; HD 7d6+14; hp 45; Init +3; Spd 30 ft.; AC 15 (touch 15, flat-footed 12) [+3 Dex, +2 Bracers]; BA/G +5/+5; Atk +5 melee (1d6, quarterstaff); Full Atk +5 melee (quarterstaff); SA Spells; SQ Summon familiar, transferred soul; AL CE; SV Fort +4, Ref +8, Will +14; Str 10, Dex 16, Con 15, Int 22 (24), Wis 17, Cha 14.

Skills and Feats: Bluff +10, Concentration +19; Craft: Alchemy +23; Diplomacy +7, Knowledge (Arcana) +25, Knowledge (Religion) +11; Listen +10, Sense motive +10, Spellcraft +26; Spot +10, Use Magic Device +7; Craft Wondrous Item, Enlarge Spell, Extend Spell, Improved

Familiar, Heighten Spell, Quicken Spell, Scribe Scroll, Spell Focus (Enchantment), Spell Focus (Evocation).

Transferred Soul: Patience's soul has been completely transferred into the body of Lady Shellenna (a female human rogue) through a mixture of arcane, divine and epic-level magic. While Patience has acquired all of Lady Shellenna's physical based abilities (including base attacks, physical saves and hit points), he still has access to his class abilities, class levels, feats and skills. In the transfer process Lady Shellenna's soul was displaced and she subsequently died. Patience is not in "possession" of Lady Shellenna and not subject to the rules of "possession". Hence, if the body is killed, Patience will die and will not be able to transfer into another body. Finally, unfortunately for Patience, he is slowly losing his spellcasting abilities. Consequently, access to his caster level, abilities and spells has become progressively restricted.

Possessions: Bracers of Armor +2, Headband of Intellect +2, robes, quarterstaff, spell component pouch with necessary spell components, spellbooks.

Spells Known (4/6/5/4/2; base DC = 17 + spell level (+ spell focus, if applicable)): 0—*Detect Magic, Mage Hand, Prestidigitation, Read Magic*, 1st—*Mage Armor, Magic Missile, Magic Missile, Magic Missile, Ray of Enfeeblement, Shield*; 2nd—*Glitterdust, Scorching Ray, See Invisibility, Touch of Idiocy, Web*, 3rd—*Blink, Dispel Magic, Fireball, Magic Circle Against Good*, 4th—*Confusion, Wrack*.

☛ **Garjin:** Patience's Familiar, Quasit, Advanced; CR —; Tiny Outsider (Chaotic, Evil, Extraplanar); HD 17; hp 22; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 24 (touch 15, flat-footed 21) [+2 Size, +3 Dex, +9 natural]; BA/G +8/+0; Atk +11/+6 melee (1d4 plus poison, claw); Full Atk +11/+6 melee (1d4 plus poison, 2 claws) and +6 melee (1d4, bite); Space/Reach 2 ½ ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, darkvision 60 ft., deliver touch spells, damage reduction 5/cold iron or good, alertness, share spells, empathic link, fast healing 2, immune to poison, improved evasion, resistance to fire 10, scry on familiar, speak with animals of its kind, speak with master, granted abilities; SR 22; AL CE; SV Fort +2, Ref +8, Will +11; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 Acting), Hide +17, Intimidate +2, Knowledge (Arcana) +18, Listen +8, Move Silently +9, Search +6, Spellcraft +22, Spot +8, Use Magic Device +15; Improved Natural Attack (Claw), Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 18, initial damage 1d4 Dex; secondary damage 2d4 Dex.

Spell-like Abilities: At will – *Detect Good, Detect Magic, Invisibility* (self only); 1/day – *Cause Fear* (as the

spell, but 30-foot radius; save DC 11). Caster level 6th. Once per week a quasit can use *Commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As *Polymorph*, caster level 12th, except that the quasit can assume only a bat and a toad. A quasit in alternate form loses its poison attack.

Possessions: 1 tanglefoot bag.

☛ **Stalwart:** Male Incarnate Shield Guardian, Bbn1/Ftr1; CR 6; Large Giant; HD 15d8+1d12+1d10+34; hp 140; Init +1; Spd 40 ft.; AC 24 (touch 10, flat-footed 23) [-1 size, +1 Dex, +9 natural, +5 armor]; BA/G +13/+23; Atk +20 melee (2d8+9, masterwork glaive) or +20 melee (3d6+9 [19-20, X2], masterwork greatsword); Full Atk +20 melee (2d8+9, masterwork glaive) or +20 melee (3d6+9 [19-20, X2], masterwork greatsword); Space/Reach 10 ft./10 ft. (15 ft., glaive); SA N/A; SQ Fast movement, illiteracy, rage 1/day; AL NE; SV Fort +15, Ref +6, Will +5; Str 22, Dex 12, Con 15, Int 13, Wis 10, Cha 3.

Skills and Feats: Listen +2, Spot +2, Survival +3, Tumble +3; Power Attack.

Possessions: Large-sized chainmail, large-sized masterwork glaive, large-sized masterwork greatsword, *Oil of Keen Edge*.

APL 8 (EL 11)

☛ **Patience:** Female Human, Wiz9; CR 10; Medium Human; HD 9d6+18; hp 58; Init +3; Spd 30 ft.; AC 15 (touch 15, flat-footed 12) [+3 Dex, +2 Bracers]; BA/G +6/+6; Atk +6/+1 melee (1d6, quarterstaff); Full Atk +6/+1 melee (1d6 quarterstaff); SA Spells; SQ Summon familiar, transferred soul; AL CE; SV Fort +5, Ref +9, Will +14; Str 10, Dex 16, Con 15, Int 22 (24), Wis 17, Cha 14.

