

COU5-04

That Which Lurks

A One-Round D&D LIVING GREYHAWK[®] County of Urnst Regional Adventure

Version 2.0

by D'Anne Rooney

Lord Garnwick Bryne and his wife, Lady Kianna, have been joined by several of the local nobles at their dinner party to which you're invited. Some of their names may be familiar... Torquann, Farvaren, Trabeux, Yarne and Whittenbock. Unfortunately, the scream of a woman, the disappearance of another, and a threatening letter to your host interrupt dessert. If that's not enough, strange creatures walk the land and an ancient evil begins to rise. All of Oerth shudders as it turns its eye towards the County... and towards you. (The first scenario in the new series, "Chasing the Darkness".) A one-round County of Urnst regional Living Greyhawk adventure for APL 2-12.

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

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Introduction

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

Preparation

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

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

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

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

Playing the Game

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

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

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

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

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out, it should be given to the Event Coordinator.

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the Adventurers participating in the adventure.

- If Adventurers bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.
- Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
- If you are running a table of six Adventurers, add one to that average.

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

three things that the group can do to help even the score.

- Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. Adventurers who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any non-lethal damage or ability score damage, the DC increases to 12.

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

APL also affects the amount of experience and gold a PC may gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character will receive only one-half of the experience points for the adventure. Further, if the PC is three character levels or more lower than the APL at which this adventure is being played, that PC will receive one-half gold for the adventure as well. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1, there are

Time Units and Upkeep

This is a standard one-round Regional adventure, set in The County of Urnst. Characters native to The County of Urnst pay one Time Unit per round, all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

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Adventure Background

The Greyhawk wars are years in the past and the most recent Civil war in the County of Urnst is finished. Although brother fought brother, all is forgiven and life goes on as usual. Even the Lord of the East has sworn fealty to the new Contessa and the land seems at peace. Or is it?

There are rumblings of unrest to the East and South from the newly formed Nyronid Imperium and rumors that smugglers abound in the County, undercutting the profits of the Great Merchant Households. The new Contessa signed a Non-Aggression treaty with the Imperium and the nobles of the land seem to think that this was a good move on her part. The question remains however, can the new Contessa trust all of the County's Noble families?

Other rumors maintain that a new race of evil elves is not only under the now destroyed Crystal Springs, but also in a cavern that mysteriously opened off the Artonsamay River near Ventnor. Presumably, a group of hearty adventurers thwarted their evil plans, but the Rhennee insist that they still witness activity around that particular opening in the cliff face.

The final rumor is that a particular Lord in Vinewind employs pale-skinned drow. However, this is surely just a ruse to besmirch that good lord's name, isn't it?

Adventure Summary

The Adventurers find themselves on the road between Radigast City and Didieln (**pronounced Dee'-dee-eln; see Appendix 9 for more information on this town**) amidst the fertile lands of the Vinewind, known for its exceptional grapes. As they relax in the Blissful Glass, they receive an invitation to a dinner party from Lord Garnwick Bryne.

Encounter One: As the Adventurers enjoy the dinner party, Lord Bryne introduces them to many of the local nobility including Zeli Torquann, his girlfriend Faun Yarne, Lord Jacque Trabeux, Trenen Whittenbock, and

Chance Farvaren. Also included in the dinner party is Aldo Thornquist, the local constable.

Encounter Two: During the dinner party, someone kidnaps Lady Kianna while she goes for a walk in the garden. At the discovery of the Lady's absence, via a scream from her maid Eleanor Dhar, Aldo Thornquist insists that everyone remain where they are while he questions those present. Aldo then comes to the Adventurers, admits that he is over his head in this situation, and asks the Adventurers to take over the investigation.

Encounter Three: As the adventurers leave Crystalwind, they come upon a woman with an overturned cart and a gnome with an offer that no one could refuse, unless they are paranoid.

Encounter Four: Unbeknownst to the Adventurers, there are several Yarne spies in the Bryne household who alert Lord Yarne to the fact the Adventurers are investigating Lady Kianna's disappearance. Several strange creatures arrive to stop the party.

Encounter Five: Once the Adventurers arrive at the Yarne mansion, they have the chance to question Lord Yarne's household staff concerning Lady Kianna. They learn from some of the staff that the Lady Kianna had been behaving strangely for the past several months. Unfortunately, Lord Terrell Yarne is not at home, having been away for a fortnight.

Encounter Six: The Adventurers find themselves at a set of warehouses in the merchant's district of Didieln. Information found here leads them to believe that there is a smuggling ring operating in the city, as well as evidence that the Lady Kianna had been there recently. Hints at the warehouse lead the Adventurers outside of Didieln to an estate run by Field Baron Belin Torquann.

Encounter Seven: At the Torquann estate, the Adventurers encounter creatures that have inhabited the cellars as guardians to the temple of Ghaunadaur.

Encounter Eight: Once the Adventurers have defeated the creatures that live in the wine cellar, they discover a secret door (saying they look for one) that leads to an underground temple of Ghaunadaur.

