

# The Diadem of Kir Russ

## Part Two

A One-Round Dungeons & Dragons<sup>®</sup> Living Greyhawk<sup>™</sup>  
Perrenland Regional Adventure  
Version 2.1

by Bruce Paris and Patrick Williamson

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From the Isle of Cli a mission sets out to discover the focus for the ancient weapon that can defeat the evil plaguing Perrenland for far too long. But with only a thousand year old instrument and a prophesy to go on, will this expectation prove to be true? Part one of a three-round Perrenland Regional adventure for APLs 2-14. Please note that you CAN play a DIFFERENT character in EACH of the three parts of this adventure.

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

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For questions specific to this document, please e-mail your [metaregional representative at metarep@iuzlg.com](mailto:metaregional@iuzlg.com); for LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

### PLAYERS READ NO FARTHER

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

### PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and

monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

## AVERAGE PARTY LEVEL (APL)

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See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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

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

## TIME UNITS AND UPKEEP

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This is a standard Metaregional adventure, set in Iuz's Border States. Characters native to that metaregion pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

## ADVENTURE BACKGROUND

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It all began in 594 CY, when the new Voormann, Orgus Bildgear, vowed to break the non-aggression pact with the Empire of Iuz and join the fight against evil. Now, this epic struggle is reaching its finale.

The Voorman's challenge to the Old One was soon matched with the simultaneous invasion of the armies of Iuz from the East, and from his daughter, Iggitwilv, from within the heart of Perrenland. Moreover, the explosion of Mt Hellspaar augured in the magical winter of Hell's Gloom brought three years of war, death and famine that have nearly destroyed Perrenland. Combined, they nearly destroyed the country, at first, but little victories by bands of brave adventurers soon transformed into a great victory in the East and then at Riberlund in Nederboden, with the help of Oomkar Hus the chief servant of Nerull in the Quaglands. For a fleeting moment it looked as if the country had prevailed.

Yet one foe at least remained. Drelnza. Iggitwilv's daughter, and sister of Iuz. Despite her army being small, Drelnza maintained a hold on significant parts

of Nederboden. From this strategic position she began to reap the benefits the effects of the prolonged famine were having on the population. As families, and then villages, began to starve, old rivalries between sept and clans remerged and hatchets: rivalries thought buried since the time of Perren's unity were, now, uncovered. Perrenland strength, and its internal unity, became undermined. Nothing hurt this concept of unity more than a schism within the Old Kerk, which was manufactured by Drelnza.

From a humble and low key event in the town of Schwartzestadt, soon emerged a story that another evil hidden shrine existed within the Old Kerk and that Oomkar Hus was poised take power in the Quaglands through the Old Kerk. Circulated by Drelnza's quasit agents, and then by the folk themselves driven half made by her magical diseases and the famine and the Schwartzestadt Heresy was born.

Here the Old Kerk did much of the work for her, and Drelnza could never have imagined that her ploy would gain such purchase. Soon, the Old Kerk was beginning to divide against itself and the folk, who for so long had been bound by common religious tradition, were presented with a choice. Most chose to remain within the tradition but others became heretics, and believed the worst of the stories.

Luckily for all, there remained some cool heads. Bertgris Udden and Karla Hussen the HetRechters (judges) of the land have remained determined and steadfast to the law and refused to exile the heretics as instructed. Bertgris Udden in particular feels in his heart that this is all a horrible manipulation of the situation by Drelnza and thus Iuz. He has commissioned adventurers to determine the truth of these matters. In particular he has caused the revelation of an ancient and secret group who have hidden the true identity of the hidden shrine, the Jasmine Index.

From this, a small but important group of stakeholders now know that the hidden shrine is that of the goddess of beauty and love: Myrhiss – long forgotten (and indeed suppressed) in the Quaglands. Furthermore, they know that the hidden shrine should be that if Kyuss, servitor power to Nerull, but that a great Lie has been manufactured and maintained for two ages of the world. This deception is so effective that Oomkar Hus and indeed the few followers of Kyuss left in the Quagland believe that what is actually the hidden shrine of Myrhiss is the hidden shrine of Kyuss. If Oomkar were to find out the pact that bind him to not grow the power of Nerull in the Quaglands would be broken. The only way this situation can be preserved and the great lie maintained is if the threat of Drelnza and her faction the Cult of the Fiend are removed from play.

As fate would have it, a weapon long prophesied may be close to discovery. The intelligent weapon,

Boonbane, already a potent weapon, is but “one item of a set”. For its true power can only be used if its wielder has the Diadem of KirRuss upon their head. To this end, it has been revealed by the recently recovered Cli Lyre that the Diadem can be found on a mysterious island located in the centre of Lake Quag. When combined, these two items have the power to destroy the bloodline of Igg-Vuurz. Thus, Iuz, Iggwilv and Drelnza are all in fear of this event and seek to prevent it.

With the unity of Perrenland at break point, the Voormann critically ill, and civil war breaking out, the Cult of the Fiend is poised for victory. Iuz has begun to reinforce his sister's cause with more demons so that she can secure the Diadem and remove this threat to his person.

Enter the last hope of the nation: the expedition to recover the Diadem of Kir Russ!

## ADVENTURE SUMMARY

As this adventure begins, the PCs find themselves on the Lost Island in the middle of Lake Quag. Some will have got there by adventuring over or under the sea; others will have arrived via a strange teleportation portal which has been recently discovered on the island. Regardless, this adventure begins on the rocky foreshore of the Lost Island.

During the **Introduction** the PCs hear music, laughter and song coming from a nearby ravine. After finding some old stone steps, the PCs ascend to the top of the ridge overlooking the ravine. From here they see a fortress. It is beautifully decorated and has colourful flags flying from the parapets. The music is coming from within. As the PCs can see nothing else of interest, they will be compelled to investigate.

In **Encounter One** the PCs approach the front gates of the fortress. Here, they are greeted by a friendly guard by the name of Vardas. Vardas explains that the fortress is an ancient temple dedicated to Myrhiss (Goddess of Love, Romance and Beauty). Vardas will tell the PCs about the temple and the PCs will discover that he was an original sailor aboard the Lina Gersiten. When the ship was wrecked, half the crew perished – whilst the other half were rescued by nixies and brought here to the “People of the Lost Temple” – a commune of sorts where the followers of Myrhiss escaped over 2000 years ago.

In **Encounter Two**, Vardas introduces the PCs to the leader of the temple commune, a beautiful woman named Hedonae. She makes the PCs welcome and asks them what brings them on their journey to the Lost Isle. She will also answer any questions the PCs might have, and she invites the PCs to stay the night and be her guests at a banquet. The most important thing that the PCs find out here is that the Temple is the keeper of the Necropolis Codex – a book which tells how to enter and

navigate the necropolis on the island. Hedonae will not give the PCs the codex, but she may consider allowing them access to the book to copy from in the morning (because by then she will know whether they are trustworthy and honorable ... or not).

**Encounter Three** allows the PCs time to explore the temple. They are given free reign. During this time, the PCs will be able to complete two or three “mini-quests” for some of the interesting inhabitants of this unusual commune. This encounter is meant to be a fun and lighthearted interlude – amidst the danger of the overall series. The DM should set aside about 2.5 hours to play through these. If time is not a problem, then the DM is free to have the PCs complete them *all*.

In **Encounter Four** the PCs gather for the banquet. There is some entertainment, and Hedonae gets the chance to (hopefully) share some important information with the PCs.

In the morning (**Encounter Five**), the room where the Necropolis Codex is guarded is attacked, and the Codex is stolen. The PCs find clues linking the theft with the Cult of the Fiend. It appears that they have arrived on the island and stolen the Codex. This will give the Cult a distinct advantage in finding the entrance to the Necropolis – as well as how to enter and negotiate the passageways within. Without the Codex, the PCs have to find the entrance themselves – and crack the code on their own! Hedonae can, at least, point the party in the right direction.

As soon as possible, the PCs bid goodbye to the commune and set off across the rocky landscape. **Encounter Six** sees the party arrive at what appears to be the entrance to the necropolis. Here, they must solve an ancient puzzle in order to avoid a nasty trap. Once solved, the door to the necropolis opens. The PCs also notice that another of the strange teleportation devices stand next to this entrance. It seems the PCs now have a choice: continue on themselves into the necropolis; or return to Cli and send PCs more skilled for the terrible task ahead.

## PREPARATION FOR PLAY

The Diadem of Kir-Russ Part 2 is the second part of the three part finale to the ‘Nation Mocked’ series. It is recommended you have played PER 6-07 ‘The Schwartzstadt Heresy’, PER 7-03 ‘Discords Harmony’ and PER 7-05 ‘The Jasmine Index’ before playing this adventure.

You should determine before play if any of the PCs speak Flan or Ur-Flan, possess Boonbane, have the Mark of HUS, are Fully Trusted by Hanne, declared themselves a Heretic to the angel Meneliant and have become a Keeper of the Great Lie.

- PCs who speak Flan or Ur-Flan can understand the Cli Lyre and Boonbane when they speak.

- Boonbane is a unique magic item from PER 5-02 (Hell’s Gloom). Only one PC can possess Boonbane at a table: if more than one PC has Boonbane, they must choose who has Boonbane for this adventure. Strongly encourage the players to have only one PC with Boonbane at the table, as Boonbane changes significantly in this adventure series – but only for the PC who has Boonbane at the table. If no PC has Boonbane, Hanne Weisspeer has Boonbane.
- PCs who have the Mark of HUS from PER 6-04 (Death’s Fury) or PER 7-03 (Discord’s Harmony) are recognised as an ally by the defenders of the necropolis and not attacked directly unless they attack first.
- Hanne’s attitude to PCs who have the Fully Trusted by Hanne benefit from PER 7-05 (The Jasmine Index) is one step better than usual (for example, friendly instead of indifferent).

Throughout this adventure, the PCs are accompanied by Hanne Weisspeer, her daughter Karennie, the Cli Lyre, and Boonbane. All four are important to the plot of this adventure: however, please do what can to ensure that the NPCs aren’t the central figures in this adventure. They’re present to give the PCs advice and assistance, not to tell the PCs what to do and when.

When running the combats, note that the ELs for all combats assume Hanne is actively helping the PCs with (at a minimum) her bardic music, and by providing healing where necessary. Please note that Hanne is an active participant in the initiative order and that Hanne but not Karennie can die if the PCs are lax in their protection of her. Both are critical to the remaining parts of the finale (The Diadem of Kir-Russ part 2 and Part 3), but that the enemies of Perrenland want Hanne dead but Karennie alive. Thus in some encounters Hanne is the target of direct attack, although area effect attacks will not be targeted on her for fear of harming Karennie.

This adventure is part two of a three part finale to the second major regional plot arc, *A Nation Mocked*. When running this adventure, keep in mind that it’s a finale: this should feel like a big event to the PCs, and build up to what will be major turning-point in what’s happening to Perrenland (in part 3).

Players do not have to use the same PC in this adventure that they did in PER 7-06: they can choose to use a different PC, who travels from Cli via the Ur-Flan teleportation circle at the beginning of the adventure.

Please note the various Perrenland Specific Effects on play, as set out in **DM’s Aid 1: Perrenland Specific Effects**.

This adventure is the second-last in the major regional plot arc, *A Nation Mocked*. The discovery of

the Temple Fortress of Myrhis should be a revelation to the players. It is a BIG moment.

The DM must also be VERY familiar with the religion of the goddess, Myrhis. Keep **DM Aid 3: Myrhis** on hand as you run Encounters 1 to 4.

Finally in this section of the adventure it will quickly become obvious that a number of animals have been *awakened* by magic and are fulfilling roles normally reserved for humans within the temple complex of Myrhis. This is because the human population is small compared to the size of the complex. The only major external contact apart from the occasional ship wrecked sailor is via a magical mirror gate gifted to the temple by the Kershane elves a score of centuries in the past. This portal allows the high priestess of the temple to travel to and from the Arvandor layer of the nature plane of Arboria so that she can visit the Evergold the fountain of beauty. Here once per month she can commune directly with the servants of Myrhis, and occasionally she returns with an *awakened* animal companion to supplement the community on the island.

## THE TONE OF THIS ADVENTURE

Much of the tone of this adventure could best be described as “kind-hearted whimsy”. The adventure is designed to give players a break from the usual “death-dark-gloom” that pervades many recent Perrenland regionals. The DM should come to this adventure prepared to have FUN. Play up the many wondrous NPCs and give them all their own quirky voices and personalities. Nobody at the Temple of Myrhis is snooty, arrogant, nasty, snobbish, or boorish. These people/animals see life as fresh, exciting, musical and beautiful. They live their lives like a “pantomime” – where small troubles happen, but nothing really bad ever occurs. Although there are “humorous” elements in the adventure, it is *not* a “comedy”. Whimsical yes, laugh-out-loud, no. Please avoid the temptation to see the adventure as a “joke” module. It is not intended that way.

## INTRODUCTION

Read or paraphrase the following to the players when they are ready to begin:

*Your group has assembled on the Lost Island – an island in the middle of Lake Quag, where an ancient prophecy claims the Diadem of Kir Russ can be found. It is rumored that the Diadem will, once and for all, unlock a power capable of destroying Iggwily, Drelnza, and their Cult of The Fiend.*

If any of the PCs played PER 7-06 (*The Diadem of Kir Russ* Part 1):

*You travelled across Lake Quag to this island with Hanne Weisspeer, her daughter, Karennie, and the Cli Lyre. Here, you found an Ur-Flan teleportation circle – a way for all of you except the Lyre to travel quickly back and forth to the island of Cli.*

If any of the PCs have **not** played PER 7-06 (*The Diadem of Kir Russ* Part 1):

*You have been sent from Cli through an Ur-Flan teleportation circle that was found on the island. Before you left, Bertgris Udden one of the HetRechters of Perrenland gave you a message to take to those already on the island – “Make haste! Our enemies are closing in fast and the Voorman’s health has become critical, some major turning point is at hand, the gods are watching.”*

**DM’s Note:** It is very important that the PCs understand their main objectives here:

1. Find the Diadem of Kir Russ.
2. Do this as quickly as possible.
2. Protect Hanne, Karennie, the Cli Lyre, and Boonbane. Legend says that all four of these are necessary for success in finding the Diadem.

## A DESCRIPTION OF THE ISLAND FORESHORE

Most players would have already heard this text when they arrived on the Lost Isle at the end of PER7-06. However, it wouldn’t hurt to read it again as a recap:

*The island on which you find yourselves is a barren and desolate lump of heaped, black boulders and jagged ridges. Cyclopean stone structures, all of natural origin, jut sharply upwards from the foreshore. To the naked touch, each boulder delivers a frozen bite which tears the flesh as it breaks free from its grasp. In the air, there is the slight hint of sulphur; and your lips taste the tang of bitter ash – still blowing in the breeze. If there was ever fire here, it has long since died – though its ferocity has ensured the spirit of such a cataclysm still haunts this desperate place. Finally, a chill wind blows against your backs – as if pressing you forward ... into the jaws of death.*

## MOVING ON ...

Get the PCs to make a DC 5 Spot check. A successful check uncovers a jagged series of steps leading upwards, between the boulders – to the top of the closest ridge.

A DC 15 Knowledge (Construction and Engineering) check reveals these steps were carved out of the boulders nearly 1000 years ago. They are rarely used – though a DC 20 Survival check (with



the Tracking feat) uncovers that they were last used about 1.5 years ago. As DC 25 check reveals they were also used 250 years before that.