Skills and Feats: Bluff +10, Concentration +20; Craft: Alchemy +23, Diplomacy +7, Knowledge (Arcana) +25, Knowledge (Religion) +11; Listen +10, Sense motive +10, Spellcraft +29; Spot +10, Use Magic Device +7; Craft Wondrous Item, Enlarge Spell, Extend Spell, Improved Familiar, Heighten Spell, Quicken Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Enchantment), Spell Focus (Evocation).

Transferred Soul: Patience's soul has been completely transferred into the body of Lady Shellenna (a female human rogue) through a mixture of arcane, divine and epic-level magic. While Patience has acquired all of Lady Shellenna's physical based abilities (including base attacks, physical saves and hit points), he still has access to his class abilities, class levels, feats and skills. In the transfer process Lady Shellenna's soul was displaced and she subsequently died. Patience is not in "possession" of Lady Shellenna and not subject to the rules of "possession". Hence, if the body is killed, Patience will die and will not be able to transfer into another body.

Finally, unfortunately for Patience, he is slowly losing his spellcasting abilities. Consequently, access to his caster level, abilities and spells has become progressively restricted.

Possessions: *Bracers of Armor +2*, *Headband of Intellect +2*, robes, quarterstaff, spell component pouch with necessary spell components, spellbooks, everburning torch (heightened *Continual Flame* spell to 7th level; 17th level wizard), 120 gp;

Spells Known (4/6/6/5/3/2; base DC = 17 + spell level (+ spell focus, if applicable)): 0—*Detect Magic*, *Mage Hand*, *Prestidigitation*, *Read Magic*; 1st—*Mage Armor*, *Magic Missile*, *Magic Missile*, *Magic Missile*, *Ray of Enfeeblement*, *Shield*; 2nd—*Glitterdust*, *Scorching Ray*, *Scorching Ray*, *See Invisibility*, *Touch of Idiocy*, *Web*; 3rd—*Blink*, *Dispel Magic*, *Fireball*, *Magic Circle Against Good*, *Slow*; 4th—*Confusion*, *Lesser Globe of Invulnerability*, *Wrack*; 5th—*Cone of Cold*, *Magic Missile* (Quicken Spell).

☛ **Garjin:** Patience's Familiar, Quasit, Advanced; CR —; Tiny Outsider (Chaotic, Evil, Extraplanar); HD 17; hp 29; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 24 (touch 15, flat-footed 21) [+2 Size, +3 Dex, +9 natural]; BA/G +8/+0; Atk +11 melee (1d4 plus poison, claw); Full Atk +11/+6 melee (1d4 plus poison, 2 claws) and +6 melee (1d4, bite); Space/Reach 2 ½ ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, darkvision 60 ft., deliver touch spells, damage reduction 5/cold iron or good, alertness, share spells, empathic link, fast healing 2, immune to poison, improved evasion, resistance to fire 10, scry on familiar, speak with animals of its kind, speak with master, granted abilities; SR 22; AL CE; SV Fort +3, Ref +9, Will +11; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 Acting), Hide +17, Intimidate +2, Knowledge (Arcana) +18, Listen +8, Move Silently +9, Search +6, Spellcraft +22, Spot +8, Use Magic Device +15; Improved Natural Attack (Claw), Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 18, initial damage 1d4 Dex; secondary damage 2d4 Dex.

Spell-like Abilities: At will – *Detect Good*, *Detect Magic*, *Invisibility* (self only); 1/day – *Cause Fear* (as the spell, but 30-foot radius; save DC 11). Caster level 6th. Once per week a quasit can use *Commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As *Polymorph*, caster level 12th, except that the quasit can assume only a bat and a toad. A quasit in alternate form loses its poison attack.

Possessions: *Wand of Magic Missiles* (3rd level caster).

☛ **Stalwart:** Male Incarnate Shield Guardian, Bbn1/Ftr2; CR 7; Large Giant; HD 15d8+1d12+2d10+54; hp 168; Init +1; Spd 40 ft.; AC 24 (touch 10, flat-footed 23) [-1 size, +1 Dex, +9 natural, +5 armor]; BA/G +14/+24; Atk +21 melee (2d8+9, masterwork glaive) or +21 melee (3d6+9 [19-20, X2], masterwork greatsword); Full Atk +21 melee (2d8+9, masterwork glaive) or +21 melee (3d6+9 [19-20, X2], masterwork greatsword); Space/Reach 10 ft./10 ft. (15 ft., glaive); SA N/A; SQ Fast movement, illiteracy, rage 1/day; AL NE; SV Fort +16, Ref +6, Will +5; Str 22, Dex 12, Con 16, Int 12, Wis 10, Cha 3.

Skills and Feats: Climb +7, Jump +7, Listen +2, Ride +1, Spot +2, Survival +3, Tumble +3; Combat Expertise, Combat Reflexes, Power Attack.

Possessions: Large-sized chainmail, large-sized masterwork glaive, large-sized masterwork greatsword, *Oil of Keen Edge*.

☛ **Recluse:** Male Incarnate Flesh Golem, Clr2; CR 5; Large Giant; HD 11d8+22; hp 88; Init -1; Spd 40 ft.; AC 21 (touch 8, flat-footed 21) [-1 size, -1 Dex, +9 natural, +4 armor]; BA/G +7/+16; Atk +12 melee (2d6+5, morningstar) or +2 ranged (2d6+5, composite longbow); Full Atk +12 melee (2d6+5, morningstar) or +2 ranged (2d6+5, composite longbow); Space/Reach 10 ft./10 ft.; SA Spells; SQ Rebuke undead (0/day), spontaneously cast *inflict* spells; AL NE; SV Fort +11, Ref +2, Will +9; Str 20, Dex 9, Con 15, Int 12, Wis 17, Cha 3.