Encounter Nine: Once past the secret door, the Adventurers encounter Lady Kianna and Marcel (or another rogue of similar abilities if the Adventurers' discover Marcel's participation in the kidnapping). Lady Kianna has a 'pet' in the form of a roper at the upper APL. At the battle's conclusion, they discover that Lady Kianna is truly a drow, unless they have some way of seeing through her disguise, in which case they know when they first see her.

Conclusion: The Adventurers discover that the Lady Kianna was a drow and have the opportunity to take her body back to her husband.

Preparation for Play

Determine if any of the Adventurers have played the following events or have the following favors or titles:

- Played URC4-08 “Cold Trails” and are known as a “Friend” of Lord Terrel Yarne and the Yarne Merchant house. These Adventurers receive a +2 Circumstance bonus to Charisma-based skills in any dealing with Yarne or those associated with him. This bonus is not in addition to the bonus listed on the URC4-08 adventure record.
- County of Urnst Military Member including Navy, Army, and Reserves. These Adventurers receive a +2 Circumstance bonus to Charisma-based skills in any situation involving Aldo Thornquist.
- Ennobled and/or a landowner (both require CoU campaign documentation). These Adventurers receive a +2 Circumstance bonus to Charisma-based skills in any dealings with the nobles in this scenario.
- A member of the Screaming Manticores. These Adventurers receive a +2 Circumstance bonus to Charisma-based skills in any dealings with those not considered nobility
- A member of Torquann’s Riders. These Adventurers receive a -2 Circumstance penalty to all Charisma-based skills when dealing with Bryne, Yarne, Farvaren, and Trabeux.
- It is suggested that for judges running APL 8 and above, that you have all the players roll 5 d20’s and get their Fortitude modifiers for the last encounter, as well as check all spell casters’ selected spells. This enables the judge to not only know if the caster failed the Fort save versus the arcane ooze, but helps to determine which spell the arcane caster lost.

Permitting non-standard use of influence during this scenario is up to the DM’s discretion. The influence spent in this way must be appropriate for the entity granting the influence and that entity’s region of influence. The cost for a single non-standard use is a minimum of 3 influence points, as per *Favors and Influence in the County of Urnst Regional Living Greyhawk Campaign*. The DM is required to email the Triad at coutriad@yahoo.com to report the non-standard use for evaluation to be included in subsequent revisions of that document.

NPC Spellcasting

In nearby Didieln, there are up to 11th level clerics, sorcerers and wizards to cast spells as per the LGCS4.2 (pg 48-49).

The closest druid circle with druids able to cast 4th level spells is in the Dreerwode Forest. After completing the scenario, each dead PC and his gear may be taken by one living PC to the Dreerwode Druids for *reincarnation* (therefore, a maximum of three dead can be taken by three living to the druids). Each PC, living and dead, making this trip over land must deduct an additional TU from their Adventure Record (in addition to any costs listed in the LGCS). If faster modes of transportation are used, this additional deduction is not required.

Introduction

The adventurer’s find themselves at a roadside inn between Radigast City and Didieln (see Appendix 5 for a map of Vinewind).

For your own reasons, you find yourself in the Blissful Glass, a roadside inn between Radigast City and Didieln in the fertile lands of the Vinewind area.

Allow the adventurers to introduce themselves to each other before reading or paraphrasing the following:

As you partake of your morning meal, you see a young man dressed in livery enter the inn. He speaks briefly with the proprietress, Nova Daldon, who points in your direction.

A Knowledge: Local-Nyrond Meta 4, or Nobility and Royalty check of DC15 or Bardic Knowledge check of DC10 reveals that the livery the young man is wearing is that of the Bryne (Brine) household, specifically that of Lord Garnwick Bryne, a local vintner.

A further Knowledge: Local-Nyrond Meta 4, Nobility and Royalty, or History check of DC 20, or the same Bardic Knowledge check from above, reveals that Lord Bryne is the youngest lord in the family at the age of 42. Lord Garnwick acts more like and adventurer than a nobleman due to his adventuring history. His family is Flan and provided him the best education possible in order to further the family wine business. He is obsessed with his vineyard and the quality of his wine, ordering only the best bottles and casks for it. His estates are the smallest out of the four major wine-producing houses in the Vinewind but the quality is the most consistent.

The young man approaches you and bows, “Greetings good sirs [and ladies], I am looking for [insert Adventurers names here].”

Once the Adventurers acknowledge who they are, the young man hands them a sealed parchment [Give the Players, Player Handout 1] and waits expectantly for their response.

The parchment says:

“Dear Sir (Madame);

It has come to my attention that you are visiting in the area and it would be my honor if you would join some of my guests and me for a small dinner party I am holding this evening at my nearby estate, Crystalwind Manor. We shall be dining at sundown.

Please RSVP to my assistant, the young man who delivered this invitation to you.

Sincerely, Lord Garnwick Bryne"

Darius patiently waits while the Adventurers read the letter to give him a response. Once they do, he bows again to them and departs with their responses.