Before they start climbing the ancient steps, ask the PCs if they are doing anything in particular. You should also get a marching order.

#### AT THE TOP OF THE RIDGE

It takes 1 hour to scale the ridge. As the PCs get to the top of the ridge, read or paraphrase:

*After scaling the ancient steps for one hour, the top of the ridge comes into view. As you reach the pinnacle, your eyes settle over a deep ravine which drops gradually below you. Apart from more of the same cyclopean, black boulders – one structure below stands out amongst the monotony: it is a fortress!*

*And it is quite large. It is at least 1 mile square, and there are four towers guarding each corner. In the wall facing you there is a large double door and a guard post. The ancient steps appear to lead directly down the other side of the ravine – and end abruptly at the front door of this unusual edifice.*

*There are flags flying from each of the four towers, and you can plainly make out smaller buildings (all brightly coloured) dotted around inside the walls of the fortress. You can also see quite a large number of people – all quietly going about their daily chores.*

*What is particularly interesting is that there are many beautiful gardens inside the walls, as well as large natural trees which are in bloom with a thousand purple flowers. To the side, you see what appears to be a large temple. The temple rises out of a magnificent water structure. And what was that ...? Do your ears deceive you? Is that music you hear? Coming from inside! It is, perhaps, the most beautiful music you have ever heard!*

Allow the PCs a minute to catch their breath and decide what to do. Some might try to disbelieve that this place is not an illusion. Remind them that they would need to get *much* closer (and interact with the place) in order to determine whether it is real, or not. From the top of the ridge, the PCs cannot see what symbols are on the flags. Neither can they interact with anybody from such a distance. To get to the fortress, they need to start descending the ridge via the ancient steps. Again, ask them if they are taking any particular precautions – and determine a marching order.

## 1. VARDAS

When the party gets within 100 feet of the front gate of the temple, read or paraphrase:

*Ahead of you, the fortress gate appears to be guarded by one man – dressed in a flaxen uniform and carrying a single spear. The gate is closed. From where you are, you see that the gate is painted in a myriad of beautiful colours – the main theme being shapes alluding to the romantic curves of the human body.*

If the PCs are invisible, or approaching stealthily, then rephrase the following section of this encounter. Otherwise ...

*As you approach closer, you see the guard squint and stare unbelievably at you all. As you come near to him, you see him grinning widely, slapping his thighs in good humor, and laughing out loud.*

*“I don’t believe it! I just don’t believe it!” he bellows haughtily, “NOW they send a rescue party?? Ha ha ha ha ha ha!!!”*

Rescue party? Whatever is he talking about? Allow the PCs to introduce themselves and to question the guard at the gate. Here are some possible questions and answers:

#### Q. Rescue party? Who are we supposed to be rescuing?

“Me! And me crewmates! Or them’s that survived, anyways. From the Lina Gersiten! She wrecked on the rocks sev’ral year ago. Those of us who dived o’board thought ourselves dead fer sure ... but we were saved by the nixies an’ brought here. To this place. There are about twelve of us saved – the rest perished sad to say. Poor ol’ Lina. She was a good ship an’ fine. I be called Midshipman Vardas. An’ where do ye all hail from an’ would it just be us that brings ye here?”

#### Q. What is this place?

“Paradise! Or what there is close to it. At first, me an me mates thought we’d died and gone to rest in Pelor’s bosom – but then we pinched aselves an’ discovered we hurt – so we know we not be dead. This place is called the Sacred Temple of Myhriss. It is protected by the dedicated monks of the earth, and the pious nixies of the sea. Our leader is the Lady Priestess Hedonae. She can be found in the “temple in the water” – on the far eastern side of the commune.”

#### Q. Who is Myhriss?

“She is the Flan goddess of Beauty, Romance and Love. This place is dedicated to her.”

**Q. Why did you not leave yourselves? Were you prevented from leaving?**

“Of course not! Why would we want to leave? The nixies could have shepherded us back to civilisation long ago. But what is back there except war and famine? My crewmates are me family, so we have each other an’ that’s a good way to be. Within the commune, the goddess provides us with all we need: food, fine weather, friendship, a place of our own. The nixies are queer little buggers, but them’s fish folk fer ya. And the monks of the temple have welcomed us very nicely thank you.”

**Q. Have you heard of the “necropolis” or the “diadem of Kir Russ”?**

“No. Should I have?”

**Q. Is there any danger here?**

“Not really. Nothing bad, anyways. Mostly small things that are attended to quickly.” Vardas is not prepared to elaborate on such trivial matters at this point.

**Q. Can you take us to see inside? Or to see Hedonae?**

“Of course! Come with me! Come with me!”

**Q. Is Hedonae a Flan human? If so, does she speak Ancient Flan or Common?**

“Both. They have learnt Common from a number of sources over the centuries – mostly from humans washed ashore in the maelstrom – like me and you”.

Midshipman Vardas organises quickly for somebody to take his place on the gate.

**Development:** Vardas is a large, jovial and pleasant fellow – but fairly unintelligent (INT 8). He doesn’t know much more than he says here. The PCs will need to question Hedonae to find out more.

## INSIDE THE COMMUNE WALLS

As the PCs walk inside, Vardas describes houses and places nearby the path. The DM should refer to the **Appendix Map: The Temple Fortress of Myrhiss**. Vardas leads the PCs directly to the Temple (Area 18).

- As they pass Area 14: “Over on the left there is the house belonging to the Man Who Says Oooo-ahhh”. He’s friendly, but old. He has a bit of trouble keeping his sticky beak out of other people’s honey pots. Just behind his house is The Giddy Giggler Alehouse (Area 12). I’m sure you fine folks are up fer a pint or two after your long journey, heh?”

- As they pass Area 16: “Off over to yer right is one of our Snooz-Houses. That’s where we all kip down a’night.”
- As they pass Area 17, beautiful music can be heard coming from inside the building. “That’s the Musicanum. Our best musicians are in there. It is their job to fill our days with music, and our nights with entertainment. Sometimes you will hear Mistress Maydom, the conductor, using a chicken – mostly because she has broken her baton ... again.”
- As they pass Area 4: “Off in there is Lesmona’s Warm Water Wash Yourself. A bath-house filled with the most wonderful scents, soft soaps, and sweet clean water! And Lesmona always gives a prize!” If Vardas is asked exactly what “prize” Lesmona gives he simply pauses, smiles gently, and says: “Something ... exquisite, good people, something exquisite.”
- As they pass the intersection which leads to the village square: “Off t’yer left there is the village square. In the centre is The Liquid O’ Life and just beyond it is the Theatricanum and the Flaxhouse. Nearer to us here is the Baby Animal Shelter ...” As the PCs pass, a little lamb pokes his head from around the corner of Area 3 and says: “Are you coming to choir practice, Midshipman? Mister Mog’s not feeling well and we need a baritone!” Vardas very matter-of-factly replies: “I’ll be there when I can, Lambsy. Can you not see we have visitors?” The lamb looks at the PCs: “Oh! Yes! My humble apologies! Welcome visitors! But do not keep our Midshipman long, will you?” The PCs can answer briefly, but do not have time to stop just yet. If the PCs ask if all the animals speak here, Vardas replies: “Of course!”

**Development:** The PCs may want to ask further questions, or explore. Vardas discourages them from doing this until they have spoken with the commune leader, Hedonae. If they insist on exploring, let them. Nobody here is violent or so uptight as to try and stop them. As the PCs come nearer to the temple, read:

*As you approach the Temple of Myrhiss, you pass between an intricately carved low stone wall which separates the temple from the village proper. The temple itself is quite spectacularly beautiful. Resting half-in and half-out of a clear-blue pond, this temple is a rainbow of colour and careful carving. Splashes of reds, yellows, and bright greens adorn gigantic walls. The walls have many “eyes” of different colours (which all turn out to be windows on various levels). Above the roofline, several storeys up, spiraling minarets reach heavenward; and, below the waterline, you spy an*

army of nixies scurrying in and out, around and about – performing their many duties (most of which are as caretakers of the temple).

After jumping on some rocks to cross the pond, you find yourselves outside a pair of two massive doors: the entrance to the temple. There appear to be no handles or locks on the door. Then you notice Vardas deferring to a small pillbox (about 4.5 feet off the ground) just to the right of the doors.

“Are you in there Francis?” Vardas asks, sticking his eye up to a slot in the small pillbox. Suddenly, something pokes him in the eye! He yells, “Ouch!” and starts backwards. Next thing, a little squirrel pokes his head out of the pill box.

“Sorry ‘bout that Vardas!” says the little squirrel. I thought you were that barman from over at the Giggler. Thought he’d come to pinch me nuts, again!”

“Lucky for you, not this time, Francis.” Vardas gestures towards the party and rubs his sore eye. “These are Perrenders. Like me. Come to visit us. Is your mistress available?”

“Yes! Of course. I shall open the doors, and allow you entrance!”

And with that, the squirrel scurries away then – a moment later – the large doors swing open and you step inside.

Go to Encounter 2.

## 2. HEDONAE

When the PCs enter the temple, read or paraphrase:

*The inside of the temple of Myrhiss is a feast for the eyes. You find yourselves standing in a thin, elongated chamber with dozens of doors, stairwells, and passageways branching off in numerous directions – both up and down. The walls are lined with golden tapestry; watched over by hundreds marble cherubim. Great statues of all kinds and materials line the length of the chamber. Most are poised in beautiful positions – highlighting an aesthetic aspect of their symbolic nature.*

*Vardas beckons you towards a gilded doorway just to right-hand side of the entrance way. Soon, you find yourselves in an opulent office – where even the quilts have tips dipped in gold; the paper, thin and fine as silk; and a large oaken desk appears to ... breathe ...*

*Behind the desk sits a woman. But she is not just any woman. She is the Hedonae – High Priestess of Myrhiss. Even as she smiles and rises to take your hands in greeting, you can see the finery of her dress is still being woven by dozens of busy silkworms. Her shapely figure is barely covered by a luminescent white garment. She tilts*

*her head and her long dark hair falls softly away from her piercing green eyes and smooth, delicately boned face. When she speaks, it is if a thousand songbirds play harmony to her solo instrument.*

*“I am Hedonae – High Priestess of Myrhiss. This is the temple of my Lady. We have so few visitors. No doubt you come with a purpose. But first, may I interest you in a nice cup of tea and a ginger biscuit?”*

Allow the PCs to accept or decline as they wish. If they accept, Hedonae politely asks Vardas to arrange for “Dear Mr Bomberry” to bring them some refreshments. After a while, there is a gentle knock at the door. It opens, and a large black bear walks in upright with a tray of tea and biscuits. “Shall you require the little spoons and little forks, maam?” says the bear. “Not today, thank-you Mr Bomberry. That will be all,” replies Hedonae. And the black bear exits, but not before giving each party member a small damp cloth with which to wipe their hands before eating their biscuits.

*“And now,” she says, “What brings you here to our sanctuary? For, you see, if you were never destined to come, you would never have found us!”*

Allow the PCs time to tell Hedonae their quest and objectives. If they don’t tell the truth, give Hedonae a +25 Sense Motive Vs PC Bluff check. PCs who are “Keepers of the Great Lie” can communicate this fact to her and she will immediately desist drilling the PCs for reasons for their visit, instead assuming they have come to join her community. She will say the following:

*“Oh that is just wonderful, we don’t get many believers making the quest these days, I am sure we will be able to find places for you here.”*

If the PCs reveal that they came via the teleport portal she will grow visibly agitated and say the following:

*“Oh dear, that way! Like the one in the Necropolis that was made taboo many centuries ago! If our enemies were to find it, then we would be undone. Please do not use it again without my permission. I will send someone to make sure it is secure”.*

If Hedonae discovers that the PC are lying she will become suspicious, she will grin sweetly and say: “That’s nice” and “Oh, really? How wonderful”, etc. If the PCs try and deceive too much, she will eventually say something like:



*“This temple ... this place ... is built on a foundation of beauty and love. A large part of our foundation is TRUST. And trust is mutual ...”*

If the PCs continue to lie or deceive, then Hedonae will just smile a lot and then eventually politely excuses herself. This means the PCs need to leave. As they leave, she will still invite them to the Visitor's Banquet (that evening at dusk), but it will be out of courtesy rather than “wanting to”.

Assuming that the PCs are generally truthful about why they are here, then Hedonae will provide the party with information about the following things:

## THE NECROPOLIS

*Hedonae says: “The Necropolis is an inverse ziggurat complex. It was built over three thousand years ago. It has existed on this island long before the coming of the Temple of Myrhiss. We took it from the evil cults of Kyuss and Nerull and, strangely, they still believe that they control it. For the last 2,000 years, the Templars of Myrhiss (whom you know them as the Jasmine Index) have been the guardians of both the Necropolis and its Codex: a black book which details how to enter the necropolis and navigate its many passageways. Control of the book gives us control of the Necropolis and it passes to the High Priest of each generation. The interior of the Necropolis is a maze. It is said to house the remains of the most influential persons of The Land – going back at least 3,000 years. I know that the Necropolis can be teleported into from Jorr Russ (Riberlund), on the mainland, but I also know that it requires the Codex to get back out.*

*It is amusing to think that the fool, Oomkar Hus, has transported a veritable horde of undead servants into it over the centuries, so that he can then call on them when his plans are ready. Last year, when Jorr Russ was threatened, he sent dozens of his more powerful servants there to keep them from harm. He abides by the pact; which I hope will be his undoing.*

*He believes that the Necropolis is controlled by Wormling. Once a year, every year, Wormling reports on the status of this dormant army and thus maintains the ruse to perfection. He will get a very big surprise when he calls this army forth and it does not show up!*

PCs: Can you take us to the Necropolis?

*Hedonae replies: “Perhaps. I have never been to the Necropolis, myself, and it has been many years since I consulted the Necropolis Codex. It is not for the faint of heart. There are dangers. Allow me to answer that question in the morning, once I*

*have had time to study the Codex this afternoon and evening.”*

## BOONBANE AND THE DIADEM OF KIR-RUSS

*Hedonae says: You come to us bearing the weapon from the prophecy, and I know that the Diadem of Kir Russ will be found within the Necropolis. It is said that to discover the Diadem you will require the following:*

- Old blood willingly shed.
- The tears of an innocent child.
- The sacrifice of a life.
- The weapon of the Prophecy.