Skills and Feats: Concentration +7, Knowledge (Arcana) +2, Knowledge (Religion) +2, Listen +5, Spellcraft +3, Spot +4;

Possessions: Large-sized morningstar, large-sized chain shirt, large-sized composite longbow (+5 Strength), 20 large-sized arrows, quiver, 2 holy symbols of Vecna, spell component pouch with necessary spell components.

Spells Prepared (4/3+1; base DC = 13 + spell level): 0—*Create water* (2), *Cure Minor Wounds*, *Detect Magic*; 1st—*Protection from Good**, *Bless*, *Cure Light Wounds*, *Divine Favor*.

*Domain spell. **Domains:** [Evil (Cast evil spells at +1 caster level); Magic (Use scrolls, wands and other devices with spell completion or spell trigger activation as a wizard of one-half cleric level. For the purposes of using a scroll or other magic device, if already a wizard, actual wizard levels and these effective wizard levels stack)].

APL 10 (EL 13)

☛ **Patience:** Female Human, Wiz11; CR 12; Medium Human; HD 11d6+33; hp 82; Init +3 (Dex); Spd 30 ft.; AC 15 (touch 15, flat-footed 12) [+3 Dex, +2 Bracers]; BA/G +8/+8; Atk +8/+3 melee (1d6, quarterstaff); Full Atk +8/+3 melee (1d6 quarterstaff); SA Spells; SQ Summon familiar,

transferred soul; AL CE; SV Fort +7, Ref +11, Will +15; Str 10, Dex 16, Con 16, Int 24 (28), Wis 17, Cha 14.

Skills and Feats: Bluff +10, Concentration +20; Diplomacy +7, Craft: Alchemy +25, Knowledge (Arcana) +27, Knowledge (Religion) +13; Listen +10, Sense motive +10, Spellcraft +31; Spot +10, Use Magic Device +7; Craft Wondrous Item, Enlarge Spell, Extend Spell, Improved Familiar, Heighten Spell, Quicken Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Enchantment), Spell Focus (Evocation).

Transferred Soul: Patience's soul has been completely transferred into the body of Lady Shellenna (a female human rogue) through a mixture of arcane, divine and epic-level magic. While Patience has acquired all of Lady Shellenna's physical based abilities (including base attacks, physical saves and hit points), he still has access to his class abilities, class levels, feats and skills. In the transfer process Lady Shellenna's soul was displaced and she subsequently died. Patience is not in "possession" of Lady Shellenna and not subject to the rules of "possession". Hence, if the body is killed, Patience will die and will not be able to transfer into another body. Finally, unfortunately for Patience, he is slowly losing his spellcasting abilities. Consequently, access to his caster level, abilities and spells has become progressively restricted.

Possessions: *Bracers of Armor +2*, *Cloak of Resistance +1*, *Headband of Intellect +4*, robes, quarterstaff, spell component pouch with necessary spell components, spellbooks.

Spells Known (4/7/6/6/5/4/2; base DC = 19 + spell level (+ spell focus, if applicable)): 0—*Detect Magic*, *Mage Hand*, *Prestidigitation*, *Read Magic*; 1st—*Mage Armor*, *Magic Missile*, *Magic Missile*, *Magic Missile*, *Obscuring Mist*, *Ray of Enfeeblement*, *Shield*; 2nd—*Glitterdust*, *Mirror Image*, *Scorching Ray*, *Scorching Ray*, *See Invisibility*, *Touch of Idiocy*, *Web*; 3rd—*Dispel Magic*, *Displacement*, *Fireball*, *Haste*, *Magic Circle Against Good*, *Slow*; 4th—*Confusion*, *Dispel Magic* (Heighten Spell), *Lesser Globe of Invulnerability*, *Stoneskin*, *Wrack*; 5th—*Cone of Cold*, *Ghostform*, *Magic Missile* (Quicken Spell), *Wall of Force*; 6th—*Chain Lightning*, *Disintegrate*.

☛ **Garjin:** Patience's Familiar, Quasit, Advanced; CR —; Tiny Outsider (Chaotic, Evil, Extraplanar); HD 17; hp 41; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 24 (touch 15, flat-footed 21) [+2 Size, +3 Dex, +9 natural]; BA/G +8/+0; Atk +11 melee (1d4 plus poison, claw); Full Atk +11/+6 melee (1d4 plus poison, 2 claws) and +6 melee (1d4, bite); Space/Reach 2 ½ ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, darkvision 60 ft., deliver touch spells, damage reduction 5/cold iron or good, alertness, share spells, empathic link, fast healing 2, immune to poison,

improved evasion, resistance to fire 10, scry on familiar, speak with animals of its kind, speak with master, granted abilities; SR 22; AL CE; SV Fort +3, Ref +10, Will +11; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 Acting), Hide +17, Intimidate +2, Knowledge (Arcana) +18, Listen +8, Move Silently +9, Search +6, Spellcraft +22, Spot +8, Use Magic Device +15; Improved Natural Attack (Claw), Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 18, initial damage 1d4 Dex; secondary damage 2d4 Dex.

Spell-like Abilities: At will — *Detect Good*, *Detect Magic*, *Invisibility* (self only); 1/day — *Cause Fear* (as the spell, but 30-foot radius; save DC 11). Caster level 6th. Once per week a quasit can use *Commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As *Polymorph*, caster level 12th, except that the quasit can assume only a bat and a toad. A quasit in alternate form loses its poison attack.

Possessions: *Wand of Magic Missile* (3rd level caster), Tanglefoot Bag.