Encounter One: Your Invitation to Dinner

The estate of Crystalwind Manor is five miles south-east of Didieln and as you arrive, you see before you an imposing manor house nestled in the midst of acres and acres of vineyards. The brief rain shower from earlier in the day has left the vines laden with moisture, which sparkles in the setting sunlight and you hear the sound of crystal chimes borne on the light breeze.

A groom will take any riding animals that the adventurers have with them. Allow the adventurers to take in the surrounding area and read, or paraphrase the following just as they approach the door of the house.

The door to the house opens just before you knock and a slightly built man dressed in what is obviously a butler's uniform, greets you.

"Greetings," he says with a sneer, "you must be the adventurers that the master has invited to dinner. Please do come in."

The man waits for you to enter; frowning at any weapons you might be wearing, and more so if you failed to wipe your feet before crossing the threshold.

He directs you to a room just off the foyer and speaks pointedly to anyone carrying any weapon larger than a knife. "Please disarm yourself and place your weapon in one of the racks."

As you look about, you see that the room contains several weapon racks, some with weapons already in them.

Marcel has strict orders not allow anyone further entry into the house with any weapons on them. He does whatever is necessary to ensure the Adventurers comply, including calling the house guards and having them tossed out. Once the Adventurers do so, he leads them to the dining room.

After putting your weapons away, the butler leads you through the house to the dining room. On the way, you are able to glimpse several spacious rooms decorated with exquisite taste.

"Your guests have arrived," said the butler just as he opened a pair of elaborately decorated double doors.

While you are being ushered into the room, you can see that there are several others present and a well-dressed man rises from his seat.

"Welcome to my home, I am Lord Garnwick Bryne," he says as he greets each of you by name, "please sit anywhere you would like." He waves his hand at the table that dominates the center of the room.

See Appendix 6 for the seating arrangements of the room and have the adventurers choose where they want to sit. Once they are seated, read, or paraphrase the following:

Once you are seated, he says, "I wish to extend to you all my wife's regrets. Lady Kianna cannot join us this evening, for she is feeling unwell. She may join us later if she feels better."

Lord Bryne sits as well and introduces you to the others present at the table beginning with Baron Zeli Torquann with Faun Yarne sitting next to him. Next is Jacques Trabeux, and sitting next to him is Trenen Whittenbock. Last, but not least, is Chance Farvaren and Aldo Thornquist. Once the introductions are completed, several men and women serve you a sumptuous meal, with a different wine accompanying each course. At the pouring of each wine, Lord Garnwick passionately describes it in exhaustive detail.

The first, Crystalwind Signet, is a rich red wine with a deep garnet color and aromas of black cherry and mocha with a hint of tealeaf accompanies the first course of roast beef.

Next is the Crystalwind Innocent Rose, a wine that is a vibrant salmon-pink in color with a penetrating fruit fragrance offset by floral notes enhances the next course of pheasant. Bone dry, full-bodied, and succulently fruity on the palate, an extraordinarily refreshing acidity carrying into a long, crisp finish with vibrant peppery nuances balances its lush intensity and depth.

Dessert brings with it the Crystalwind Heart of Desire, a thick, purple wine that has a taste similar to baked apples and apricots, with hints of truffle, spice, and deep caramel.

♣ Lord Garnwick Bryne: Male human Sor7/Exp1/Lor1 (Bluff +2).

Lord Byrne is the youngest lord in the family at the age of 42. Lord Bryne acts more like an adventurer than a nobleman and a vintner. His family is Flan and provided him the best education possible in order to further the family wine business. He is obsessed with his vineyard and the quality of his wine, ordering only the best bottles and casks for it. His estates are the smallest out of the four major wine-producing houses in the Vinewind but the quality is the most consistent.

In addition, Lord Bryne is fascinated with adventurers and goes out of his way to socialize with any he hears about being in or near town. He dominates the dinner conversation with talk of wine and adventures.

Lord Bryne is married to Kianna Yarne-Bryne, the daughter of Lord Terrel Yarne.

Lord Bryne discusses the following at dinner:

- He specifically asks each guest what he or she thought of the wines served.
- He expresses his disappointment at not winning the Harvest Private Reserve this year, but admits that Lord Terrell's wine is exemplary.
- He mentions that he used to be an adventurer, and that he misses the lifestyle.
- He retired from adventuring in order to take on the family wine business.

♣ **Baron Zeli Torquann:** Male human Ari6/Rog2.

Zeli is the ruler of the Field Barony of Bampton, which includes the towns of Bampton and Holbrook. He is a handsome middle-aged man with brown hair and eyes, who pays particular attention to the beautiful woman sitting beside him. He unconsciously spins a platinum ring, which he wears on his right hand, around his finger. Zeli is the younger brother of Lord Vintner Archbaron Deremett Torquann.

He was originally an aristocrat, unfortunately his gambling addiction has led to him being in debt to an unsavory organization, which has put the legendary hordes of money the Torquann's are rumored to have, at risk. Zeli tries to keep this hidden from the rest of the family, but the family has ears everywhere. As his addiction and debts worsened, Zeli has had to go deeper into the underworld of crime and he has picked up some of their tricks for his personal survival.