## THE TEMPLE COMPLEX OF MYRHISS

*Hedonae says: “This temple (or fortress) of Myrhiss was founded on this island over 2,000 years ago when we took this place from Kyuss’ servants. We then shrouded it in a storm and called upon the nixies to oversee the area. When we refused to join The Kerk if Kyuss was admitted, we found ourselves alone and we where loosing our battle against the servants of the Reaper and the Worm. Finally, the followers of Vathris (for Vathris and Myrhiss are brother and sister) broke the pact and helped those of us that remained with the help of some good folks on the Isle of Cli and the Swabbonwalders (Nixies) to establish the great lie.*

*As I view it, every day Myrhiss has worked her magic in some way. In doing so, we are all fed. We work in harmony with the Nixies, and we help to keep two great evils locked in combat against each other.*

Q. Has anyone ever left the commune after coming here?

*Hedonae says: “Yes. Of course. but most find life here very pleasing. If a commune with Myrhiss reveals that someone can be trusted, then they are allowed to use the teleport circle to conduct business in relation to keeping me informed and in preserving the Great Lie.”*

Q. Are you aware that the Cult of the Fiend may now know the location of this island?

*“It is entirely possible that we are approaching a climatic moment. None of use believe that the “great Lie” can be maintained forever, but we must ensure that it is the forces of the Reaper and the Cult of the Fiend who mutually annihilate eachother, and leave the Quaglands free of their evil. In fact, if we deem that the time is right, we will reveal this place ourselves.”*

Q. Are there any dangers in and around the fortress?

*“We have our fair share of angry, petulant creatures. A few of them could be dangerous if*

*they didn't get what they wanted, or if their habitat were invaded. There are a few old ghosts about town; and some nasty beasts that live in the pools around the temple. My people here are too peaceful to do much about them – but if you encounter these creatures and can get rid of them for us, we'd appreciate it."*

Q. Can we see The Codex straight away? It's very urgent ...

*"Hedonae shakes her head. "Over the years, we have worked many magics on The Codex, to ensure that only the high priestess of Myrhis can enter the room containing The Codex, and that The Codex cannot be easily removed from the chamber. I promise that, once we have finished talking, I will begin the ritual to release it from its protective magic, this will take some hours, so you would be best to relax for a while to prepare and supply yourselves for the delve ahead!"*

### LOOKING AROUND

Hedonae is more than happy for the PCs to look around the commune grounds. They are free to speak with and interact with whomever they please. The actual Temple of Myrhis is *not* free to examine. Hedonae explains that there are many treasures in the temple, and until she knows more about any visitor, the temple proper is generally off-limits.

It is currently Midday. Hedonae invites the PCs to a banquet in the Theatricanum at dusk. Such a banquet is always held to honour and welcome new guests.

When the PCs have finished speaking with Hedonae, they can use the time to look around the village. Proceed to Encounter 3.

Hanne and Karennie are tired. They want to go straight to find a room at The Giddy Giggler. They will join up with the PCs again at dinner-time. A divination of any kind will ascertain that both Hanne and Karennie will be safe at least until sundown.

### 3. THE VILLAGE AND MINI-QUESTS

The village encompasses all the buildings inside the Temple Fortress of Myrhis (see the Appendix Map). This encounter provides PCs with a number of mini-quests that take place in and around the village. No matter how many they do, the PCs only receive XP for completing three (3) combats. No PC can receive more XP than the maximum allowed at the appropriate APL played. Each Mini-Quest is detailed in the **Appendix** under **DM's Aid 2: Village Mini-Quests**.

If you are running this encounter in a 4 hour time slot, then **this encounter should go no more than 2.5 hours**. If you are playing this as a Home Game, knock yourself out. Play it all.

The PCs are free to wander anywhere except inside the actual Temple of Myrhis (Area 18). If they try to enter the temple using magic or stealth or some other means, then they are always (gently) discovered and sent (nicely) on their way. If PCs get nasty or aggressive with any of the NPCs around here, then have the NPCs react with amusement and astonishment. Some might even giggle and call offending PCs "silly billys", etc. If a PC continues being nasty, then you should remind the player that such nastiness in the face of niceness is bordering on being an "evil act" and has the potential to spoil the "spirit of the game".

### WALKING AROUND THE VILLAGE IN

#### GENERAL

Just walking around the village, generally, gives the PCs the following impressions:

*This village, and her occupants, are clearly under the gentle protection of Myrhis. You get the distinct feeling that around 150 humans inhabit this village – but that number would swell to around 750 if you added the numerous awakened animals you see walking and talking around you. These include over 100 nixies (who mostly laze, sit, play, and swim in the pools near the temple), and the various animals who walk upright and greet you warmly as they go about their daily chores.*

*It is also clear that not all animals here are awakened. You see a few wolves skulking around, but they are quickly shoo'd away by other creatures bigger and higher up in the pecking order of the village.*

*What is overwhelming is the feeling of love you get from the majority of the occupants. This creates a romantic, natural atmosphere – one where the "world of humans" has truly merged with the "world of beasts". This is a place where the balance of nature, love and beauty has been refined. Peace and happiness is at a premium here. Music fills the air, and love is all around you!*

### AREA 1: ENTRANCE GATE AND PORTCULLIS

Vardas will return to his duty on this gate once the PCs have finished at the temple. Before he returns to his duty, he is more than happy to briefly tell PCs about the other buildings and areas of the village which he has not yet relayed. He will not say much – just very brief facts. If PCs want to know more he just says: "Why don't you go and have a look around? Go and have a nice chat with Mr. X or Y or Z, etc." He will be polite, but keen to get back to his regular duties.

## AREA 2: FLAX WEAVER AND FISH

### MONGERER

This is a business owned and run by Murgle Linkendorf. When the PCs first enter this shop, read the following:

*As you enter this store, you notice someone extremely peculiar. It is a man standing behind a counter. He is wearing only a very skimpy loincloth. On the counter is a large fish. The man is making futile attempts to cut off the fish's head. It is futile because even though his arms and body are facing you, it seems his head is twisted right around and is facing in the opposite direction.*

*"Is that someone there??" the man calls out – not yet turning around. "I hope you're not here to interrupt me! If you interrupt me I might cut my finger off – or even worse!"*

Murgle Linkendorf is a bit of a blunderer. But he's an excellent tailor and part-time chef. It is his job to prepare the fish banquet for tonight's meal. Allow the PCs to introduce themselves. Murgle will stagger out from behind the counter and try and shake everyone's hands *without* looking at them. He will then turn around to look at the PCs, but blunder hopelessly when he then tries to shake their hands again. The DM may need to act this out rather than just describing it.

If the PCs ask why his head is on "back-to-front", Murgle will laugh and say: "Whatever do you mean? This way is the *right* way! How are we supposed to see where we're going, if we cannot clearly see from whence we have come? You wrong-headers are at a distinct disadvantage!"

Murgle is the son of Deidre and Olam Linkendorf. His parents passed their business on to him when they died about forty years ago. Murgle *looks* about 35 years old – but is clearly much older than that.

It won't be long before Murgle realises that the fish banquet he is preparing is for the very adventurers standing right before him. After a bit more small talk, Murgle will sigh and ask the PCs for a small favour:

*"I was um, wondering if you could do me a bit of a favour?" he says sheepishly.*

If the PCs agree, he continues:

*"I didn't know there was more than two of you and, you see, I only prepared one fish! I need another! But it's gotta be a red-speckled foofinger with a guppy-eye! No other fish will suffice. Can you do me a favour and go down to the moat around the temple and catch me another one? Ask for an old nixie called "Greenweed". He'll fix you*

*up and get you started! But don't take too long, else my first fish will spoil!"*

If the PCs agree to this proposal, then turn to DM's Aid 2: Village Quests and look for the **Fishing For Foofingers** mini-quest. Note that all mini-quests are in alphabetical order. If the PCs bring a "foofinger" back to the shop, then they will receive the **Favour of Murgle** on their AR.

## AREA 3: BABY ANIMAL SHELTER

As the PCs approach this area, read or paraphrase the following:

*As you get closer to this area, you hear what at first appears to be a cacophony of squawks, squeaks and squeals coming from inside a barn-like structure. However, this cacophony is quickly tamed into a taut rhythm, and the sound mellows and is even pleasant to the ear. As you open the barn doors you see a "mother hen" standing on a stool. In her feathered-hand is a baton, and she is clearly conducting a choir of young, restless, baby animals (of all kinds) – all of them singing their little hearts out! As you stand there watching, the "mother hen" stops, clears her throat and says in a very school-maam type of voice:*

*"Oh, the visitors! Is Vardas with you? He said he'd join us! Quick, quick, answer me. I don't have all day." And she taps her small baton three times on the stool.*

Vardas went back to guard duty on the gate. He won't be able to make singing practice until the afternoon. A PC could confirm this with him if they went to ask.

*"Oh dear!" says Mother Hen, "These children will not be ready to entertain at the banquet tonight! Once again, Trixie Ticklebits will win a prize with her Dead Pirate Choir! Oh my! If only Mr Mog were feeling better!"*

At this point, the PCs may have some questions:

Q. Who are you, good mistress hen?

*"I am Getrude Hucksuckle. My sister is Hettie Hucksuckle of the Hucksuckle Henhouse. Just over yonder. My sister Hettie and I make sure there are enough eggs to feed the humans. No more, no less. In my spare time I conduct the Baby Animal Choir and collect ribbons."*

Q. Who is Trixie Ticklebits and what is the "Dead Pirate Choir"?

*"Trixie owns a festhall near the north of the commune. A few years ago, some pirates got through the maelstrom and tried to give us some*

*grief. It took all of our strength to defeat them – but we did! Now they are dead, but still quite useful. They sing in a choir that Trixie started in competition to us!”*

Q. Who is Mister Mog?

*“He’s an Arcana Cat. A magical cat, he was marooned here with the pirates when they came. He wasn’t on their side – he was just escaping from life in general and so wound up on a pirate ship. Mister Mog is our baritone. He is sick today, and we won’t win tonight’s contest without him!”*

Q. How can we help you?

*“You could go and see if you can help Mister Mog recover! That would be excellent! Vardas is good, but we don’t have a hope without Mister Mog!”*

**Development:** If the PCs agree to go and see Mister Mog, then they can leave and proceed to **Area 13**. Before they go, they may want to speak with some of the baby animals. They include: “Bobsy The Goat”, “Lambsy The Lamb”, “Jessie the Dog”, “Percy The Badger”, “Ickle The Duck”. All the baby animals talk in cute little “baby voices”. They are very polite and very happy to be speaking with “exciting visitors”.

As the PCs leave the barn, they will hear a small whisper and sound coming from behind the barn:

*“Psssst. Over here!” comes a little voice. You soon realise it belongs to Lambsy. “Do you want to REALLY help us?? I mean ... REALLY”*

If the PCs say YES, continue:

*Lambsy continues: “You see, even if you do help Mister Mog, I still don’t think we’ll win best vocal group. Trixies’ pirates are just too good. But if YOU could find a way to stop them actually performing tonight – why, that would be super! All you would need to do is distract them as they were about to perform, or something like that! What do you say? Will you help us trick Trixie Ticklebits?”*

If the PCs agree, then the DM needs to run the mini-quest **Tricking Trixie Ticklebits** (which can be found in DMs Aid 2: Village Quests). They will need to do this quest at night during the banquet. Lambsy tells the PCs that that is the best way to proceed.

#### AREA 4: LESMONA’S WARM WATER WASH YOURSELF

As the PCs approach this area, read or paraphrase the following:

*The building directly ahead of you has beautiful white-washed walls and has a blue trim around the eaves and doorways. From inside, you smell the scents of at least a dozen different perfumes, and hear the bubbling of inviting baths!*

When the PCs enter ...

*Inside, you see a little counter. Behind the counter is a middle-aged lady dressed in a toga-style tunic and simple sandals. She greets you all warmly:*

*“Good day, visitors! I am Lesmona. And welcome to my baths! You must be VERY dirty after your long journey here to our island home. Shall I draw a nice warm bath for you?”*

If the PCs say, YES, then continue. If NO, then Lesmona will bid them good day and continue about her business. If asked, she will explain a little about her bath-house. It is fed by hot springs deep beneath the bath-house in a cave complex. Pipes pump the warm water into the baths. The goddess Myrhis, herself, supplies a different scent for every bath – depending on the mood and wishes of the bather.

If the PCs want to have a bath, read:

*Lesmona smiles and says: “What kind of bath can I draw for each of you? You have a choice ...”*

Lesmona will go through the choices of scents. Hand out **Player’s Handout #1**. Each scent will make the bather feel a certain mood, as well as bestow a small circumstance bonus to him/her for the rest of *this* adventure and the *next* adventure. A record of this should be made on the AR under: **Lesmona’s Prize:**

The DM should *not* tell the PCs what their ability “reward” or “prize” will be until AFTER all the PCs have bathed, unless they make a DC 20 Knowledge (nature) skill check for each scent. Let them choose their scent according to their “mood” – not based on what “buff” they think they want. A PC cannot bathe twice.

#### THE SCENTS AND THEIR EFFECTS

##### **Alertness** (+4 to all Spot checks)

Basil, Bergamot, Black pepper, Grapefruit, Peppermint, Rosemary

##### **Assertiveness** (+4 to Intimidate checks)

Basil, Cedarwood, Frankincense, Ylang-Ylang, Lime

##### **Concentration** (+4 to Concentration checks)

Lemon, Basil, Lemongrass, Rosemary, Frankincense, Chamomile Roman

**Confidence** (+2 to all Charisma-based checks) Cypress, Fennel, Ginger, Grapefruit,



Jasmine, Orange, Pine

**Contentment** (+2 to Constitution)

Cypress, Lavender, Bergamot, Orange,  
Sandalwood, Cloves, Ylang-Ylang

**Creativity** (+4 to all Perform checks)

Bergamot, Lemon, Frankincense, Neroli, Rose,  
Jasmine, Cloves

**Focus** (+2 to Dexterity)

Thyme, Lemon, Fennel, Bergamot, Basil.  
Cypress, Cinnamon

**Happiness** (+2 to Wisdom)

Orange, Rose, Jasmine, Ginger, Cloves,  
Cinnamon, Geranium

**Joy** (+2 to Intelligence)

Sandalwood, Frankincense, Lemon, Petitgrain,  
Orange, Bergamot

**Peace** (+4 to Diplomacy checks)

Chamomile Roman, Neroli, Juniper,  
Frankincense, Melissa, Yarrow

**Performance** (+2 to Strength)

Bay, Bergamot, Frankincense, Lemon,  
Grapefruit, Lavender, Jasmine

**Positive** (+2 to all Will Saves)

Basil, Lemon, Grapefruit, Myrrh, Patchouli,  
Geranium, Frankincense

**Restfulness** (Gain temporary hit points equal  
to your character level) Lavender, Geranium,  
Clary sage, Neroli, Sandalwood

**Self-awareness** (+2 to all Reflex Saves)

Cypress, Clary sage, Jasmine, Coriander,  
Cloves, Sandalwood

**Self-esteem** (+2 to all Fortitude Saves)

Jasmine, Geranium, Cedarwood, Sandalwood

**Self-image** (+2 to Charisma)

Orange, Lavender, Melissa, Neroli, Jasmine,  
Sandalwood, Bay, Pine, Nutmeg

#### BEFORE BATHING

Just as the PCs are about to bathe, the nice warm water suddenly starts to splosh, squirt, plop ... then grinds to a complete STOP. Lesmona starts to investigate what is going wrong. She runs here and there, pulling on wheels, pushing buttons, turning levers – but all to no avail. No water! No warm water at all! She sits down on the floor and starts to cry ...

*“Ohhhh! Nooooo!” Lesmona sobs, “It’s Myron again! Ooooo! I thought he understood! I thought he would leave me alone – particularly after I fed those pirates to him!”*

The PCs will probably ask: “Who is Myron?”

*“Myron is the original inhabitant of the caves from which I draw my warm water. He is an elemental spirit who must be appeased every now and then. But I’m sick and tired of appeasing*

*him. I don’t have anymore pirates to feed him, and I just wish ... well ... I just wish he were ... well, you know ...”*

She means to say: “Dead”, but can’t bring herself to say it. Now, the PCs can’t bathe until the hot water comes back on; and the water won’t come back on until either Myron is appeased (or he is neutralised in some way). If the PCs offer to help Lesmona deal with Myron, then turn to the mini-quest **Mischievous Myron** under DM’s Aid 2: Mini-Quests.

**Development:** If the PCs deal successfully with Myron, then they can bathe and gain Lesmona’s Prize. She is very pleased and she gives them all a huge hug and a kiss as they leave her bath-house.