☛ **Stalwart:** Male Incarnate Shield Guardian, Brb1/Ftr4; CR 9; Large Giant; HD 15d8+1d12+4d10+60; hp 189; Init +1 (Dex); Spd 40 ft.; AC 24 (touch 10, flat-footed 23) [-1 size, +1 Dex, +9 natural, +5 chainmail]; BA/G +16/+26; Atk +23 melee (2d8+9, masterwork glaive) or +23 melee (3d6+9 [19-20, X2], masterwork greatsword); Full Atk +23 melee (2d8+9, masterwork glaive) or +23 melee (3d6+9 [19-20, X2], masterwork greatsword); Space/Reach 10 ft./10 ft. (15 ft., glaive); SA N/A; SQ Fast movement, illiteracy, rage 1/day; AL NE; SV Fort +17, Ref +7, Will +6; Str 22, Dex 13, Con 14, Int 13, Wis 10, Cha 3.

Skills and Feats: Climb +8, Jump +8, Listen +3, Ride +1, Spot +2, Survival +3, Tumble +4; Combat Expertise, Combat Reflexes, Improved Trip, Power Attack.

Possessions: Large-sized chainmail, large-sized masterwork glaive, large-sized masterwork greatsword, *Oil of Keen Edge*.

☛ **Recluse:** Male Incarnate Flesh Golem, Clr3/Wiz1; CR 7; Large Giant; HD 12d8+1d4+39; hp 114; Init -1; Spd 40 ft.; AC 21 (touch 8, flat-footed 21) [-1 size, -1 Dex, +9 natural, +4 armor]; BA/G +8/+17; Atk +13 melee (2d6+5, morningstar) or +7 ranged (2d6+5, composite longbow); Full Atk +13 melee (2d6+5, morningstar) or +7 ranged (2d6+5, composite longbow); Space/Reach 10 ft./10 ft.; SA Spells; SQ Rebuke undead (0/day), scribe scroll, spontaneously cast *inflict* spells, summon familiar; AL NE; SV Fort +12, Ref +3 (+5), Will +11; Str 20, Dex 9, Con 16, Int 12, Wis 17, Cha 3.

Skills and Feats: Concentration +10, Knowledge (Arcana) +2, Knowledge (Religion) +2, Listen +6 (+8),

Spellcraft +3, Spot +5 (+7); Martial Weapon Proficiency (Composite Longbow)

Possessions: Large-sized morningstar, large-sized chain shirt (20% arcane spell failure), large-sized composite longbow (+5 Strength), 20 large-sized arrows, quiver, 2 holy symbols of Vecna, spell component pouch with necessary spell components.

Wizard Spells Known (3/2; base DC = 11 + spell level): 0—*Detect Magic, Mage Hand, Prestidigitation*; 1st—*Grease, Ray of Enfeeblement*;

Cleric Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—*Create Water* (2), *Cure Minor Wounds, Detect Magic*; 1st—*Protection from Good**, *Bless, Cure Light Wounds, Divine Favor*; 2nd—*Desecrate**, *Lesser Restoration, Shield Other*.

*Domain spell. *Domains:* [Evil (Cast evil spells at +1 caster level); Magic (Use scrolls, wands and other devices with spell completion or spell trigger activation as a wizard of one-half cleric level. For the purposes of using a scroll or other magic device, if already a wizard, actual wizard levels and these effective wizard levels stack)].

☛ **Brax:** Recluse's Familiar, Owl, Advanced; CR –; Tiny; HD 13; hp 57; Init +3; Spd 10 ft., fly 40 ft. (average); AC 18 (touch 15, flat-footed 15) [+2 Size, +3 Dex, +3 natural]; BA/G +8/-3; Atk +13 melee (1d4-3, talons); Full Atk +13 melee (1d4-3, talons); Space/Reach 2 ½ ft./0 ft.; SQ Alertness, improved evasion, share spells, empathic link, low-light vision; AL N; SV Fort +9, Ref +7, Will +10; Str 4, Dex 17, Con 10, Int 6, Wis 14, Cha 4.

Skills and Feats: Listen +14, Move Silently +17, Spot +6 (+14); Weapon Finesse.

APL 12 (EL 15)

☛ **Patience:** Female Human, Wiz13; CR 14; Medium Human; HD 13d6+39; hp 117; Init +3 (Dex); Spd 30 ft.; AC 15 (touch 15, flat-footed 12) [+3 Dex, +2 Bracers]; BA/G +9/+9; Atk +9/+4 melee (1d6, quarterstaff); Full Atk +9/+4 melee (1d6 quarterstaff); SA Spells; SQ Summon familiar, transferred soul; AL CE; SV Fort +8, Ref +12, Will +15; Str 10, Dex 16, Con 16, Int 24 (28), Wis 17, Cha 14.

Skills and Feats: Bluff +10, Concentration +20; Craft: Alchemy +25, Diplomacy +7, Knowledge (Arcana) +27, Knowledge (Religion) +13; Listen +10, Sense motive +10, Spellcraft +31; Spot +10, Use Magic Device +7; Craft Wondrous Item, Enlarge Spell, Extend Spell, Improved Familiar, Heighten Spell, Quicken Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (Enchantment), Spell Focus (Evocation).

Transferred Soul: Patience's soul has been completely transferred into the body of Lady Shellenna (a female human rogue) through a mixture of arcane, divine and epic-level magic. While Patience has acquired all of

Lady Shellenna's physical based abilities (including base attacks, physical saves and hit points), he still has access to his class abilities, class levels, feats and skills. In the transfer process Lady Shellenna's soul was displaced and she subsequently died. Patience is not in "possession" of Lady Shellenna and not subject to the rules of "possession". Hence, if the body is killed, Patience will die and will not be able to transfer into another body. Finally, unfortunately for Patience, he is slowly losing his spellcasting abilities. Consequently, access to his caster level, abilities and spells has become progressively restricted.