Zeli has a "good luck charm" that he wears whenever he is gambling. It is a platinum ring with an inset crystal from the Crystal Springs. The ring itself has engravings of depictions of cats (Touv symbol for good luck) on it. Faun, his current love interest, gave it to him as a gift.

Zeli discusses the following if drawn into conversation:

- He has learned a new card game, called Radigast Holdout that consists of all players receiving two cards initially. Players bet on the following five cards turned face up on the table before them. The first three cards are called 'The Flop', the next card is called 'The Turn', and the final card is called 'The River'. Zeli has been playing this game quite a bit recently and proclaims that he has been winning quite a bit as well. A Sense Motive check of DC 15 + APL reveals that he is lying.
- If asked about his ring, he insists that it is his 'good luck' charm and that since he began wearing it, his luck has increased.

♣ **Faun Yarne:** Female human Rog5/Spymstr5.

Zeli's love interest for the past three years is a beautiful middle-aged woman with blonde hair and blue eyes. She appears to focus all of her attention on Zeli, but some may notice that she is acutely aware of everything going on around her.

One of the abilities of her Spymaster class is *Undetectable Alignment*, so no one casting a Detect Evil picks this up from her.

Faun discusses the following:

- She is proud of her brother's win of the Harvest Shipment Private Reserve this year.
- She comments that although the wines served with dinner are good, they do not compare to her brother's wines.
- Anyone who mentions they have a bottle of the Private Reserve, or are a 'Friend of Terrel Yarne', receives special attention from her. She wants to know how it was that they assisted her brother, for she has heard their name spoken by him.

♣ **Lord Jacques Trabeux:** Male human Ari10

Lord Trabeux is an elderly gentleman who appears quite refined, but if one looks closer, they can see the light of insanity in the old man's eyes and can occasionally hear him uttering things under his breath, as if he were talking to someone not present.

Jealous because Hardwyn has selected the same three Houses for the last thirty years in the contest for "Harvest Shipment Private Reserve" to preside over the Vintner's Fest. Lord Jacques has lost some of his sanity over his many years and seeks to discredit all three Houses and deal a blow to the city for never honoring his House with their favor. He is a little imbalanced in his winter years and constantly mumbles under his breath. Those who listen closely can hear him mumbling threats under his breath against all those who are present for the dinner.

If drawn into conversation, Lord Trabeux discusses the following:

- He is disgusted with the fact that Yarne has once again won the Harvest Shipment Private Reserve. As far as he can tell, the man is a cheat and a scoundrel.
- He heard rumors that Lord Terrel Yarne had once worked for the minions of Iuz during the Greyhawk wars.
- He has also heard that Yarne is in the habit of ridding himself of his competition in 'permanent' ways.

🗡️ **Trenen Whittenbock:** Male human Ftr4.

Trenen is a tall, muscular, young man with blond hair and green eyes. He is open and friendly, chatting with everyone as if he had been his or her friend for years. The bright young man is the son of Sir Karl Whittenbock, Knight Exemplar of the Knights of the Swan. Trenen's best friend is Chance Farvaren and he is attending the dinner as part of his visit home from Radigast City.

🗡️ **Chance Farvaren:** Male human Ftr4.

Chance is a young man with dark hair and eyes that seems to watch everything at once. He is the younger son of Edward Farvaren, master merchant and head of the Farvaren merchant house in Radigast.

Chance is the typical youth in need of direction and came here at the behest of his family to learn the winery business from Lord Bryne since there is little else a younger son can do.

If drawn into conversation, Chance discusses the following:

- He is upset that Lady Kianna is not able to join them for dinner because he was looking forward to her company. (A Sense Motive check of DC10 reveals that Chance is infatuated with the Lady Kianna)
- Although his family wants him to be able to work in the family business, he simply does not have the frame of mind for it. He resents being here as well for just that reason, but the presence of Lady Kianna has made it bearable.

🗡️ **Aldo Thornquist:** Male human Ftr10.

Aldo is a rotund man in his middle years who obviously enjoys the finer things in life. Aldo is an old friend of Lord Bryne's. They used to adventure together when they were younger.

He has functioned as the town's constable for the past several months due to the death of the town's prior constable during the civil war. The townspeople elected him because he had been an adventurer, but he

is uncomfortable with the social and political side of the job. He still yearns for the days when he and Lord Garnwick were adventurers. Lord Bryne regularly invites him to his estate due to this long-time relationship between the two men.

If drawn into conversation, Aldo discusses the following:

- Aldo relates that he has known Lord Bryne for 25 years and that they had adventured together in the past, but had retired from adventuring 15 years ago.
- He has been the constable for Didielin for the past few months, but dealing with the nobles of the area is uncomfortable for him.
- He has run into some smuggler's lately that always seem to have the same symbol on them, that of a purple eye on a background of black and purple. His investigations have not turned up anything and he seems to keep hitting a dead end.