#### AREA 5: THE THEATRICANUM

This is where tonight’s Visitor’s Banquet will be held. Unless the PCs go here at dusk, this building will be closed.

#### AREA 6: THE LIQUID OF LIFE (TEMPLE WELL)

As soon as any PC walks up to this well to investigate it, read the following:

*“Ah! A visitor!” says a voice somewhere deep within the well. “Gather round! Gather round!”*

Hopefully, some other PCs will gather around.

*“Now,” says the well, “You know how this works. Toss a coin ... and make ... a wish!”*

Ask the PCs if any of them would like to toss a coin and make a wish. If YES, proceed ...

As soon as a PC tosses a coin (any coin) into the well, ask them what their wish is. Give them time to think. After they have said – whatever they wish for – turn to the PC in the party who you think would *least* admire or like the “wishing PC” and say to him/her: “What would *your* character *wish* would happen to \_\_\_\_\_? (And name the “wishing PC”). Whatever that player says – now happens to the wishing PC (to some degree). The result must be a *humorous slant* on whatever the disliker hopes would happen. The DM is free to rule here, but place the emphasis on things that will allow for fun role-playing – not getting hurt, etc. Eg.

- “I hope he falls in the well ...” Have the PC tossed over the side of the well and down into the water! They don’t get hurt, but even when they are pulled out, they just can’t seem to get dry! They squelch and leak everywhere they go for the next 12 hours! From now on, everybody in the

village wants to try and dry the PC with a towel (with no success).

- “I hope he chokes on his money ...” Have the PC start to feel extremely hungry. He/she then starts to EAT all his/her money (starting with copper coins first). He/she just can’t stop eating money, and he/she starts to jingle and tinkle while they walk for the next 12 hours. All up, he/she will eat 20gp x APL worth of coins.
- “I hope he drops dead ...” Have the PC keep on stumbling and falling over every few minutes. Every time they fall over, they fall flat on their back and look like they are “dead”. The DM might think of another clever take on this.

**Development:** Regardless, the water in the well is quite safe to drink. Also, remember that humorous effects from the well only last for 12 hours (and will be gone by the close of this adventure). If more than one person tosses in a coin, the DM might see an opportunity to play a trick on two PCs – but usually this only happens to one of them.

## AREA 7: TRIXIE TICKLEBITS AND HER DEAD PIRATE CHOIR

This building is a dazzlingly romantic festhall. Trixie Ticklebits is a flamboyant proprietor with impeccable taste and a heart of gold. She loves art and music and, it is said, could warm the cockles of the most violent pirate king. Well, in fact, she did. And after he and his crew expired, she kept them on as undead servants – as a choir.

During the day, Trixie can be found busying herself around the front lounge. The Dead Pirate Choir are “stored” in Trixie’s basement – and only she has the key (around her neck, close to her bosom). Of course, Trixie could be distracted by a charming male (DC 16 Charisma check); and a DC 12 Sleight of Hand might steal the key. This would allow PCs to “sabotage” the choir *before* tonight’s performance.

Other than some light entertainment, there is nothing else of particular interest at Trixie’s Place (except that PCs can get a drink and a meal here – ie. Lunch – if they desire).

## AREA 8: HETTIE HUCKSUCKLE HENS

Hettie Hucksuckle runs the chicken coop here in the village. She and her battery of very fine hens supply eggs to (mostly) humans. They are happy to do this, because one egg is given to the hens, and one is always given “to Myrhiss” - thus balance is ensured. As the PCs approach, Hettie the hen will cluck up to them and say:

*“Oooo! Visitors! Visitors! How wonderful! You’re just in time! Myrhiss be praised!”*

Just in time??

*“Oh, yes! I’m in a terrible quandary and I need several brave souls to help me with poor Miss. Featherdown ...”*

Miss. Featherdown?

*“She’s normally my best layer! But she’s become depressed! So sad!”*

Why?

*“Her favourite rooster-lover left the temple compound to search for some rare herbs to snack upon. That was two days ago. He hasn’t been seen since! Gone!”*

Where do you think he went?

*“Last we heard he went searching around the Black Boulders – just north of our fortress. Everybody is too scared to go and look for him. There are ... creatures out there, you know ... creatures not like us!!! Horrible creatures who ... eat ... chickens!!!”*

**Development:** Hettie will try and persuade the PCs to go and look for the rooster. His name is “Chester”. Hettie will give them directions on how to get to the Black Boulders. If they accept, the DM should turn to **DM’s Aid 2: Mini-Quests** and look for **The Lost Rooster** quest.

Some PCs may wish to speak to Miss Featherdown, and that’s OK. She is a nervous, quiet chicken who is trying very hard to lay an egg – but cannot do so because she is so worried about poor Chester. She will describe Chester as “a good rooster with fine feathers and an upright strut”.

## AREA 9: HOUSE OF THE GREAT AND BEAUTEOUS PLOP

In order to trigger this encounter, the PCs will need to first visit **Area 11: Dinglebat & Blueferry**. If they come here *before* that encounter, then all they see is a large, ostentatious house (for a village) that has a balcony and multi-coloured striped walls. The front door is locked. The PCs can break in, but if they do, then they will not ever get the quest associated with Area 11. If they break in, they will find the “Great and beauteous Plop” lying on her couch eating a huge bucket of strawberries. She will be melancholy, but angry that somebody has broken into her home for no good reason. She will ask the PCs to (kindly) leave. If they do not, then she will her house and go directly to the Temple to speak

with Hedonae. Hedonae will not be happy with the PCs being so intrusive.

Otherwise, this house is off limits until Area 11 is encountered, and the quest at that location is accepted.

#### AREA 10: GUNTER'S BATTLE ATRIUM

As the PCs approach this place, they see a large sign out the front saying:

##### ***GUNTER'S BATTLE ATRIUM***

***No combat too big. No request too small.***

Outside the "domed building" is a small ticket booth. Behind the ticket booth stands a little old man with a stooped posture and a large "shock" of white hair on his head (matched by a big twirled moustache). As the PCs approach, he says:

***"I am The Great Gunter! Welcome to the Battle Atrium! Roll up, roll up! Get your tickets here!"***

It costs 20gp x APL for each PC to enter the Battle Atrium. What happens inside is really up to the PCs. Gunter is happy to give some suggestions, but the main notion is to:

Battle a creature single-handedly of your own choice at no personal risk to yourself. That means you cannot die if you get knocked to -10 or lower; but you get full Experience Points for defeating the creature if you win. You can only battle creatures of your own level (if you're game), but no lower than 4 CRs below your level. The creature chosen must come from the *Monster Manual*. Turn Undead and *banishment* type spells do not function in the atrium.

##### **How Does The DM Run This Encounter?**

Really, anyway he/she likes or feels comfortable running it. It depends on what each (or any) PC specifically asks for. Remember – nobody can get hurt in the Battle Atrium. It is perfectly safe (even if the experience appears to be quite real). Note that if PCs expend spells, use item charges, potions, scrolls, and such whilst in the Atrium; then those items are still considered "used".

If a PC goes in and asks to fight a "dragon", then match him/her up with a dragon 3 or 4 CRs below their current level. Use the Monsters By CR List in the back of the *Monster Manual* to guide you. Give them a good show of it. Make them think that this whole experience just "might" be real, after all!

Any PC can leave the dome at any time. But a PC must repay to re-enter.

##### **Experience Points**

The battle experiences offered in the atrium give the PCs some XP. Why? Because they are "using up resources" (even though they in no physical danger).

See the suggested experience points at the end of this adventure relating to this encounter area.

#### AREA 11: DINGLEBAT & BLUEFERRY

Dinglebat and Blueferry are twins who are both in love with the same ... person. The female in question is "Plop" (also known as "The Great And Beauteous Plop"). As the PCs approach this area, give them a DC 12 Listen and/or Spot check to notice:

***From somewhere up ahead you hear two male voices engaged in quite a heated, high-pitched argument. Each appears to be trying to out-do the other:***

***"You go and subdue her!" says one.***

***"Me? You're the one she loves! You go in and subdue her!" the other voice replies.***

***"Yes, but YOU are the one who actually loves her out of the two of us!"***

***"But I don't want to die."***

***"Neither do I, brother!"***

***"Bloody coward!"***

***"You're the bloody coward!"***

***"I'll kill ya fer sayin' that!"***

***"Not if I kill ya first!"***

If the PCs say they are getting closer to Area 11, describe the following:

***The building you see in front of you is quite ramshackle and is holding together with two nails and a gob full of spit. There is a crumbling front veranda, and upon it stands/balances two human males dressed in the same kinds of clothes – although one has a red pork pie hat, and the other has a blue pork pie hat. They are arguing terribly and look as though they might come to blows any second, now.***

Get the PCs to make a DC 12 Sense Motive check. Success means they *know* these two are going to do damage to each other very quickly unless someone intervenes. Intervening simply requires one of the following checks (and some believable reasons) from one of the PCs:

- A DC 15 Diplomacy check.
- A DC 12 Intimidate check.
- A DC 12 Bluff check (with a plausible reason).

As soon as things have settled down, the PCs are free to ask questions. Note that these two fellows are "hillbilly-types" and should be played as such. They are not really dangerous or nasty. Their tempers just got the better of them in the heat of the moment.

##### **Who are you two?**

***"I am Dinglebat of the red hat, and this is my twin brother, Blueferry [blue hat]. We had heard there were visitors in our village ..."***

“H...ha...have you ... you... been to Trixie Ticklebits, yet?” Blueferry sniggers.

“Do not mind my brother. He is a moron.”

“That makes you a triple-moron, moron!”

### Who and What are you arguing about?

Dinglebat replies, “Why, the great and beauteous Plop, of course. Who lives in house over yonder [HE points to Area 9]. She is a creature of magnificent design. Huge in girth, massive in width, and mountainous in appetite. She also has a temper to match her bountiful breadth. She is in love with *me*, but not I with *her*. My brother is in love with *her*, but not she with *him*. For either of us to tell her how we truly feel about her, she must be kept silent and still. That is a feat in itself. She won’t stop talking – and she won’t keep still! Every attempt we have made to speak with her at her house has resulted in failure! All we want is a minute of her time to tell her our true desires!”

### How can we help?

Is there any way you could help us subdue her, or keep her still, or keep her quiet whilst we speak with her?

**Development:** Obviously the PCs will need to ascertain whether they can *do* any of these things. They can use spells, or blunt subduing weapons (obviously with the intent to heal once any parlay is done with). They could lasso her. Then *paralyze* her. Or *charm* her. The catch is that Plop has the ability to transform herself into different creatures (which she will do if confronted). So the PCs won’t be simply charming a *person*, but a *creature*. They may not realise this until they get into a combat situation.

If the PCs agree to help Dinglebat and Blueferry, then go to the **Hop On Plop** Mini-Mission in the Appendix.

## AREA 12: THE GIDDY GIGGLER (ALEHOUSE)

The Giddy Giggler is a tavern. It also has about 6 rooms upstairs – but there are so few visitors to the temple fortress, that the rooms are mostly used for “private romantic rendezvous”. The proprietor of the alehouse is Finbar Vestrijder. Finbar is a jovial human, about 45 years of age (or perhaps older). He laughs a great deal – loudly and heartily. He will make bad jokes out of most things the PCs say, and will be very friendly towards any female adventurers (though does not behave inappropriately). He will make sure the PCs are given good ale and have somewhere to stay that evening. If asked, Finbar will recommend the PCs visit the following places of interest in the village:

- The Battle Atrium. He strongly recommends the PCs get the chance to “fight the fiercest creature you’ve ever wanted to fight”.

- Lesmona’s Warm Water Wash Yourself.
- The Liquid of Life.

He also encourages the PCs to wander around town and speak to the many wonderful humans and animals who live here in peace and harmony.

## AREA 13: HOUSE OF MOG

Mister Mog is an Arcana Cat. Arcana Cats are magical cats who have the power to speak Common (or any other language they choose to learn) and reason as well as an average human. Apart from this, they have no other special abilities. Arcana cats originated on another planet called Kartou-mia. Mister Mog came to Oerth via a portal with his previous “master”, Lord Boone of Traft City. In his company was his feline girlfriend, another Arcana Cat called Princess Michaela.

Whilst in Traft, Mister Mog became even more cantankerous and slothful than usual. One day, Lord Boone put Mog in a box and sold him to some pirates bound for “god knows where”. Princess Michaela was heartbroken, but never found out exactly what happened to Mog. Boone kept his part in things to himself. She thought he had left her because of something *she* had said or done. Sad and lonely, Michaela left Traft and travelled to Niederschlauss, where she met up with Naerie Gildenhoff at The Celestial Badger Inn. Michaela still pines for her “Old Mog” every night. But he has never returned.

That is because he is *here*. When the pirates set out from Traft, they decided to swing by the lands of the Tiger Nomads to take on board some illegal booty. On the way, the pirate ship got caught in a maelstrom and was sunk. Most of the pirates died. Some were saved by the nixies – others were violent and had to be “nullified” (hence the “dead pirate choir”). Mister Mog (in his box) was saved and brought to the sanctuary of the temple. Here he was cared for by the people of Myrhiss. In time, he found that he liked living here. Mog became known as a bit of a “treasure” around the temple. He never wanted to return to Traft because he thought Michaela would have forgotten about him by now and moved away.

And Mog is *still* a cantankerous, slothful old puss. He is “Himalayan-Persian” in appearance with shades of ashen grey throughout his thick fluffy coat of fur. He has a fat, cheeky face; and a big bushy tail which he twitches when he is angry (which is much of the time).

When the PCs go up and knock on Mog’s door, read or paraphrase the following:

*After you announce your arrival, it is not long before you hear ...*

*“Ahhhhh chooooo!” Sniff. Sniff. “Ahhhhh chooooo! Oh ... blast this thing!!”*



*It appears to be the voice of a very cranky old person, who has a very bad head cold.*

*Soon, the door creaks open. Standing before you is a beautiful cat – his fur all ashen grey. He has a fat face and a swishy tail that is bobbing back and forth in anger ...*

*“Well, what do you want?” he says, cantankerously, “Can’t you see I’m sick?”*

If the PCs have been to the Baby Animal Shelter, then they already know that Mog is sick and is in need of healing. This is so that he can sing in their choir and help them win this evening’s competition. Allow the PCs to introduce themselves and explain why they have come. Mog will say:

*“Well, I suppose you should come inside. Come on, come on! Don’t dilly dally! A cat doesn’t have all day, you know!”*

If the PCs offer to heal Mister Mog, he will say:

*“There’s only one thing that’ll fix me, even a cure disease wont work: barnacle shells! You can find ‘em down by the water’s edge, just outside the temple fortress. But they are guarded by some foul flying creatures. I won’t go near ‘em! Neither will anyone else!”*

If the PCs offer to help:

*“You’re very kind – but exceedingly stupid. Why would you risk your life for a cranky old cat like me?”*

Different PCs might answer differently. Some PCs might already recognise Mog’s name from previous adventures (in which Michaela was found pining for him). Let the PCs tell Mog about Michaela. He listens intently, then starts to cry (his little paws go over his eyes, and he sobs big tears). Some PCs might just want to help him because they want to help the Baby Animals. Some PCs might help because they like cats – particularly a talking cat.

You might also allow the opportunity for Mog to tell his (side) of his story to the PCs. He will ask how *they* got here – and he will relay that he got here much the same way, etc. Paraphrase the information given in the previous column. Once again, if the PCs tell Mog about Princess Michaela, then he reacts in the same way as above.