Possessions: *Bracers of Armor +2, Cloak of Resistance +1, Headband of Intellect +4, Wand of Magic Weapon*, robes, quarterstaff, spell component pouch with necessary spell components, spellbooks.

Spells Known (4/7/6/6/6/5/3/2; base DC = 19 + spell level (+ spell focus, if applicable)): 0—*Detect Magic, Mage Hand, Prestidigitation, Read Magic*; 1st—*Mage Armor, Magic Missile, Magic Missile, Magic Missile, Obscuring Mist, Ray of Enfeeblement, Shield*; 2nd—*Glitterdust, Mirror Image, Scorching Ray, Scorching Ray, See Invisibility, Touch of Idiocy, Web*; 3rd—*Dispel Magic, Displacement, Fireball, Haste, Magic Circle Against Good, Slow*; 4th—*Confusion, Dispel Magic* (Heighten Spell), *Lesser Globe of Invulnerability, Stoneskin, Wrack, Wrack*; 5th—*Cone of Cold, Feeblemind, Ghostform, Magic Missile* (Quicken Spell), *Wall of Force*; 6th—*Chain Lightning, Disintegrate, Scorching Ray* (Quicken Spell); 7th—*Forcecage, Prismatic Spray*.

☛ **Garjin:** Patience's Familiar, Quasit, Advanced; CR –; Tiny Outsider (Chaotic, Evil, Extraplanar); HD 17; hp 58; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 24 (touch 15, flat-footed 21) [+2 Size, +3 Dex, +9 natural]; BA/G +8/+0; Atk +11 melee (1d4 plus poison, claw); Full Atk +11/+6 melee (1d4 plus poison, 2 claws) and +6 melee (1d4, bite); Space/Reach 2 ½ ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, darkvision 60 ft., deliver touch spells, damage reduction 5/cold iron or good, alertness, share spells, empathic link, fast healing 2, immune to poison, improved evasion, resistance to fire 10, scry on familiar, speak with animals of its kind, speak with master, granted abilities; SR 22; AL CE; SV Fort +4, Ref +11, Will +11; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 Acting), Hide +17, Intimidate +2, Knowledge (Arcana) +18, Listen +8, Move Silently +9, Search +6, Spellcraft +22, Spot +8, Use Magic Device +15; Improved Natural Attack (Claw), Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex; secondary damage 2d4 Dex.

Spell-like Abilities: At will – *Detect Good*, *Detect Magic*, *Invisibility* (self only); 1/day – *Cause Fear* (as the spell, but 30-foot radius; save DC 11). Caster level 6th. Once per week a quasit can use *Commune* to ask six questions (otherwise as the spell cast by a 12th level cleric).

Alternate Form (Su): As *Polymorph*, caster level 12th, except that the quasit can assume only a bat and a toad. A quasit in alternate form loses its poison attack.

Possessions: *Wand of Magic Missiles* (3rd level caster), *Bead of Force*.

☛ **Stalwart:** Male Incarnate Shield Guardian, Brb1/Ftr6; CR 11; Large Giant; HD 15d8+1d12+6d10+88; hp 232; Init +1; Spd 40 ft.; AC 24 (touch 10, flat-footed 23) [-1 size, +1 Dex, +9 natural, +5 chainmail]; BA/G +18/+28; Atk +25 melee (2d8+9, masterwork glaive) or +25 melee (3d6+9 [19-20, X2], masterwork greatsword); Full Atk +25/+20 melee (2d8+9, masterwork glaive) or +25/+20 melee (3d6+9 [19-20, X2], masterwork greatsword); Space/Reach 10 ft./10 ft. (15 ft., glaive); SA N/A; SQ Fast movement, illiteracy, rage 1/day; AL NE; SV Fort +20, Ref +8, Will +7; Str 22, Dex 13, Con 18, Int 13, Wis 10, Cha 3.

Skills and Feats: Climb +8, Jump +8, Listen +4, Ride +1, Spot +2, Survival +3, Tumble +6; Combat Expertise, Combat Reflexes, Improved Trip, Iron Will, Large and In Charge, Power Attack.

Possessions: Large-sized chainmail, huge-sized masterwork glaive, large-sized masterwork greatsword, *Oil of Keen Edge*.

☛ **Recluse:** Male Incarnate Flesh Golem, Clr3/Wiz3; CR 9; Large Giant; HD 12d8+3d4+45; hp 126; Init +1; Spd 40 ft.; AC 23 (touch 10, flat-footed 22) [-1 size, +1 Dex, +9 natural, +4 armor]; BA/G +9/+18; Atk +14 melee (2d6+5, morningstar) or +11 ranged (2d6+5, composite longbow); Full Atk +14 melee (2d6+5, morningstar) or +11 ranged (2d6+5, composite longbow); Space/Reach 10 ft./10 ft.; SA Spells; SQ Rebuke undead (0/day), scribe scroll, spontaneously cast *inflict* spells, summon familiar; AL NE; SV Fort +13, Ref +6, Will +12; Str 20, Dex 10 (12), Con 16, Int 14, Wis 17, Cha 3.

Skills and Feats: Concentration +12, Knowledge (Arcana) +2, Knowledge (Religion) +2, Listen +7 (+9), Spellcraft +3, Spot +6 (+8); Improved Familiar (from *Complete Warrior*, p. 100), Martial Weapon Proficiency (Composite Longbow).