Encourage the players to roleplay during this encounter and get to know the nobles better.

Now that dinner is complete, Lord Bryne rises from his chair. "If everyone would like to join me in the study for some fine Torquann Banner Gold brandy—provided by our dear friend Zeli—I would be honored. I am also especially pleased to have brave adventurers in our midst, for I am certain they have stories of heroism they can share with us."

Lord Bryne leads you down a marble-floored hallway to a comfortable room at the end. The room has a small fire burning in the hearth and comfortable, leather-covered, furniture fills the room. Above the mantle is a portrait of a beautiful, petite blonde woman with startling lavender eyes. There are many hunting trophies hanging on the walls and you can almost feel their eyes watching you as you enter the room. Lord Bryne seats himself and begins to prepare a pipe of aromatic tobacco as the butler pours brandy for everyone present and offers all the men cigars.

Lord Bryne begins his discussion on adventuring by first addressing anyone with a noble title or a landowner. If none is present, he addresses the most experienced looking male wizard or cleric and baring that, he talks with the most experienced looking fighter. He does not ignore any women present, but does not go out of his way to speak with them either.

- If anyone asks whom the woman in the painting is Lord Garnwick will tell him or her that she is Lady Kianna.

As the conversation over brandy and cigars grows more in depth, you hear a scream echo through the night, causing chills to run down your spine.

Encounter Two: A Lady in Distress

“That sounds like it came from the garden,” Lord Bryne exclaims as he runs out the study door and races toward the back of the house.

Assuming the Adventurers follow suit, Lord Bryne leads them back up the hallway they initially came down, and to another hall that leads through the kitchen and out of the house into an elaborate garden.

As everyone empties out of the house into the garden, the sight of a weeping, and obviously injured woman, greets them.

A woman rushes to Lord Garnwick’s side and amidst her sobs, she says, “She’s gone m’lord, the lady is gone! Someone attacked us an’ took her away!”

Lord Garnwick looks stunned to hear this news and he begins to question the sobbing woman, “Stop crying Eleanor! Tell me what happened.”

Eleanor calms down enough to explain that the two women were walking in the garden, something they did every evening, when suddenly the whole garden grew dark and Eleanor could no longer see the Lady Kianna.

She explains further that she felt someone grab her from behind, press a note into her hand with instructions to give it to Lord Bryne, and then knock her unconscious. She screamed when she awoke.

Lord Garnwick takes the note from Eleanor and reads it. His hands shake with rage, which also shows on his face, when he reads the contents and then he hands the note to Aldo.

Aldo reads the note and then tells all the guests to stay where they are until he investigates the situation.

If any of the Adventurers ask to see the note, Aldo is willing to give it to them. [See Player Handout 2.]

“Lord Garnwick Bryne,

By now, you are aware that the Lady Kianna Yarne-Bryne is no longer present in your house. We assure you that no harm will come to her as long as you agree to our requests.

Firstly, we insist that you cease your support of the deposed Lynwerd of Nyrond.

Secondly, we warn you that if you continue to look into affairs that do not concern you, your lady

shall die, therefore, drop your investigations of our business.

You have two days to comply and once we are satisfied that you have done so, your lady shall be returned to you.”

He also pulls aside the person who asked to see the note, and explains to him/her that he is not up to the task of investigating something like this and asks that the Adventurers do the investigating.

If none of the Adventurers asks to see the note, Aldo approaches any character that has a military affiliation, or baring that is a mage or a cleric, gives them the note, and asks for their help in the investigation.

The players have the opportunity to question not only all the nobles present, but the household staff as well.

- **Witness:** Lady Kianna’s maid, Eleanor Dhar, tells them that her mistress has been acting rather strange lately and that she chose not to attend dinner because she did not feel well. If the Adventurers can convince Eleanor [Diplomacy check DC 10 + APL], she also tells them that she suspects her mistress is having an affair and has followed her on more than one occasion to a warehouse in the merchants’ district of Didieln. If the Adventurers ask for directions to that warehouse, Eleanor gives those to them.
- **Scene of the Crime:** If the Adventurers ask to see where the two women were during the attack, Eleanor takes them to a secluded area of the garden. A Track check of DC 10 reveals the presence of the two lady’s footprints, as well as two other sets that belong to heavier persons, probably men. There are obvious signs of a struggle, but there are no tracks leading away from the area other than those left by Eleanor from when she returned to the house.
- **Tracking:** A further Track check of DC 10 + APL will allow the tracker to follow the footsteps a few feet away from the area of the confrontation where they end abruptly.
- **Tracking by Scent:** If there are any animals with the adventurer’s and they pick up the scent of Lady Kianna, the animal will track her scent to a few feet beyond the area of the attack where the scent ends.
- **Marcel’s Scent:** If an animal comes within five feet of Marcel after obtaining a scent from the note, it will try to indicate to its master that Marcel’s scent matches.
- **Detect Magic:** If any of the Adventurers cast a *Detect Magic* in the area, they pick up a faint

afterglow of some magical effect. A Spellcraft check of DC 17 tells them that one of the effects was Evocation and if they make a DC 20 Spellcraft check, they know that a Conjunction effect took place.