If the PCs decide to help heal Mister Mog (and go get his barnacles to powder), go to the Appendix Mini-Missions section entitled **Barnacles For Mog**. It should be noted that not even a *heal* spell will cure Mister Mog. Only his “barnacles” will suffice.

Once the mini-mission is completed, and the barnacles have been ground and powdered, they

should be mixed in a bowl with some of Mog’s food and fed to him. After eating, Mog feels better immediately, but not quite well enough to sing in the choir. Only a DC 15 Heal check allows this.

Mog is now (most probably) in fine voice and ready to sing in the choir (if this is why the PCs visited him). Otherwise, he is very thankful that they have helped him to feel better.

Before the PCs leave his house for the last time, he says:

*“I wish to speak with you all again before you leave. There are things I must consider until then ...”*

If the PCs ask, he will *not* be drawn right now on what those matters might be. Mog will also now leave and go to practice with the choir for the rest of the afternoon.

#### AREA 14: THE OLD MAN WHO SAYS “OOOH AHHH!”

PCs who knock on the door of this residence are greeted with the following:

*From inside, you hear LOTS of fussing about – almost like somebody frantically trying to tidy up before allowing unsuspected visitors to enter one’s domain ...*

*After a moment ... or two ... or three ... a tall human male (about 70 years of age) opens the door. He has thin, wispy features and a large, wide mouth. As he speaks, his entire face stretches and exaggerates as he says:*

*“Oooo ahhhh! An’ wha’ d’ we ‘ave ‘ere then? Visitors that’s I woz notz expectings! Oooo ahhhh! Naughtys! Naughtys! But I hases chocolate biscuits an’ buns for visitings! Yes! And ... oooo ahhhh youz are most intrestings visitings, yes!”*

If the PCs are interested in visiting inside with this man, then continue (read or paraphrase):

*“Welcomes to my houses. I do not gets many visitors. I just sit all day on my balconies and watch other people live their lives. When I find something interesting or exciting I proclaim: “Oooo ahhhh!”. But I don’t get to do that much these days. Because I don’t see anything exciting – or hear about anything exciting. Can any of YOU tell me an exciting story? You ALL look like heroes! I shall give you a chocolate biscuit or a nice cream bun if you really entertain me!”*

The PCs each have a choice. They can tell a *true* story, or a *fictional* story. It doesn’t matter. Just so long as this old guy gets to interrupt heaps with his

favorite expression: “Ooooo Ahhhhh!” – said in the most overblown, fantastic way.

At the end of telling the story, the PC who tells the story gets to make a DC 12 Perform (oratory) check, or a DC 15 Charisma check. The DM can give the PC +2 to the check if the story was (in the DM’s opinion) particularly exciting. If the PC is a Bard, then he/she automatically gets an extra +2 (which stacks) to this roll.

If the PC makes his/her check, he gets a chocolate biscuit or a piece of cake. Anybody who eats this biscuit or cake gets the following item on his/her AR:

**Have Your Cake And Eat It:** This PC ate either the biscuit or cake provided by the old man who says Oooo Ahhhh. For the rest of *this* adventure, and the *next* adventure, the PC can cast spells as if *one level higher* than his/her current PC spellcaster level. Some PCS may need to choose which class to give this bonus to.

#### AREA 15 & 16: SNOOZEHAUS 1 & 2

If the PCs go and look inside here during the day, they do not see much activity. There are rows and rows of triple bunks in here. Certainly enough in both places to fit all the human residents of the village. Everything is really colourfully decorated. If anyone checks, the beds are all “magical vibrating beds” (and there is a mirror above every bunk).

#### AREA 17: THE MUSICANUM

During the day, the adult Choir of Myrhiss takes shifts in order to provide uplifting and spiritual music to the residents of the village. There is nothing much of interest here, except the singing. Anyone stopping to listen to the music for 5 minutes or more gains the effect of a *bless* spell for the next 12 hours. Nobody from inside will speak with the PCs. It is not good to interrupt the music. Any nearby village resident will interrupt and kindly let any PCs know this.

### 4. DINNER AT DUSK

The DM should encourage the PCs to get themselves washed and cleaned up so that they may present themselves nicely at the evening banquet. If the PCs have not yet visited “Lesmona’s Warm Water Wash Yourself”, then they should go there before dinner. The party will NOT, however, fight the creature under the baths; nor will they gain any tangible benefit from bathing in the waters at this time. They will just smell nice. If they ask Lesmona for “a prize” she will simply smile and say: “Oh, you should have visited me earlier! Sorry.”

After the party are washed and dressed, read or paraphrase the following:

*As you venture outside to head on over to the Theatricanum, you notice something particularly striking: the sunset. It is truly beautiful. Reds, whites, blues, and blacks all intermingle in swirls of colours – as the sky’s canopy stretches outwards into oblivion. For a moment, life is peaceful and beautiful. For a moment, the hurly burly, doom and gloom of Perrender life, is shaded by a patchwork sunset; and all the things that are nasty, mean, ignorant or violent in life, appear so far away. For a moment, some of you might wish you could stay here forever. But you have work to do. By your side, now, is Hanne Weisspeer and her daughter, Karennie. Duty calls it seems even in a place like this.*

*It is not long before you arrive at the Theatricanum. Inside, you are greeted by the lovely Hedonae. She escorts you to a long table, where she sits you down. Hedonae seats herself at the head of the table. She tells you that she wishes to speak with about some important matters, but that tradition demands that she must wait until after the main meal is served, and the entertainment is over.*

*The room soon fills with many village-folk, and half that much again with little animals – most walking upright, and all of them chattering away to each other in Common. The entrée is “steamed vegetables in white sauce”. Very tasty. And then just before the main meal, the entertainment is introduced ...*

Now would be a good time for a PC to excuse themselves, and go and hide – waiting to Turn Undead on the Zombies of the Choir. If no PC remembers this, give them a DC 10 Int check. Hiding behind the curtain out the back of the stage is the best place (DC 10 Hide check). If the PC is spotted, they can make a DC 12 Bluff check in order to be left unhindered. As “guests of honour” they are generally trusted.

At an opportune moment, read:

*The entertainment is extremely ... interesting ... to say the least. First up is a young lady named Klaudia Klogg. She introduces herself, and then her “dancing flea circus”. From each side of the stage appear 6 giant fleas – the size of humans! The fleas all do a particularly nice tap routine, followed by a line dance, then the Rhumba as an encore. Everyone is most impressed, and some judges appear and award Flea Number 4 a button with “Most Promising” written on it in big letters. Klaudia cries. The flea cries. Then they are ushered away.*

*Next up is Franz Helmutter and his seven wives. Franz sings, while each of his wives hums and acts a part in an elaborate drama. There is*

*nothing particularly interesting about this, except that the drama they choose to re-enact is an epic entitled “The Destruction of the Suel Empire and The Rain of Colourless Fire – Part One”.*

*Finally, two choirs come on stage. On the left side is Trixie Ticklebits and her Dead Pirate Choir. On the right side is Gertrude Hucksuckle and the Baby Animals (with Mister Mog as baritone). The Baby Animals start to sing. They are very good! Everybody applauds! Then Trixie takes up her baton, and, VIOLA!, the dead pirates all open their mouths and start to sing the most beautiful harmony you have ever heard ...*

Pause here. This is the best opportunity for any PC to do anything to the pirates and help the Baby Animals win. See DM’s Aid 2 – Mini Missions for more information. If the PCs eliminated the Pirates earlier in the day, then the DM will need to reword all of this and just have the Baby Animals arrive on stage and sing.

If a PC is successful in turning or doing something else effective to the Pirates, read:

*It quickly appears that Trixie and her Pirates are in trouble! Their harmonies have gone from wonderful to woeful. After a few more seconds, a judge steps onto the stage and calls a halt to the performance. Trixie is upset and outraged. She puts on a temper tantrum and yells “But I always win!” The judge shakes her head and ... declares the Baby Animal Choir ... the Winners!*

If a PC is NOT successful in doing something to the Pirates, or the PCs *never* intended to get involved in this situation, read:

*After many appreciative smiles and applause from the audience, Trixie and her Dead Pirate Choir are declared the winners of the singing competition. Mister Mog and the Baby Animals are most disappointed. A few of them are in tears. Gertrude Hucksuckle ushers her little brigade offstage and Trixie Ticklebits bows and receives a bouquet from one of the Judges.*

Read this now, no matter what the outcome:

*With the entertainment over, the main course arrives. It is a wonderful egg omelette with creative garnishings. At this point, Hedonae leans closer to you all. In tones more hushed than open, Hedonae says:*

*“This afternoon, I read again the Necropolis Codex. It is a dark and dismal tome. If I was not High Priestess, I fear my goddess would not have been able to protect me from the all-pervading*

*insanity which is caused by simply perusing this vicious volume of ancient evil. Even now, I am having difficulty keeping remembrances of what I read in the front of my mind. Such horrors want to creep and hide in dim recesses, rather than come forward into the light of recollection. In the morning I will conduct the ritual that can gain access to the Necropolis. Tonight, I suggest you have one last taste of life - as where you are going will be filled with death!”*

Have Hedonae roll five (5) DC 10 Intelligence checks. Her Intelligence ability modifier is +2. Make the rolls in the open, in front of the players. If she make all five rolls, then the PCs get 5 pieces of information about the Necropolis (eg. how to get there, what’s inside, etc). If she fails one check, they get four pieces of info. If she fails two checks, they get three pieces. And so on. What follows are the five pieces of information (ranging from least important to most important). Give Piece #1 to the first successful roll, and so forth.

1. The Codex contains the key to open the passage to the temple.
2. The first chamber in the temple has seven exits, each for one of the gods of the Shrine Alliance.
3. Many ancient priests, heroes, and servants of the gods are buried in the temple – all will rise up to strike down intruders!
4. There are hidden shrines within the temple, as in any temple of the Shrine Alliance – and the wise would do well to avoid those places of darkness!
5. The Diadem is sealed within one of the hidden shrines, behind an altar splattered with innocent blood.

After Hedonae reveals her information, read:

*The banquet ends with some very sweet dessert, as well as a series of tender love songs. The beauty and romance of this place gives you solace, and causes your eyes to feel sleepy and dreamy – in the nicest of possible ways. Soon, you bid your new friends goodnight and go to your featherdown beds, where even the moons above can be heard speaking their distant love for one another.*

Once the PCs have decided on *how* they will spend the night, move directly on to **Encounter Five**.

## 5. A RUDE AWAKENING

The PCs generally have an uneventful night’s rest. As dawn breaks, read or paraphrase the following:

*As dawn breaks, and the cock crows, you soon realise that it is more than dawn that is breaking in this usually peaceful place. Quickly, you discover that there is much commotion in the fortress, and people are outside, running around, and yelling for “HELP!”*

PCs have time to quickly get dressed, but not to don any armour. When they go outside, they see that someone – or some *thing* – has attacked the main Temple of Myrhis! There is, in particular, smoke billowing from the northern tower – the tower in which the Necropolis Codex is housed!

*“The temple!” a villager yells at you, “It was attacked a few minutes ago! Things from the lower depths, they were! Terrible creatures spawned of evil! Oh!!! Who knows who is dead or who is alive up there? Poor Mister Mouse! Help him! Help us!”*

Hopefully the PCs will run (or fly) towards the temple and the tower. If they do not, the DM may need to re-design the following section so that the PCs can find out what occurred. When the PCs say they are going to the tower, read:

*As you arrive at the smoking tower, you see a sad, heart-wrenching sight. A battle has clearly taken place – and it was short and savage. Hundreds of little mouse-bodies, lie broken, slain and desiccated around the large tower room. Scattered around them are the slain corpses of six demons – all vrock.*

*In the centre, a podium upon which the ritual was being preformed has clearly been smashed, and the structure on which the Necropolis Codex might once have sat, is now empty. Near the podium is Hedonae. She is very badly injured, but alive. In her hands she cradles a tiny mouse. As you get closer, you see that it is a little mouse dressed in wizard’s clothes and wearing a tiny, pointed hat. The little mouse is breathing very fast. A tear falls from Hedonae’s cheek and bathes the little mouse in a cool wash. But even this is not enough to cleanse the blood from his little fur-soaked body. He looks up at Hedonae, sighs his last, then dies. Hedonae collapses and weeps. He was her best friend. This was the last battle of Mister Mouse.*

Hedonae is currently on zero hit points. She requires healing to *at least half* of her full hit points (30 hp out of 60 hp). If the PCs cannot (physically) do this for her, they do not get the **Thanks of Hedonae** on their AR, nor do they get REGIONAL Item Access for Items in this adventure on their AR.

#### **Treasure:**

**APL 2:** Loot 0 gp; Coin 0 gp; Magic necklace of fireballs Type I (137 gp);, ring of jumping (208 gp), hat of disguise (150 gp); Total 495 gp.

**APL 4:** Loot 0 gp; Coin 0 gp; Magic ring of counterspells (333 gp), wand of cure moderate wounds (375 gp); Total 708 gp.

**APL 6:** Loot 0 gp; Coin 0 gp; Magic ring of mind shielding (666 gp), necklace of fireballs Type III (363 gp); Total 1029 gp.

**APL 8:** Loot 0 gp; Coin 44 gp; Magic ring of the ram (716 gp), circlet of blasting, minor (540 gp); Total 1300 gp.

**APL 10:** Loot 0 gp; Coin 0 gp; Magic ring of invisibility (1666 gp); Total 1666 gp.

**APL 12 & 14:** Loot 0 gp; Coin 50 gp; Magic ring of blinking (2250 gp); Total 2300 gp.

When she is healed as best she can, Hedonae will describe what happened here:

*“It was terrible. I was making preparations to conduct the ritual. At dawn, creatures from the Abyss stormed the fragile ceiling of the temple tower! Nearly a dozen of them! Fiends! Flying, swooping, clawing, snapping, singing, dancing ...the dance of death! Mister Mouse and his guardians were able to slay half of them, but they where to many. Eventually, they broke through the ranks of the guardians and stole the Necropolis Codex!”*

*Hedonae strokes with her finger the limp little body of Mister Mouse.*

*“As they departed, the fiends cast a massive round of fireballs on the tower-top. I was caught as I entered – but was partly sheltered by the door. Mister Mouse, out front of his battalion, took the full force of the cowardly retreat. And died here, anon. You will need to be quick, as they now have the key to the Necropolis!”*

A DC 15 Survival check or Knowledge (Dungeoneering) check on the battleground reveals that it was *demons* who attacked the tower. A further DC 12 Intelligence check uncovers tell-tale signs that the culprits who did this belong to The Cult of The Fiend – minions of the Famine Queen, Drelnza.

There is nothing that can be done for Mister Mouse or his compatriots except to give them a heroes’ burial (which a kind PC should offer to help organise). It is also too late to *fly* after the fiends – they are swift and have too big a head-start.

The only thing left is for the PCs to set out themselves for the Necropolis Codex – knowing full well that the Cult of the Fiend has a decent head-start on the party.

Hedonae tells the PCs that the Codex was the key to entering the Necropolis without having to



solve the puzzle on the dais near the door. She does not know what the puzzle is, only that by doing so the doors open without any “mishaps”.

Hedonae makes sure the PCs know exactly where the entrance to the Necropolis is located (information which she gleaned from her reading from yesterday). Once the PCs know the location of the Necropolis entrance they can either walk there, fly there (if able), or teleport there (if able). Before they leave, PCs will be given any general provisions (if they need them) free of charge.