Possessions: Large-sized morningstar, large-sized chain shirt (20% arcane spell failure), large-sized composite longbow (+5 Strength), 20 large-sized arrows, quiver, 2 holy symbols of Vecna, spell component pouch with necessary spell components, *Gloves of Dexterity* +2;

Wizard Spells Known (4/3/2; base DC = 12 + spell level): 0—*Detect Magic*, *Mage Hand*, *Prestidigitation*, *Read Magic*; 1st—*Grease*, *Ray of Enfeeblement* (2); 2nd—*Touch of Idiocy* (2).

Cleric Spells Prepared (4/3+1/2+1; base DC = 13 + spell level): 0—*Create Water* (2), *Cure Minor Wounds*, *Detect Magic*; 1st—*Protection from Good**, *Bless*, *Cure Light Wounds*, *Divine Favor*; 2nd—*Desecrate**, *Lesser Restoration*, *Shield Other*.

*Domain spell. **Domains:** [Evil (Cast evil spells at +1 caster level); Magic (Use scrolls, wands and other devices with spell completion or spell trigger activation as a wizard of one-half cleric level. For the purposes of using a scroll or other magic device, if already a wizard, actual wizard levels and these effective wizard levels stack)].

☛ **Brax:** Recluse's Familiar, Worg, Advanced; CR –; Medium Magical Beast; HD 15; hp 63; Init +2; Spd 50 ft.; AC 17 (touch 13, flat-footed 14) [+3 Dex, +4 natural]; BA/G +9/+12; Atk +12 melee (1d6+4, bite); Full Atk +9 melee (1d6+4, bite); Space/Reach 5 ft./5 ft.; SA Trip; SQ Alertness, share spells, empathic link, improved evasion, deliver touch spells, darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +12, Ref +7, Will +11; Str 17, Dex 15, Con 15, Int 7, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +9, Move Silently +6, Spot +8, Survival +2; Alertness, Track.

Trip (Ex): A worg that hits with its bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Appendix B – Timeline

The following is a timeline for the major events of this module:

Waterday, 19th Planting, 594 CY: Patience and his henchmen leave the village of Baylord's Rest.

Earthday, 20th Planting, 594 CY: Patience returns to his secret vault and is stumped by the riddle to the inner chamber. PCs slay the ambushing barghests and accept Lord Vormar's quest.

Starday, 22nd Planting, 594 CY: PCs arrive at the ruins of Baylord's Rest and learn that Patience has gone to the Paddock Hills. Just after sunset, Patience loses his temper and destroys the inner chamber door and is promptly stymied by the riddle on the stone chest containing his spellbooks.

Sunday, 23rd Planting, 594 CY: PCs arrive at the Paddock Hill's (at night) and find the vault after a thorough search.

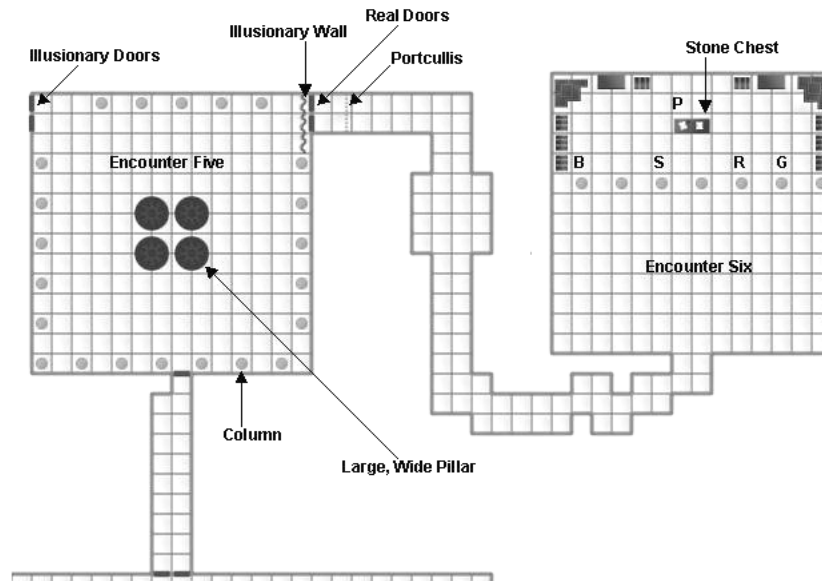
Waterday, 26th Planting, 594 CY: If Patience has not been killed by this time, then he finally loses his temper and breaks open the stone chest. He discovers his remaining spellbooks have been stolen and goes on a destructive rampage.

Earthday, 27th Planting, 594 CY: If Patience survives, then he leaves Furyondy and rethinks his plans of conquest.

Patience (Lady Shellenna) and his henchmen leave the village of Baylord's Rest and journey to the secret vault a day before the start of this adventure. During Encounter One, Patience and his henchmen defeat the "squatter" and enter the outer chambers of the vault. Unbeknownst to Patience, a rival wizard surreptitiously entered the secret vault and maliciously altered the riddle needed to enter the inner chamber. Patience will spend the next three days trying to remember the answer to the riddle. After considerable frustration, Patience destroys the vault door. The PCs arrive at the vault just after Patience has entered the inner chamber. Unless combat ensues, Patience will remain in the inner vault for another three days once again trying to answer a riddle that was unknowingly tampered with, before using brute force to obtain his most prized possession (i.e., his spellbooks) or so he thinks.

Should the PCs use teleportation/travel magic to bypass the journey to Baylord's Rest and the Paddock Hills to arrive at the vault early, then they will face the combined combat encounters of the guardians of the outer chamber and Patience and his loyal servants, rather than facing them separately as they would have if they had traveled by more mundane means. Fortunately, Patience's henchmen will be too drunk to be effective in any combat encounter.