- **Dinner Guests:** If asked, the Nobles present know nothing about Kianna's kidnapping.
- **Inerrogate Marcel:** If any of the Adventurers speak to Marcel (see Bluff stats in Appendix 1), he tells them nothing of use and maintains his icy demeanor. He does however drop hints that this might be the work of one of the rival wine families in an attempt to ruin his master.
- **Garnwick's Support of Lynwerd:** If asked about his support of Lynwerd, Lord Garnwick denies ever having anything to do with the deposed Lynwerd of Nyronde. He is lying (see his Bluff skill in the previous encounter) but it is up to a successful Sense Motive check to discover this. He insists that all he does is sell wine to Nyronde merchants.
- **Garnwick's Investigations:** If asked what he is investigating, Lord Garnwick tells the adventurers that he is assisting Aldo Thornquist in his investigation of recent smuggling activity.
- **Victim's Description:** If anyone asks for a description of Lady Kianna, Lord Garnwick tells him or her that she is the woman in the painting in his study.

DM's Note: What really happened is that while the women were walking in the garden, the butler, Marcel, was waiting for them. Prior to going to the garden, Marcel used a scent breaker to throw off any animals, or people, which might try to follow him by this means. At his signal, the Lady Kianna cast darkness in the area and Marcel attacked Eleanor. Once Eleanor was unconscious, the Lady Kianna left the garden by a *Dimension Door* spell cast by another of Lord Yarne's people. Marcel returned to the house, not leaving any further tracks in the garden due to the *Dimension Door*, had plenty of time to clean himself up, and there are no traces of evidence on him.

Eleanor Dhar: Female Human (Oeridian); Exp1; hp 6; Bluff +2. Eleanor is a young woman, about 18 years old with mousy brown hair and plain looks. She seems quite timid and appears to fear Marcel, as do all the servants in the household do.

Development: It is possible that the Adventurers nail Marcel down and figure out that he is part of this.

If this happens, the following occurs: If the adventurers press Marcel too hard, he displays his displeasure and attempts to leave. Chance Farvaren hears what is happening and becomes angry, physically attacking Marcel. The match between Marcel and

Chance is uneven with Marcel being the better combatant and armed, where Chance is not. Therefore, Chance will begin to lose quickly and it is up to the adventurers to intervene. If they attack him, he fights back (See Appendix 1 for his stats). If they capture him, he refuses to talk. While the adventurers are distracted with calming down Chance, Lord Garnwick will kill Marcel out of hand. He reasons with the adventurers that Marcel was not going to talk anyway and killing him prevents him from doing any more harm.

The NPC the Adventurers meet in Encounter Eight is a human rogue with the same stats as Marcel.

Encounter Three: Gift of the Gnomes

This encounter occurs sometime after the party leaves the Bryne estate.

Darkness blankets the Vinewind area, and clouds chase each other past the faces of the two moons. Their presence causes shadows to dance along the quiet vineyards that line the lonely road. As you crest the top of a hill, you can barely see a young woman sitting beside the spilled contents of a cart. She gazes frantically about, as if she is looking for something. It is clear in the way she holds a small dagger before her that she is terrified.

Use this opportunity to amuse yourself with the Adventurers' sense of paranoia because everyone probably expects this to be an ambush. It is not.

The girl tells the adventurers that something spooked her horse and the animal shied away from it, causing the cart to tip over.

DM Note: Give the adventurers a Spot check at this time (DC 15 + APL) to see a gnome hiding at the side of the road. Regardless of whether they see him, read or paraphrase the following:

A well-worn gnome, dressed in an earthen robe with stitchings of gold, waves at you. As he approaches, his face beams with the delight of your attention.

"Good adventurers, I thank you for a moment of your precious time. Allow me to introduce myself. My name is Clegin, Master Illusionist of Gnome Vale. The Laird Gwaylar, our headman, has sent me to search for worthies that may be willing to aid our cause. Having heard of your recent exploits, I must say, I am quite impressed by your actions. You must be one of the stalwarts spoke of in the foretellings of our Chief Cleric. Thus, I have this gift for you, if you will accept it."

Clegin pulls a polished blue gemstone from one of his robe pockets. The gem has a symbol of arcane

power etched in its face. "Please, take this. It is now but an interesting bauble, but I have the power to enchant it into something that would be of greater use than exchange for mere coin. When the time is right, you might find yourself on the path to my home, and then, as is foretold, you will aid my people who have been beset upon by evils thought vanquished. If you are successful in your task to be, I shall reward you by awakening the arcane power within the gem I offer. I and my people thank you for all you've done, and all you've yet to accomplish."

If the character accepts the gemstone:

Clegin hands you the gemstone. The same smile plays upon his face as when he first greeted you. "I have others to seek out. Soon, our paths shall cross again, brave one." He turns from you, and walks down the street, disappearing in the crowd.