When the PCs are ready to leave the Temple Fortress of Myrhiss, read:

*As you are about to leave the Temple Fortress, you are surprised to see a heartwarming sight. All the villagers and little animals have gathered at the gate to bid you farewell. Vardas is there, with Hedonae, and he steps forward and says:*

*“Not for two thousand years has this temple been so violated. We will mourn this day for many moons. Our hearts and thoughts go with you as you travel. May the goddess Myrhiss guide and protect you. Return to us if you can. Remember us, if the goddess permits.”*

*Then Hedonae steps forward and speaks: “Today is I feel the end of the Great Lie, today is the beginning of the end to a long war between hidden foes. If things go ill, then it was not for lack of faith or commitment. If things go well then perhaps it is time that Myrhiss returned to the folk... and to Perrenland.”*

*And with this, the portcullis opens and the wilderness beckons. As you go, little hands touch your cloaks and pat your backs – silently, gently, but reverently.*

*Finally, Hedonae says one last thing:*

*“Make sure Mister Mouse did not die in vain. Promise me one thing. Kill every single one of those damn bastards.”*

Allow the PCs to respond as they like. Proceed to **Encounter Six**.

## 6. ARRIVAL AT THE NECROPOLIS

Read or paraphrase the following:

*The journey to the Necropolis is uneventful. Upon arrival, things are as Hedonae described. Before you is a large black building made of pure onyx. There appears to be no ordinary means of entrance. No doors, no windows. There is only a dais – standing waist height – about 50 feet out from the buildings. Upon inspection, it appears that in order to get inside, a puzzle on the dais must be solved, it is a pictograph of various planes and the creatures from them. The pictographs are fairly clear. It appears that to get*

*the door of the Necropolis to appear, you must match a Plane with it's native creature – or Plane of Origin. Down one side are the symbols of the various Planes. Down the right side are pictographs of creatures. In the centre is a arrow which you must use to match one side with the other side.*

Give the PCs **Player Handout 3: The Necropolis Code**.

Here are *correct* answers (DM's eyes only):

Plane	Creature
Symbol: Astral Plane	Githyanki
Symbol: Ethereal Plane	Phase Spider
Symbol: Plane of Shadow	Nightshade
Symbol: Elemental Plane of Air	Djinn
Symbol: Elemental Plane of Earth	Dao
Symbol: Elemental Plane of Fire	Salamander
Symbol: Elemental Plane of Water	Kraken
Symbol: Negative Energy Plane	Xeg-Yi
Symbol: The Abyssal Plane	Bebilith
Symbol: Ever-changing Chaos of Limbo	Slaadi
Symbol: Bleak Eternity of Gehenna	Yuggololth
Symbol: The Nine Hells of Baator	Spinagon
Symbol: Infernal Battlefield of Archeron	Achaierai

Once the PCs have made what they believe are the correct choices, they should hand you their sheet. Mark the sheet. Place a tick next to the correct matches, and a cross next to the incorrect matches. If the PCs have got every match correct, describe the following:

*As the final choice is locked in, there is a loud groaning sound. The dais completely swivels ... and a hitherto unseen door opens into the black abyss of the strange necropolis! The ante-chamber beckons!*

If the PCs get *any* of the matches incorrect, then the following trap goes off ...

### Trap:

**APL 2 (EL 2)**

**Burning Hands Trap:** DMG, p. 71. The DM should make a random roll to see who might be affected by this trap (within range).

#### APL 4 (EL 4)

**Lightning Bolt Trap:** DMG, p.72; PHB p.248. The DM should make a random roll to see who might be affected by this trap (within range). But as a guide, the *lightning bolt* arcs to the PC nearest the dais and then works its way outwards. This particular trap resets.

#### APL 6 (EL 6)

**Lightning Bolt Trap:** DMG, p.72; PHB p. 248.

The DM should make a random roll to see who might be affected by this trap (within range). But as a guide, the *lightning bolt* arcs to the PC nearest the dais and then works its way outwards. This particular trap resets.

#### APL 8 (EL 8)

**Lightning Bolt Traps (2):** DMG, p.72; PHB p. 248.

Two simultaneous traps. The DM should make a random roll to see who might be affected by these traps (within range). But as a guide, the *lightning bolts* arc to the PCs nearest the dais and then work their way outwards. This particular trap resets.

#### APL 10 (EL 10)

**Energy Drain Trap:** DMG, p. 74; PHB, p. 226. The DM should make a random roll to see who might be affected by this trap (within range). But as a guide, the *energy drain* affects the PC nearest the dais. This particular trap resets.

#### APL 12 (EL 12)

**Energy Drain Traps (2):** DMG, p. 74; PHB, p. 226. The DM should make 2 random rolls to see who might be affected by this trap (within range). But as a guide, the *energy drain* affects the PC/s nearest the dais. This particular trap resets.

#### APL 14 (EL 14)

**Energy Drain Traps (4):** DMG, p. 74; PHB, p. 226. The DM should make 4 random rolls to see who might be affected by this trap (within range). But as a guide, the *energy drain* affects the PC/s nearest the dais. This particular trap resets.

**Development:** If the PCs do not get all the matches the first time, they get to try *again* – but the trap resets. The good news is that the DM can tell them which ones they got right, and which ones they got wrong. The PCs are also allowed to, now, make their skill and ability checks *again*. If, for some reason, they don't get them all right second time, then the

trap goes off again. And so on. Until they work it out and get it right.

When the PCs *finally* succeed, read:

*As the final choice is locked in, there is a loud groaning sound. The dais completely swivels ... and a hitherto unseen door opens into the black abyss of the strange necropolis! The ante-chamber beckons!*

At this stage the PCs may wish to heal up, or rest, before they tackle the Necropolis. This includes resting for 8 hours to get back healing/spells, etc. A *divination* spell will reveal that this is possible.

### THE NECROPOLIS ANTE-CHAMBER

Once the PCs say they are going inside the Necropolis, read:

*Inside the ante-chamber you see another one of the strange “portals”. It appears that you now have a choice to make ...*

*... Do you teleport back to Cli and send another, more capable hero to tackle the inside of the Necropolis ... or ... do you push onwards, yourself?*

At this point, the player must say whether he/she intends to play Diadem Part 3 with their *current* PC, or *another* PC (usually one of a higher level). Ask the players to tell you, now. If anybody decides to switch, read the following text (insert multiple names if there are more than one PC switching):

*You see \_\_\_\_\_ [insert current PC name] step into the blue-hued portal. After much razzle dazzle, the portal glows bright and \_\_\_\_\_ [same PC] disappears. A few minutes later, \_\_\_\_\_ [insert new PC name] appears in the ante-chamber of the Necropolis. He/she appears more than ready to take on the Cult of the Fiend.*

Finally, read this conclusion for *all* PCs:

*Now, you have reached the Lost Isle. Now you have found the dread Necropolis. Now, it is time to find the diadem of Kir-Russ, and save Perrenland ... once and for all!*

### To Be Concluded ...

### 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.

Generally, to award XP for a combat encounter the judge should award 30 XP per EL defeated in the encounter. So at APL 2 the party defeats a monster at EL 4 and gets 120 XP, while at APL 4 the monster is EL 6 awarding the party 180 XP. The XP that can be awarded in an adventure is subject to certain maximum amounts. Authors should refer to the *Living Greyhawk Writer's Guidelines* for the most recent version of these rules including separate rules regarding the maximum amount of XP that can be awarded for story awards and for discretionary roleplaying.

### 3. VILLAGE MINI-QUESTS

#### BARNACLES FOR MOG

Defeat the beach creatures.

APL 2	60 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

#### FISHING FOR FOOFINGERS

Defeat the creature from the pond.

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP

#### HOP ON PLOP

Subdue Plop.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

#### MISCHIEVOUS MYRON

Defeat Myron.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

#### THE LOST COCK

Defeat the creatures in the canyon.

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

#### TRICKING TRIXIE TICKLEBITS

Help the Baby Animals win the competition.

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

#### 6. ARRIVAL AT THE NECROPOLIS

Open the door by solving the puzzle completely.

APL 2	60 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

#### TOTAL POSSIBLE EXPERIENCE:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP
APL 14	1800 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.

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

## 5: RUDE AWAKENING

**APL 2:** Loot 0 gp; Coin 0 gp; Magic *necklace of fireballs Type I* (137 gp);, *ring of jumping* (208 gp), *hat of disguise* (150 gp); Total 495 gp.

**APL 4:** Loot 0 gp; Coin 0 gp; Magic *ring of counterspells* (333 gp), *wand of cure moderate wounds* (375 gp); Total 708 gp.

**APL 6:** Loot 0 gp; Coin 0 gp; Magic *ring of mind shielding* (666 gp), *necklace of fireballs Type III* (363 gp); Total 1029 gp.

**APL 8:** Loot 0 gp; Coin 44 gp; Magic *ring of the ram* (716 gp), *circlet of blasting, minor* (540 gp); Total 1300 gp.

**APL 10:** Loot 0 gp; Coin 0 gp; Magic *ring of invisibility* (1666 gp); Total 1666 gp.

**APL 12 & 14:** Loot 0 gp; Coin 50 gp; Magic *ring of blinking* (2250 gp); Total 2300 gp.

## TOTAL POSSIBLE TREASURE

**APL 2:** Loot 0 gp; Coin 0 gp; Magic *necklace of fireballs Type I* (137 gp);, *ring of jumping* (208 gp), *hat of disguise* (150 gp); Total 495 gp.

**APL 4:** Loot 0 gp; Coin 0 gp; Magic *ring of counterspells* (333 gp), *wand of cure moderate wounds* (375 gp); Total 708 gp.

**APL 6:** Loot 0 gp; Coin 0 gp; Magic *ring of mind shielding* (666 gp), *necklace of fireballs Type III* (363 gp); Total 1029 gp.

**APL 8:** Loot 0 gp; Coin 44 gp; Magic *ring of the ram* (716 gp), *circlet of blasting, minor* (540 gp); Total 1300 gp.

**APL 10:** Loot 0 gp; Coin 0 gp; Magic *ring of invisibility* (1666 gp); Total 1666 gp.

**APL 12:** Loot 0 gp; Coin 50 gp; Magic *ring of blinking* (2250 gp); Total 2300 gp.

**APL 14:** Loot 0 gp; Coin 50 gp; Magic *ring of protection +5* (4166 gp), *ring of blinking* (2250 gp); Total 6416 gp.

## ADVENTURE RECORD

**Favor of Murgle:** Murgle the shopkeeper promises to make you some padded or leather armor. The padded or leather armor can be enchanted with a +1, +2, +3, or +4 bonus (your choice). You must pay the price listed in the DMG, but Murgle will give you a 25% discount on that price if you buy now (this adventure) from him. The armor will be ready to pick up on your return from the Necropolis (should you survive).

**Lesmona's Prize:** This PC bathed in Lesmona's Fragrances and received the following "prize":

This prize lasts for the rest of this adventure (PER7-07) and the *next* adventure the PC plays.

**Have Your Cake And Eat It:** This PC ate either the biscuit or cake provided by the old man who says Oooo Ahhhh. For the rest of *this* adventure, and the *next* adventure, the PC can cast spells as if *one level higher* than his/her current PC spellcaster level. Some PCS may need to choose which class to give this bonus to.

**Thanks of Hedonae:** For coming to her aid, and helping to heal her, you receive the Thanks of Hedonae. This thanks gives you access to the Vaults of the Temple of Myrhiss. These vaults give you Regional Access to all the items mentioned below in the ITEMS FOUND DURING THIS ADVENTURE box.

## ITEMS FOUND DURING THE ADVENTURE

APL 2:

- Necklace of Fireballs Type I (Adventure; DMG)
- Ring of Jumping (Adventure; DMG)

APL 4 (all of APL 2 plus the following):

- Ring of Counterspells (Adventure, DMG)
- Wand of Cure Moderate Wounds (Adv., DMG)

APL 6 (all of APLs 2-4 plus the following):

- Ring of Mind Shielding (Adventure, DMG)
- Necklace of Fireballs Type III (Adventure, DMG)

APL 8 (all of APLs 2-6 plus the following):

- Ring of the Ram (Adventure, DMG)
- Circlet of Blasting (Adventure, DMG)

APL 10 (all of APLs 2-8 plus the following):

- Ring of Invisibility (Adventure, DMG)

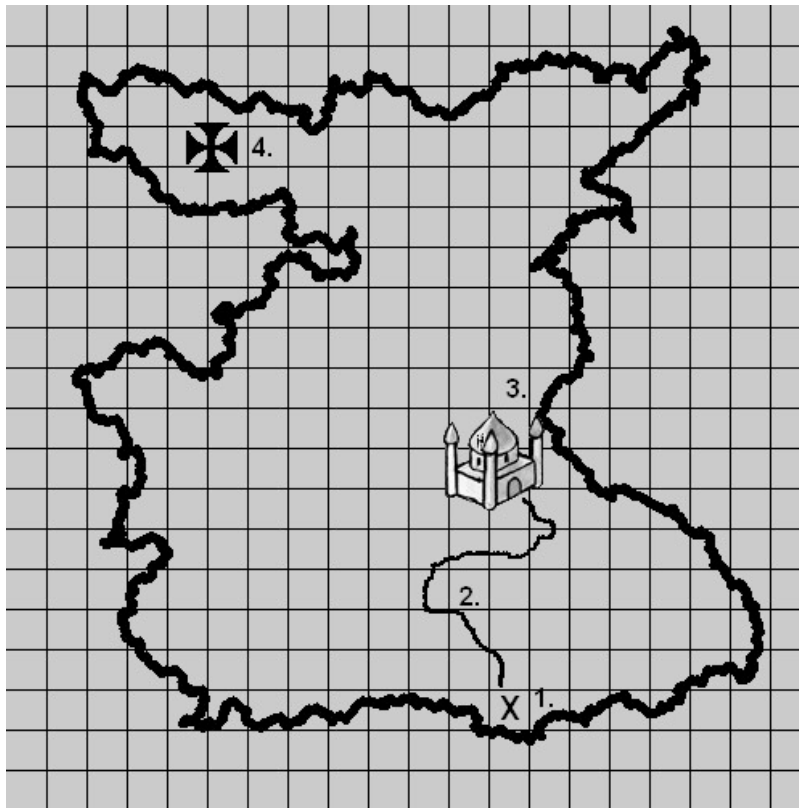


APL 12 & 14 (all of APLs 2-10 plus the following):

- Ring of Blinking (Adventure, DMG)