DM's Aid #1 – Map of the Vault



- P = Patience
- S = Stalwart
- G = Garjin
- R = Recluse (APLs 8, 10 and 12)
- B = Brax (APLs 10 and 12)

DM's Aid #2 – Sabotaged Riddles

Encounter Six

This riddle is written on the wall next to the true set of iron double doors in the northeast corner of the room. The permanent illusion of the wall hides the riddle. Powerful magic has been used to seal this door and only the correct verbal answer will open it. Hence, a *Knock* or equivalent spell will not open this door. Unfortunately, a rival wizard has altered the answer to this riddle. Patience and his minions were forced to break open the doors to circumvent the riddle. If the PCs arrive before sunset on Starday, 22 Planting, then the doors will still be intact and the riddle unanswered....

“Arrange these numbers to make the sequence palindromic.

9, 11, 12, 13, 14, 15, 18, 18, 23, 24, 26”

ANSWER: A palindrome is a word, phrase, sentence or series of numbers that reads the same backwards or forwards (Intelligence, DC 20). The answer to the riddle is to arrange the numbers to spell “palindromic” (Intelligence, DC 30). Usually A=1, B=2, C=3, etc.; but in this case the number equivalent for a letter has been reversed such that Z=1, Y=2, X=3 and so on (Intelligence, DC 25). The correct answer would then be “11, 26, 15, 18, 13, 23, 9, 12, 14, 18, 24”. The rival wizard changed the answer to “11, 62, 15, 18, 13, 23, 9, 14 18, 24”.

Encounter Seven

This riddle is engraved on the top of the stone chest. Powerful magic has been used to seal this chest and only the correct verbal answer will open it. A *Knock* or equivalent spell will open not the chest. However, brute force can. A rival wizard has altered the correct answer to the riddle. Hence, the PCs will need to break it open.

“Fifty–two of my brigades marched from Goldfields to Goldfields. Within one brigade, a regiment was lost. What was its regimental number?”

1920, ?, 1315, 715, 231, 51 and 618”

ANSWER: In the Flaeness calendar there are 52 weeks in a year (Intelligence, DC 20). A brigade is made up of regiments (Knowledge: Military or equivalent, DC 15). A regiment is the unit directly below a brigade. This alludes that the riddle is talking about days in a week since the time unit directly below a week is days (Intelligence DC 25). Hence, the regiment numbers are actually the days of the week. In the Flaeness week (Knowledge: Local or equivalent, DC 15), the days are Starday, Sunday, Moonday, Godsdays, Waterday, Earthday and Freeday. The numbers are derived from the first two letters of a day, where A=1, B=2, C=3 and so on (Intelligence, DC 25). For example, Moonday = 1315. The answer to the riddle is 1921 or (S)(U)nday. However, the rival wizard transposed two of the numbers so the actual correct answer is 1291.

DM's Aid #3: New Rules Items

Half-Golem Template (*Monster Manual II*, pp. 209-212)

The “half-golem” template can be added to any animal, beast, giant, humanoid creature, magical beast, or monstrous humanoid (referred to hereafter as character). There is no minimum level or Hit Dice requirement to become a half-golem. A half-golem’s abilities are primarily those of the character with the following exceptions.

Size and Type: Same size as character, but the half-golem is now a construct.

Hit Dice: Same as character.

Initiative: Same as the character, though there may be a penalty due to decreased Dex.

Speed: Same as character, but a half-golem can’t run.

AC: A half-golem replaces any natural armor bonus it may have had with a new natural armor class that varies according to its type (e.g., for a clay half-golem it is +7). The change to Dex also affects the half-golem’s Armor Class.

Attacks: Same as character.

Damage: Same as character.

Face/Reach: Same as character.

Special Attacks: Same as character and golem type (e.g., clay golem has berserk and cursed wound).

Special Qualities: Same as character plus construct traits, damage resistance and others by golem type (e.g., clay golem has damage reduction 10/adamantine and bludgeoning, darkvision 60 ft., haste, low-light vision and magic immunity).

Base Saves: A half-golem gains a +2 racial bonus on Fortitude saves; otherwise as character.

Abilities: Half-golems have a –2 Dex, no Con (i.e., no longer needed), –6 Int, +0 Wis and –6 Cha. Strength varies by golem type (e.g., clay golem is +8). The number of limbs does not alter a half-golem’s strength score.

Skills: Same as character, modified by new ability modifiers. The drop in intelligence does not retroactively remove spell points spent.

Feats: Same as character.

Climate/Terrain: Same as character.

Organization: Solitary, pair or squad (5–20)

Challenge Rating: Same as character +3.

Treasure: Standard.

Alignment: Always neutral evil.

Advancement: By character class.

Half-Golem Combat Tactics: A half-golem fights as the character from which it was created. They are usually straightforward, unsubtle combatants that rely on their great strength to win the day. They rarely use teamwork or cooperation, even when banded together.

Incarnate Construct Template (*Savage Species*, pp. 120-121)

The “incarnate construct” template can be applied to any construct creature with a generally humanoid form – two arms, two legs, one head – and is, hereafter, referred to as the base creature. An incarnate construct has all the base creature’s characteristics except as noted below.

Size and Type: The creature’s type changes to humanoid if it is Medium-sized or smaller, or giant if it is Large or Larger.

Hit Dice: The creature’s Hit Dice type changes to d8.

Initiative: Same as base creature.

Speed: If Small or smaller, land speed is 20 feet. If Medium-sized, land speed is 30 feet. If Large or larger, land speed is 40 feet. If the base creature had wings and could fly, use the base creature’s fly speed and maneuverability.

AC: The base creature’s natural armor bonus is reduced to a maximum of +3 if Medium-size or smaller, otherwise reduced to a maximum of +9.

Attacks: An incarnate construct's base attack bonus is normal for a construct of its Hit Dice. An incarnate construct loses all of its original attacks. It may attack with unarmed strikes in the manner of a creature similar to its size and shape.