If the character does not accept the gemstone:

A look of confusion furrows Clegin's brow. "I am certain you are the one spoken of, yet you do not accept my gift? Are you sure you would not reconsider?"

Give the player another chance to think it over. If they accept, read the acceptance text above. If they continue to decline, read the following:

Clegin resigns himself to a slow smile. "Gift or no, our paths shall meet again. I am certain that something can be arranged at a later time. I must leave now; I have others to seek out. Good day to you, brave one." He turns from you, and walks down the road, disappearing into the night.

Adventurers can make a DC 20 Knowledge (geography) skill check to know that Gnome Vale is a very isolated community of gnomes located deep within the Yatil Mountains.

Clegin has more errands to run, and can't stay and chat any longer with the character. If pressed for more information, he simply says that all will be revealed in due time.

If a character accepts the gift, they receive the *Gnome Vale gemstone* listed on the Adventure Record. If they refuse, cross this item off the Adventure Record. Its purpose will become known at a later time.

If a character already has a gemstone, they may receive a second (or third) gemstone if it is of a different color than the ones already possessed by the character. A character may not possess more than one of the same color gemstone.

Assuming the characters help the woman with her cart, she continues her journey in the direction the adventurers just came from.

Encounter Four: There's Always Room for Gelatin

You assist the young woman with her cart and watch it rumble out of sight toward Didieln. The night resumes as silent as before as you continue down the empty road.

Allow the adventurers to make Spot and Listen checks (DC 15 + APL) to see the creatures hiding in the underbrush. If someone succeeds, read or paraphrase the following.

Several strange looking creatures move through the vines. They look like they might have been normal at one time, but now they appear semi-transparent. You are not quite sure, but you think you can make out their internal organs through the translucence of their skin.

If no one succeeds, go to a surprise round as the creatures attack the party and read or paraphrase the following:

Just before you can act, several creatures move out of the vineyards to either side of the road to attack you. They look like they might have been normal at one time, but now they appear semi-transparent. You are not quite sure, but you think you can make out their internal organs through the translucence of their skin.

[For more information on Gelatinous Creatures, see Appendix 2.]

APL 2 (EL4)

👉 **Gelatinous Badger (2):** hp 11, 10; see Appendix 1.

APL 4 (EL6)

👉 **Gelatinous Mule (3):** hp 32, 31, 30; see Appendix 1.

APL 6 (EL8)

👉 **Gelatinous Bison (4):** hp 60, 59, 58, 57; see Appendix 1.

APL 8 (EL10)

👉 **Gelatinous Dire Snake (3):** hp 75, 74, 73; see Appendix 1.

APL 10 (EL12)

👉 **Gelatinous Megatherium (2):** hp 196, 195; see Appendix 1.

The creature looks like a large sloth; measuring 20 feet long and is almost as tall as a human at the shoulder.

APL12 (ELI4)

🐾 **Gelatinous Ironclad Mauler (3):** hp 212 211, 210; see Appendix 1.

This creature looks like a heavily muscled dire bear with large metal plates grafted to its skin. Its fur is thick, even around the grafted metal plates, and its face is a twisted, feral mask of rage.

DM's Note: This should be set up as an ambush with the party surrounded unless someone notices the creatures before they can act. Many of these creatures lack any sort of intelligence and will attack anything that hurts them after the initial encounter. The worshippers of Ghaunadaur created these creatures and sent them specifically to stop the adventurers.

Encounter Five: Shadowwick

It is entirely possible that the Adventurers never choose to go to the Yarne estate, which is fine since this encounter is mostly for roleplay and does not contain any information they have not already received. If so, you can leave this encounter out.

The Yarne estates are fifty miles directly east of Didieln and it takes you the better part of a day to get here if you used some mundane form of travel, such as horses; however, you eventually reach your destination. Shadowwick is a large, estate with an imposing four-story mansion sitting in the very midst of it. A broad, white gravel road winds up to the mansion from the main road through several lush vineyards. This mansion is very similar to that of the Crystalwind Manor in that vineyards surround it, but it lacks the feel of beauty and peace.

The Adventurers find very little information here; however, they can speak with the household staff and gain the following information.

- Lord Yarne has been away for the past Fortnight.
- One of the staff saw Lady Kianna in Didieln with a strange man the week before. The man was of medium build and had dark hair. No one has seen him before or since.

Development: If the adventurers get the idea to go and check out the warehouse, go to Encounter Six. However, if they have already been there, they may choose to go to the Beautiful Bounty (Encounter Seven).

Encounter Six: The Plot Thickens

The warehouse in question lays in the Merchants' area of Didieln and the adventurers find it easily with the directions Eleanor gave the party.

The streets of Didieln are quiet as you proceed toward your destination. The warehouse is a plain building that bears no markings whatsoever and you wonder to whom it belongs.

The doors and windows are neither locked, nor trapped and entrance is easy for the Adventurers. Allow the adventurers to examine the outside of the warehouse. When they decide to enter read, or paraphrase the following:

As you enter the warehouse, the thing that strikes you the most is that for such a supposedly busy place, this entire warehouse appears to be empty.