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## THE LOST ISLE

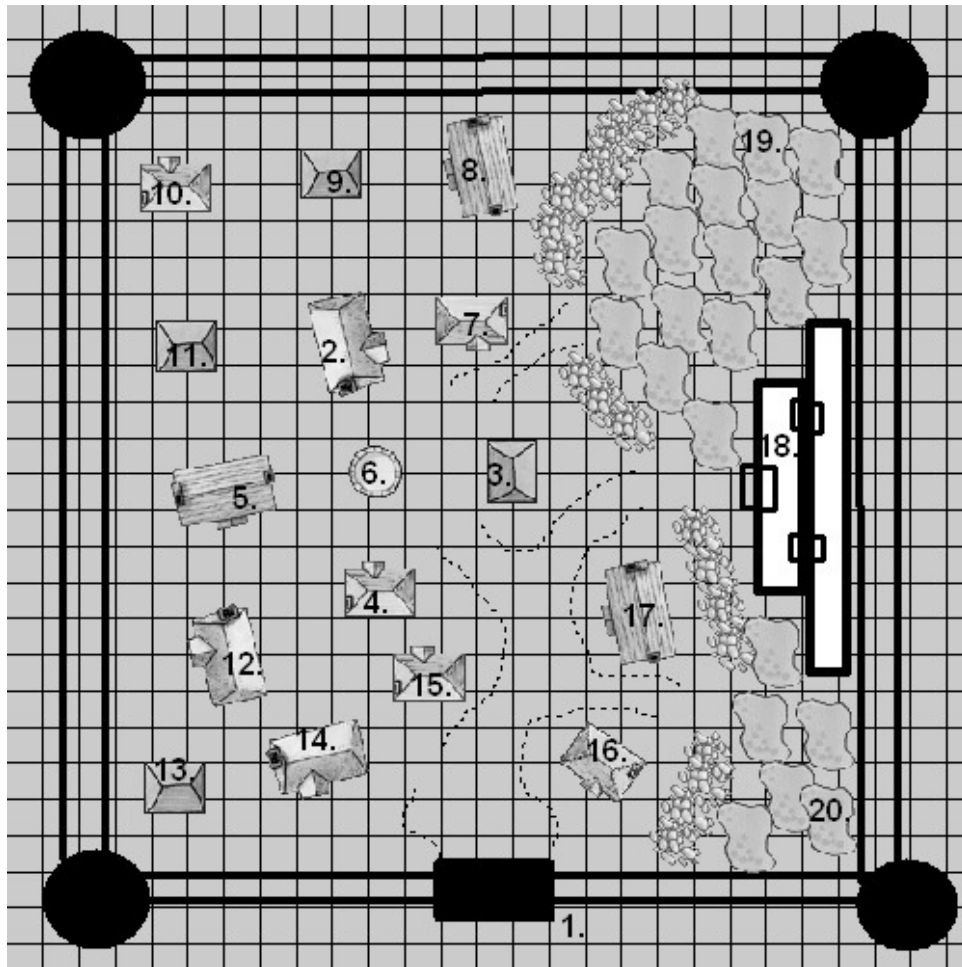


Map Scale: 1 square = 1 mile

### MAP KEY

1. X marks the spot where the PCs begin this adventure (see Introduction).
2. This is the High Ridge which the PCs climb up on and look down and over onto the Lost Isle during the Introduction.
3. Temple of Myhriss. A “stately pleasure dome” – with grottos leading to the Nixie Kingdom deep beneath the Island.
4. The Ancient Necropolis – the final destination on the PCs – the place where “The Diadem of Kir Russ Part 3” takes place.

## THE TEMPLE FORTRESS OF MYRHISS



Map Scale: 1 square = 20 feet

### MAP KEY

1. Entrance Gate and Portcullis.
2. Flax Weaver and Fish Mongerer.
3. Baby Animal Shelter.
4. Lesmona's Warm Water Wash-Yourself.
5. Theatricanum (Theatre).
6. The Liquid of Life (Temple Well).
7. Trixie Ticklebits and her Dead Pirate Choir.
8. Hettie Hucksuckle Hens.
9. House of The Great And Beauteous Plop.
10. Gunter's Battle Atrium.
11. Dinglebat and Blueferry.
12. The Giddy Giggler (Alehouse).
13. House of Mog.
14. The Old Man Who Says "Oooo-ahhh!"
15. SnoozeHaus 1.
16. SnoozeHaus 2.
17. Musicanum.
18. The Temple of MyrhiSS. This is where the PCs first meet Hedonae
19. Deep Fishing Pool.
20. Shallow Pool.

All mini-quests are listed in alphabetical order.

### BARNACLES FOR MOG

When the PCs go down to the edge of the lake (about 7 mins walk from the outside walls of the temple fortress), they find themselves on a rocky beach. The PCs need to make three successful DC 15 Survival checks in a row in order to find Mog's barnacles. Add +4 to that check if the PC has the Track feat.

If the PCs make all three checks straight off (in a row) then they will *not* be attacked by the creatures below (but still receive full XP for "defeating" them – as they were quick to find the barnacles and outwit them). If the PCs do NOT make 3 checks in a row, straight off, then the following creatures will attack:

#### Creatures:

##### APL 2 (EL 2)

**Giant Bees (2):** hp 13 each; *MM* 284.

##### APL 4 (EL 5)

**Giant Wasps (2):** hp 32 each; *MM* 285.

##### APL 6 (EL 7)

**Adult Arrowhawks (2):** hp 38 each; *MM* 19.

##### APL 8 (EL 9)

**Dragonne (2):** hp 76; *MM* 89.

##### APL 10 (EL 11)

**Roc (2):** hp 207 each; *MM* 215.

##### APL 12 (EL 13)

**Harpy Archers (2):** hp 103 each; *MM* 151.

##### APL 14 (EL 15)

**Nightwing (1):** hp 144 each; *MM* 197.

**Elder Arrowhawks (4):** hp 112 each; *MM* 19.

As soon as these creatures are defeated, the PCs will not be under so much pressure to find the barnacles. They can be found, now, on a DC 10 Survival check.

### FISHING FOR FOOFINGERS

This mini-quest involves the PCs going down to the edge of the moat and looking around for an old nixie called "Greenweed". They will find Greenweed pretty easily, as he is the only nixie sitting on the bank (and he looks pretty old). When the PCs introduce themselves and ask where/how they can catch a "red-speckled foofinger with a guppy-eye", he looks up and says in an elderly but lively voice:

*"What are you looking fer? A turtle-necked beezdover with a pair of flies? Don't have any of them in here! Got plenty of trimplewiggles, but no beezdovers!"*

Of course, the PCs will try to correct him and say things like: "No, good nixie, we are looking for foofingers, etc." Greenweed will keep getting the name of the correct fish mixed up. This is a mixture of half-senility and half-clever game. The DM should play this for all it's worth. Eventually, Greenweed says with a huff:

*"Well, I 'spose you could TRY. Here's a couple of fishing rods. Just be careful. The trimplewiggles don't like it when ye bother 'em. They can be very nasty and particularly savage!" Greenweed bares his amphibious gums and does 'bitey bitey' gestures with his fishy mouth.*

The PCs can then start to fish. There are enough rods for one per PC. Greenweed explains that you don't need any bait to catch "trimplewangers" – just a good ol' hook on the end of the line. "Dumb as doobies, them fishy things! They jus' jump right on the hook!"

Allow each PC to cast their rod. After a little bit, roll a random dice to see which PC gets the "first bite". Get them to make a DC 10 Dex check to "hook" the target. If they succeed, it's hooked! The PC then needs to make a DC 10 Str check THREE times in order to reel in the target. If they fail any check, the target swims back out and the PC needs to make another DC 10 Dex check to make sure the target stays hooked so it can be reeled in again. Reeling in always needs three successful DC 10 Str checks in a row. If a PC has ranks in Profession (sailor) or Profession (fishing), then the PC can make a skill check in place of an ability check in order to hook and reel in his/her target.

**The First Target Caught:** The first thing caught is a boot belonging to the foot of a "middle" leg (DC 10 Int check). It has fins and a mouth and says: "Please don't eat me! Please don't eat me! If you do, you'll get foot-in-mouth disease! Throw me back! Save me! Save me! Oooooo!!!!" The boot will talk and talk and talk ... annoyingly ... until somebody either throws it back in the water - or throws it away (upon which it will just shout more annoying things from a distance). It cannot be "killed" or "destroyed" – no matter what the PCs try to do. It most certainly cannot be "eaten" – though anyone who tries must make a DC 13 Fort save or contract "Slimy Doom" (see p.292 of the *DMG*).



**The Second Target Caught:** The second thing caught is a actually another “fishing rod”. Once it is hauled in, it surprisingly jerks to life in the hands of the PC and starts to speak! “Please let me go! I don’t want to fish anymore! Why couldn’t you just leave me at the bottom of the pond to rot like all the other useless rods?” Another PC rod answers: “Is that you, Gerard?” And another: “My boy! My lost boy come home! Daddy! Daddy! It’s our boy come home!” Another rod answers: “What you go try kill yourself for, boy? Answer me, or I give you a whippin’ with my thin end!”

The “runaway rod” will answer: “I just wanted to be ... free! I didn’t want to cast no more! I didn’t wanna pull no more! I didn’t wanna see all them poor little fish die cause of ME! Ohhhhh!” He cries. “Please! Throw me back! Don’t make me stay here with ... THEM!”

The other rods will get angry and reply things like: “So, think you’re BIG STICK, do you?”

The PCs can interact with any of the rods at any point. Basically, they can decide to not throw the rod back in the water, or try and make a DC 15 Diplomacy check to convince the rod to stay with his family. Or they can throw the rod back in the water. The DM is encouraged to play this to the hilt and make the situation interesting for the players (eg. make it a brief “family counseling” scene).

**The Third Target Caught:** Takes a DC 15 Dex check; and three DC 15 Str checks to reel in. This is because the PC has hooked a nixie – in the posterior (bum). When reeled in, the nixie is silent, but not very impressed. He stoically walks up on the bank, turns around, and plucks the large hook – with some difficulty – from his left buttock. He grimaces. Shakes his head unimpressed at the PC who hooked him, then he dives back into the pond.

**The Fourth Target Caught:** Is actually a “foofinger”. The PCs know this because it looks exactly like the fish they saw Murgle trying to cut up back in the shop. However, as the PCs take it off the hook and start to walk away with it, Greenweed will yell out:

*“That’s not a trimplewiggler! (PAUSE)  
Suddenly, a terrible creature leaps out of the pond and faces you all!  
“THAT’s a trimplewiggler!” Greenweed bellows, taking a huge leap backwards.  
“Give me back my lunch! Or I will eat YOU!!!!  
The creature screams – teeth baring and saliva dripping from its cankerous maw!”*

Describe the creature based on what appears according to APL.

The party has three choices:

1. Throw the creature the fish and be done with it. This is a sensible option. But doesn’t get them the **Favour of Murgle**.
2. Try and convince the creature that it doesn’t need “this fish” and that it should go elsewhere, etc. This requires a successful Bluff check Vs. Creature Sense Motive. Any/every PC can try, but retries are not allowed (and neither is an Aid).
3. Any other action will cause the creature to get angry and impatient. Give the PCs one last chance to either throw the fish, or Bluff ... then have the creature attack. It will start off about 30 feet from the PCs on the water’s edge.

#### **Creature:**

##### **APL 2 (EL 2)**

**Octopus (Very Angry) (1):** hp 9; *MM* 276. This octopus is no longer an Animal, but should be treated as a Magical Beast. It an Intelligence of 8, and can speak and “squirm on land” and move as fast as it can move in the water.

##### **APL 4 (EL 4)**

**Hydra, Five-Headed (1):** hp 55; *MM* 156.

##### **APL 6 (EL 6)**

**Hydra, Seven-Headed (1):** hp 77; *MM* 156.

##### **APL 8 (EL 8)**

**Hydra, Nine-Headed (1):** hp 97; *MM* 157.

##### **APL 10 (EL 10)**

**Hydra, Eleven-Headed (1):** hp 118; *MM* 157.

##### **APL 12 (EL 12)**

**Hydra, Eleven-Headed (Cryo) (1):** hp 129; *MM* 157.

##### **APL 14 (EL 14)**

**Hydra, Eleven-Headed (Cryo) (2):** hp 129 each; *MM* 157.

**Development:** After the PCs have appeased or defeated the creature, they are free to return to Murgle. If they gave their fish to the creature, they can try and catch another “foofinger”, but will be unsuccessful. They will, however, catch a fish very similar – and this will appease Murgle (though it will not earn the PCs his favour).

#### **HOP ON PLOP**

If the PCs agree to help Dinglebat and Blueferry, they soon find themselves in the company of the two twins – heading towards Area 9: the home of the

great and beauteous Plop. Once they arrive, the two twins knock on the door. There is an answer from inside: “Yes! Who is it?” Dinglebat replies: “It is Dinglebat and Blueferry – we have come with some visitors, oh great Plop. May we come in?”

With this, the door swings open to reveal a hallway. “I’m in my boudoir! Enter if you dare!” comes the female voice from inside. As everybody enters, read or paraphrase the following:

*The short hallway soon opens out into a large chamber. Inside the chamber is a king-sized bed. Lying upon the king-sized bed is an enormous lady – at least weighting 300lbs (150kg). Her arms are as thick as the thighs of her legs, and her fingers as thick as her neck. She is lying back with her legs up in the air, kicking flirtatiously – whilst using a large digging spade to shovel ice-cream from a dirty bucket into her monstrous mouth.*

*“Come and love me, Dinglebat!” she moans, “Let me tell you how I cleaned the house, washed the dog, scrubbed the plates (twice), ironed the curtains, pressed the flowers, mopped the ceiling, cleaned my teeth, washed my bottom, mowed my hair, clipped my claws, and found an unchewed piece of meat from last godsdays in folds of my beauteous fat ...”*

*Plop speaks without breath, and does not look like she is going to stop anytime soon ...*

Dinglebat signals that this is where the PCs need to do ... something. In a nutshell, the PCs could do one of three things: Use Spells, Use Skills, Use Weapons (to subdue).

**Using Spells:** A whole range of spells could charm her, paralyse her, and clam her. The DM should accept any reasonable attempt by the PCs on this front. Remember that Plop is NOT human. She is some other creature in disguise. Find the appropriate listing under the APL below. Use type and saving throws based on those stats (from the *Monster Manual*). As soon as any spell is cast on her, and she succeeds in her save, she will use an immediate (at will) action to transform herself into her proper form. Unless the PCs say they have *true seeing* or some other type of spell in operation, they will not see Plop’s true form before this time.

**Using Skills:** A DC 20 Diplomacy or Intimidate check will cause her to be quiet and still long enough for the two twins to tell her how they feel. A DC 20 Bluff check might make her think she *needs* to listen.

**Using Weapons:** The PCs can only use weapons to *subdue* Plop (and receive XP for this encounter). They have been told by Dinglebat and Blueferry that they don’t want Plop to “come to any harm”. If Plop is actually harmed, and reaches zero hit points, she dies. The PCs get no XP for this encounter, and word spreads around the temple

fortress about their brutality. Nobody will speak with them anymore – until the evening banquet. At this time, Hedonae publicly forgives the PCs and says that Great Plop has been raised and is recovering.

If Plop is fully subdued, she does not fall unconscious. She just becomes quiet, stops speaking, and listens.