Damage: The damage from its unarmed strike is standard for its size. For example, a Medium-sized incarnate construct can deal 1d3 points of subdual damage with an unarmed strike. A Large incarnate construct can deal 1d4 points.

Face/Reach: Same as base creature.

Special Attacks: The base creature loses all of its special attacks.

Special Qualities: The base creature loses all of its special qualities.

Base Saves: An incarnate construct's good saving throw is Fortitude. Its poor saving throws are Reflex and Will.

Abilities: Any ability score lower than 3 is increased to 3; and nonabilities such as Constitution and Intelligence are rolled (4d6, drop lowest results).

Skills: An incarnate construct gains no skill points for becoming a living creature, but if it gains levels, it acquires skill points normally.

Feats: An incarnate construct has no feats when it becomes a living creature, but if it gains levels, it acquires feats normally.

Climate/Terrain: Any land and underground.

Organization: Solitary (alone or with its spellcaster liberator).

Challenge Rating: Base creature's CR divided by 2.

Treasure: Standard (initially none).

Alignment: Usually neutral.

Advancement: By character class.

Level Adjustment: -2 (minimum 0)

Incarnate Construct Characters: Because they usually possess excellent physical ability scores, incarnate construct usually become fighters or rangers. Their preferred class is fighter.

Non-Core Feats

Large and in Charge

See *Sword and Fist*, p. 61.

Prerequisites: Reach (Large size or larger); Str 17+

Benefit: When you make a successful attack of opportunity against an opponent who is moving inside your threatened area, you can force the opponent back to the square he was in before provoking the attack. After you hit with your attack of opportunity, make an opposed Strength check against an 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 square he just left.

Non-Core Spells

Ghostform

(See *Tome and Blood*, p. 90)

Transmutation

Level: Sorcerer/Wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

You assume a visible, incorporeal form similar to the form a ghost assumes when manifesting. While the spell lasts, your body shifts onto the Ethereal Plane. You are visible to, and can be attacked by, creatures on the Material Plane, but you have no material body. You can be harmed only by other incorporeal creatures, +1 or better magic weapons, and

spells, spell-like abilities or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you have a 50% chance to ignore any damage from a corporeal source (except for force effects, such as *Magic Missile*, or attacks made by *Ghost Touch* weapons).

Creatures on the Material plane ignore all you armor and natural armor bonuses, but you gain a deflection modifier equal to you Charisma modifier (always at least +1, even if your Charisma score does not normally provide a bonus). You cannot make physical attacks against foes on the Material Plane except for *Ghost Touch* weapons; in this case, you have no effective Strength score, but you Dexterity modifier applies to all your melee attack rolls. Your spells affect targets on the Material Plane normally unless the spells rely on touch. Your touch spells don't work on material targets. Against foes on the Ethereal Plane, all your attacks and defenses work normally.

While incorporeal, you cannot run, but you can fly (perfect maneuverability) at your normal speed. You can pass through solid objects as any incorporeal creature can.

When the spell ends, you return fully to the Material Plane. If you return inside a material object (such as a solid wall), you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel.

Wrack

(See *Complete Divine*, p. 190)

Necromancy [Evil]

Level: Cleric 3, Sorcerer/Wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft./2 levels)

Target: One humanoid

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he/she doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a -2 penalty on attack rolls, saves and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

Player Handout #1

RIDDLE ON THE DOORS

Arrange these numbers to make the sequence palindromic.

9, 11, 12, 13, 14, 15, 18, 18, 23, 24, 26

RIDDLE ON THE STONE CHEST

Fifty-two of my brigades marched from Goldfields to Goldfields. Within one brigade, a regiment was lost. What was its regimental number?

1920, ?, 1315, 715, 231, 51 and 618

Critical Events Summary
FUR04-04 *Broken Dreams*
If this is a premiere, return to HQ

1. Did Lord Vormar promise not to make an arranged marriage for Lady Shellenna?

Verbal?	YES	NO
Written?	YES	NO
What about Lady Alinnora?		
	YES	NO

2. Did the PCs frighten off (or kill) the irate farmers in Encounter 3.A.?

YES: Frightened off	YES: Killed	NO
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3. Did the PCs frighten off the surviving villagers in Encounter 3.B.?

YES	NO
-----	----

4. Did the PCs bury Ostlen's bones?

YES	NO
-----	----

5. Did the PCs dig up the body of the young boy in the circle of stone in Encounter 5.A.?

YES	NO
-----	----

If yes, what was done with his remains?

6. What happened to Patience?

PCs did not fight him?	YES	NO
PCs fled from him?	YES	NO
Patience escaped?	YES	NO
Patience captured?	YES	NO
Patience killed?	YES	NO

7. Did the PCs reveal Lady Shellenna's fate to Lord Vormar?

YES	NO
-----	----

8. Did the PCs return Lady Shellenna's body to Lord Vormar?

YES	NO	NOT APPLICABLE
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9. Additional comments. (use the back of this paper.)

Player Handout #2

20 Wealsun 318 CY

Dearest Brother:

It has been well over a century since I have heard news of you...not even a whisper. Could it be that you have been killed? One can only hope.

If you are reading this, then your latest plans of conquest have failed and you are now on the run. You're probably hoping to recoup all your losses. You were always such a planner. My, my...I never realized how thorough and rare your collection of magic items was. I am so envious.

What has happened to your spellbooks, you ask? I need them more than you. After all, good kindling material is so hard to find these days.

I hope you elude your hunters and are able to start over again...really.

Your Loving Brother,

Patter

P.S. I hope you enjoyed the riddles. Isn't it frustrating when the correct answers are wrong?