#### **Creature:**

##### **APL 2 (EL 3)**

**Snake, Huge Viper (1):** hp 33; *MM* 280.

##### **APL 4 (EL 5)**

**Ooze, Ochre Jelly (1):** hp 69; *MM* 202.

##### **APL 6 (EL 7)**

**Ooze, Black Pudding (1):** hp 115; *MM* 201.

##### **APL 8 (EL 9)**

**Delver (1):** hp 145; *MM* 39.

##### **APL 10 (EL 11)**

**Spider, Monstrous Colossal (1):** hp 208; *MM* 289.

##### **APL 12 (EL 12)**

**Ooze, Elder Black Pudding (1):** hp 290 each; *MM* 201.

##### **APL 14 (EL 14)**

**Werewolf Lord (1):** hp 132 each; *MM* 176.

**Development:** After Plop has been “subdued”, Dinglebat and Blueferry explain their true feelings to her. Plop starts to cry. Dinglebat and Blueferry start to cry. Allow the party to conduct any healing that might be necessary. The Great and Beauteous Plop finally says (when able):

*“Oh, Blueferry! Here I was all the time wanting to wrap your brother in my folds – when it was YOU who most wanted to soak yourself in my sweaty crevasses! Oh! I love you, Blueferry! I love you!”*

*Blueferry sniffles, holding back his tears: “And I love you, beauteous Plop!”*

*And at this point you all figure that these two love birds now want to be left ... alone ...*

#### **MISCHIEVOUS MYRON**

If the PCs agree to help Lesmona, she will take them down to her basement underneath the bath-house. She will show them a hidden door, and direct them to go through and follow the stone steps “all the way to the bottom”. At the bottom of the steps the PCs will see a large cave. In the centre of the cave is a steaming hot pool of liquid (approx. 60ft x 60ft across). There are pipes of all shapes and sizes

coming out of the pool and clearly going upwards towards the bath-house. Nothing, however, appears to be working.

The PCs will need to investigate the plumbing and the pipes in order to turn the water back on. This can be done with a DC 12 Search check. A successful search determines that a valve has been turned off on one of the pipes. But turning it back on is not so easy. As soon as any PC reaches to turn on the valve, a voice cackles from no particular place:

***“You don’t want to touch that!”***

The voice is followed by annoying cackling – like somebody who is quite smug and enjoying themselves.

***“If you touch it I shall have to hurt you. And if you hurt me ... then I shall have to hurt ... her ...”***

The “her” Myron is referring to is Lesmona. If asked “why?” he will explain:

***“I’m hungry. This is MY water. I choose to live here. And SHE has no more dead pirates to feed me!”***

Nothing can persuade Myron to come out of hiding (just yet). Nothing can persuade him from *not* wanting a “dead pirate”. Of course, a PC might actually go and GET him a dead pirate – by either capturing one from Trixie’s house; or bringing a dead pirate here after turning one of them at the banquet later on. If a dead pirate is brought to Myron, then Myron is appeased and the water gets turned back on without any fight..

The most common result will be that the PCs just turn on the valve and cause Myron to come out of hiding to stop them. When this happens, the DM should draw a map of a cave room (about 100ft x 100ft – with the pond in the middle and a 40ft ceiling). Myron will materialise about 40 feet from the nearest PC (DM’s choice).

#### **Creature:**

##### **APL 2 (EL 3)**

**Elemental, Medium Earth (1):** hp 30; *MM* 97.

##### **APL 4 (EL 5)**

**Elemental, Large Earth (1):** hp 68; *MM* 97.

##### **APL 6 (EL 7)**

**Elemental, Huge Earth (1):** hp 152; *MM* 97.

##### **APL 8 (EL 9)**

**Elemental, Greater Huge Earth (1):** hp 199; *MM* 97.

##### **APL 10 (EL 11)**

**Elemental, Elder Huge Earth (1):** hp 228; *MM* 97.

##### **APL 12 (EL 13)**

**Elemental, Elder Huge Earth (2):** hp 228 each; *MM* 97. At this APL, Myron will attack as one creature during Round 1. At the start of Round 2 he will “give birth” to another (full hit point) version of himself! This allows the combat to challenge PCs of the appropriate APL.

##### **APL 12 (EL 13)**

**Elemental, Elder Huge Earth (4):** hp 228 each; *MM* 97. At this APL, Myron will attack as one creature during Round 1. At the start of Round 2, 3 and 4 he will “give birth” to another (full hit point) version of himself! This allows the combat to challenge PCs of the appropriate APL.

**Development:** After the PCs have “negated” Myron, they can return back to Lesmona’s bath-house.

#### **THE LOST ROOSTER**

When the PCs leave the fortress, they can go in search of Chester, the missing rooster. He was last seen heading towards the Black Boulders, just north of the temple fortress. It takes the PCs about 40 minutes to get to the boulders. As they arrive, read or paraphrase the following:

***It is not long before you arrive at a place which is dark and ominous. All around you, huge black fragments of vaulting boulders rise up out of the volcanic soil of the island. It is warmer than normal here, and a sulphurous smell begins to overwealm your senses.***

Allow the PCs to make a DC 14 Listen check. A successful check hears the following:

***“Go back! Don’t come any closer! You will draw it to me and I’ve been hiding here for two whole days! We will ALL be devoured!”***

A few quick questions confirms that the voice belongs to Chester the rooster. He is hiding behind a boulder at the back of an 80ft x 80ft clearing just up ahead. A DC 14 Spot check reveals the skeletal remains of several strange (island?) creatures in the clearing. A DC 14 Survival check determines that these belong to past meals.

Under no circumstances will Chester leave his hiding place. As soon as any PC goes into the

clearing to try and fetch Chester, the creatures who inhabit the clearing spring to attack from behind one (or several) of the large boulders.

#### **Creatures:**

##### **APL 2 (EL 3)**

**Shocker Lizards (2):** hp 13 each; *MM* 224.

##### **APL 4 (EL 5)**

**Displacer Beasts (2):** hp 51 each; *MM* 66.

##### **APL 6 (EL 7)**

**Girallon (2):** hp 58 each; *MM* 126.

##### **APL 8 (EL 9)**

**Destrachan (2):** hp 60 each; *MM* 49.

##### **APL 10 (EL 11)**

**Tyrannosaurus (Dinosaurs) (3):** hp 180 each; *MM* 61.

##### **APL 12 (EL 13)**

**Purple Worm (1):** hp 200 each; *MM* 211.

**Tyrannosaurus (Dinosaurs) (2):** hp 180 each; *MM* 61.

##### **APL 14 (EL 15)**

**Purple Worm (3):** hp 200 each; *MM* 211.

After the combat, Chester can be rescued. He is ever so grateful, and is very keen to return to see his beautiful Miss Featherdown.

### **TRICKING TRIxie TICKLEBITS**

This quest can be very simply achieved by having a cleric PC perform Turn Undead on Trixie's pirate choir just as they start to sing. If the players don't think of this themselves, then have one of the baby animals sneak up and suggest it to them. If the party doesn't have a cleric – see suggestions below. The PC/s may need to perform a number of Turn Undead checks in order to get them all. Treat each undead as if they have the following Hit Dice at the following APLs:

APL 2 (EL 4): 4 Hit Dice

APL 4 (EL 6): 6 Hit Dice

APL 6 (EL 8): 8 Hit Dice

APL 8 (EL 10): 10 Hit Dice

APL 10 (EL 12): 12 Hit Dice

APL 12 (EL 14): 14 Hit Dice

APL 14 (EL 14): 16 Hit Dice

There are 25 Undead Pirates singing on stage. A successful Turn Undead makes them sing slowly, then fast, then confused, then they start to back away and behave just like "undead who have been turned".

Uproarious laughter will fill the Theatricanum, and the Baby Animal Choir will win the competition – but **ONLY** if the PC/s turn the entire pirate compliment in 5 attempts or less. After five attempts, and Trixie Ticklebits will discover the ruse and call for the competition to be disbanded. This means that she automatically wins. This makes the Baby Animals cry.

No cleric in the party?

Then the PCs might just have to find another way to distract Trixie and her singing Pirates. Such a plan might be very interesting to see played out. As DM, allow any reasonable plot to succeed. Just so long as the players get to have a bit of fun.

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**NAME:** Myrhiss

**GENDER:** Female

**RANK:** Lesser Deity

**AREAS OF CONCERN/PORTFOLIO:** Love, Romance, Beauty

**TITLES:** The Thrice-Kissed Maid of Light and Dark

**HOLY SYMBOL:** Lovebird

**ALIGNMENT:** NG

**ORIGIN OF WORSHIP:** Flan

**CORE WORSHIPPERS:** Flan

**COMMON WORSHIPPERS:** Others

**FAVORED WEAPONS:** Shortbow or whip

**WEAPON OF THE DEITY SPELL:** *+1 distance shortbow or +1 keen whip*

**DOMAINS:** Community (CD), Domination (CD), Good, Healing, Protection.

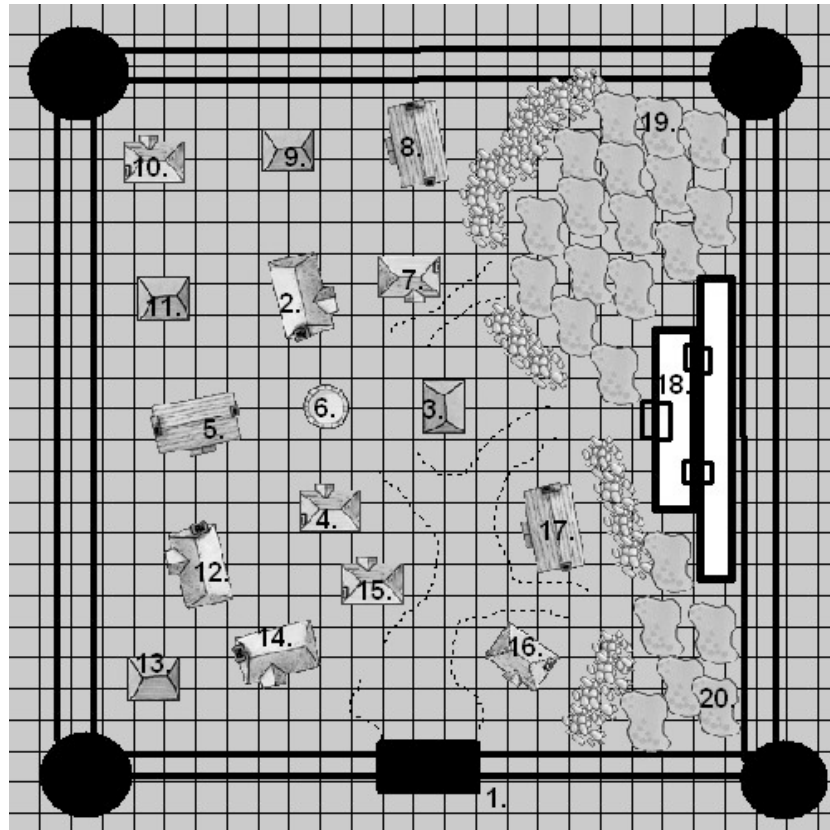
**DESCRIPTION:** Myrhiss (MEE-Ris) is shown as a Flan woman just reaching adulthood, a garland of flowers in her hair, or else as a fair-skinned provocative beauty or a sun-blond tanned woman of approachable prettiness. Her dark haired form is associated with her whip, her other aspects favor her shortbow. She is friendly and affectionate toward all benign gods, but avoids those who are hideous, crude or hateful. Although Wee Jas dislikes her, Myrhiss appreciates the vain Suel goddess for her obvious attractiveness. "Love can endure the world's ills. Quarreling rivals and warring nations can be brought together with a well-placed romance, and beauty can turn the heart of a dumb beast or a despondent tyrant." Beauty is often fragile, so to protect it from accidental harm, as the destruction of something beautiful, is a great tragedy. Celebrate love, romance and beauty wherever you find it.

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## PLAYER HANDOUT 1: MAP OF THE TEMPLE FORTRESS OF MYRHISS

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### THE TEMPLE FORTRESS OF MYRHISS



Map Scale: 1 square = 20 feet

#### MAP KEY

1. Entrance Gate and Portcullis.
2. Flax Weaver and Fish Mongerer.
3. Baby Animal Shelter.
4. Lesmona's Warm Water Wash-Yourself.
5. Theatricanum (Theatre).
6. The Liquid of Life (Temple Well).
7. Trixie Ticklebits and her Dead Pirate Choir.
8. Hettie Hucksuckle Hens.
9. House of The Great And Beauteous Plop.
10. Gunter's Battle Atrium.
11. Dinglebat and Blueferry.
12. The Giddy Giggler (Alehouse).
13. House of Mog.
14. The Old Man Who Says "Oooo-ahhh!"
15. SnoozeHaus 1.
16. SnoozeHaus 2.
17. Musicanum.
18. The Temple of MyrhiSS. This is where the PCs first meet Hedonae
19. Deep Fishing Pool.
20. Shallow Pool.

## PLAYER HANDOUT 2 : SCENTS AND THEIR PROPERTIES

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### THE SCENTS AND THEIR PROPERTIES

**Alertness**

Basil, Bergamot, Black pepper, Grapefruit, Peppermint, Rosemary

**Assertiveness**

Basil, Cedarwood, Frankincense, Ylang-Ylang, Lime

**Concentration**

Lemon, Basil, Lemongrass, Rosemary, Frankincense, Chamomile Roman

**Confidence**

Cypress, Fennel, Ginger, Grapefruit, Jasmine, Orange, Pine

**Contentment**

Cypress, Lavender, Bergamot, Orange, Sandalwood, Cloves, Ylang-Ylang

**Creativity**

Bergamot, Lemon, Frankincense, Neroli, Rose, Jasmine, Cloves

**Focus**

Thyme, Lemon, Fennel, Bergamot, Basil. Cypress, Cinnamon

**Happiness**

Orange, Rose, Jasmine, Ginger, Cloves, Cinnamon, Geranium

**Joy**

Sandalwood, Frankincense, Lemon, Petitgrain, Orange, Bergamot

**Peace**

Chamomile Roman, Neroli, Juniper, Frankincense, Melissa, Yarrow

**Performance**

Bay, Bergamot, Frankincense, Lemon, Grapefruit, Lavender, Jasmine

**Positive**

Basil, Lemon, Grapefruit, Myrrh, Patchouli, Geranium, Frankincense

**Restfulness**

Lavender, Geranium, Clary sage, Neroli, Sandalwood

**Self-awareness**

Cypress, Clary sage, Jasmine, Coriander, Cloves, Sandalwood

**Self-esteem**

Jasmine, Geranium, Cedarwood, Sandalwood

**Self-image**

Orange, Lavender, Melissa, Neroli, Jasmine, Sandalwood, Bay, Pine, Nutmeg



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### PLAYER'S HANDOUT 3: THE NECROPOLIS CODE ON THE DAIS

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When you look at the dais, this is what you see:

Column #1	Column #2	Column #3
Symbol: Astral Plane	Dao	
Symbol: Ethereal Plane	Yugololth	
Symbol: Plane of Shadow	Phase Spider	
Symbol: Elemental Plane of Air	Kraken	
Symbol: Elemental Plane of Earth	Bebilith	
Symbol: Elemental Plane of Fire	Djinn	
Symbol: Elemental Plane of Water	Slaadi	
Symbol: Negative Energy Plane	Githyanki	
Symbol: The Abyssal Plane	Spinagon	
Symbol: Ever-changing Chaos of Limbo	Xeg-yi	
Symbol: Bleak Eternity of Gehenna	Salamander	
Symbol: The Nine Hells of Baator	Achaierai	
Symbol: Infernal Battlefield of Archeron	Nightshade	

Match the place of the LEFT with the creature on the RIGHT to reveal the original birthplace of the creature. Write the correct creature match with Column #1 in Column #3.

Players may use their OWN knowledge of the Planes and Creatures to complete the table. The party can work as a group to achieve the best answers.

EACH player character or cohort is also allowed ONE of these checks ONLY in order to correctly ascertain a correct answer:

1 x DC 12 Knowledge (The Planes) check.

1 x DC 12 Knowledge (Dungeoneering) check

1 x DC 12 INT check

Players are **NOT** allowed to consult the DMG, Monster Manual, or any Sourcebook.

The players **MAY** consult their Character Sheets and/or their own personal Note Books.

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