You make out the faint scent of a mixture of spices and dust that lingers in the air and some other scent that you cannot quite put your finger on.

A search of DC 10 + APL results in the discovery of a piece of wood that looks as if it came off a crate. There is writing on the wood that says, "Beautiful Bounty."

A Track check of DC 15 or another Search check of DC 20 reveals that the warehouse had recently held many boxes and barrels. The scrapes left behind by the crates go out to the street where they were obviously loaded onto a cart or wagon; however, because the County of Urnst has well-maintained roadways, the tracks of the cart/wagon are impossible to follow.

Tracking by scent reveals nothing because of the multitude of scents that fill this warehouse.

The same DC Search check uncovers several other broken bits from the crates, one of which bears a strange mark of a purplish eye on purple, violet, and black circles. A Knowledge Religion check of DC 15 + APL reveals that this is the symbol of Ghaunadaur, the drow god of oozes, slimes, jellies, outcasts, ropers, and rebels (See Appendix 3).

If the adventurers decide to ask around town about this piece of wood, a Gather Information check of DC15 reveals the following:

- The "Beautiful Bounty" is an estate 25 miles north of Didieln
- Field Baron Belin Torquann, another brother to the Archbaron Lord Vintner Deremett Torquann, owns the Beautiful Bounty.

- The Field Baron had participated in the war and has yet to return to his estate as other duties have kept him away.
- Baron Belin Torquann is the lawful ruler over Didieln.

Development: From here, the Adventurers should be curious enough to go to the Beautiful Bounty in Encounter Seven.

Encounter Seven: The Beautiful Bounty

The Beautiful Bounty is the same as every other estate in this region except that it is overgrown. The house itself is a modest two-story home that looks as if someone has been taking care of it, if rather half-heartedly.

Allow the adventurers to react to this and if/when, they approach the house, read, or paraphrase the following:

As you walk about the house, you can see that only the windows on the ground floor are clean. Peering in the windows, you see formless shapes moving in the shifting shadows.

The adventurers may or may not have discovered that Baron Torquann has yet to return from the recent war. Although Field Baron Belin Torquann has not been here in many months, he does have a groundskeeper who comes out once a week to prune the hedges and keep the place clean. Currently, the man is not here.

Unbeknownst to the Adventurers, a group of smugglers has taken up residence here and they pay the groundskeeper handsomely to keep his mouth shut about it.

Tracking or Search checks of DC 10 reveal one set of footprints, that of the groundskeeper. If the adventurers follow the tracks, they will find a small groundskeeper house near the back of the estate. The groundskeeper is not there.

The smugglers did not venture into the upper regions of the house because they enter and exit through a secret tunnel located in the forest beyond the house. They currently use the cellar of the house to disperse their illicit goods.

The entrance to the cellar (see Appendix 7) is in the kitchen. All of the smugglers have left via the secret door, but they leave something behind in the form of ooze. The cellar ceiling is 10 feet high.

Once the adventurers decide to descend into the cellar, read, or paraphrase the following:

As you slowly move down the stone stairs toward the cellar, you feel the dampness of the area below you begin to creep up the stairs, wrapping about

you like a cloying funeral shroud. The cellar of the house is as you would expect, damp and cold to help in the preservation of food and wine. Empty wine racks line the walls of the large, stone-floored room.

A large, well-crafted table sits in an open space in the center of the room. Its purpose is obviously to facilitate wine tasting because there are still rings on the wood from the glasses, as well as a few dry corks and a corkscrew. Around the edges of the room are several barrels and crates that appear empty.

A Search or Spot check of DC 10 reveals that one of the corks on the table is not dry, but still moist to the touch.

Another Search check of DC 10 + APL reveals that one of the barrels contains hundreds of wine labels for the Torquann winery; however, there is one label mixed in that came from a bottle of this year's Harvest Shipment Private Reserve, made by Terrel Yarne.

APL 2 (EL 4)

➤ **Gray Ooze:** hp 31; see *Monster Manual* pp. 201

APL 4 (EL 6)

➤ **Advanced Gray Ooze:** hp 65; see Appendix 1.

APL 6 (EL 8)

➤ **Advanced Chaos Beast:** hp 58; see Appendix 1.

APL 8 (EL 10)

➤ **Arcane Ooze:** hp 202; see *Monster Manual III* or Appendix 1.

APL 10 (EL 12)

➤ **Advanced Arcane Ooze:** hp 386; see Appendix 1.

APL 12 (EL 14)

➤ **Advanced Arcane Ooze:** hp 386; see Appendix 1.

A Search check of DC 15 + APL, finds the secret door behind the wine rack in the very back of the room, which leads to the main smuggler's lair and a temple to Ghaunadaur, the Elder Eye.

There is an Alarm spell on the secret door, which activates if anyone opens the door without saying "Ghaunadaur watches". Because it is a spell, the Search check will not find it.

Tactics: For APLs 2-6, the creature is hiding amongst the wine racks in the cellar. It remains so until a PC comes close enough for it to attack. If the Adventurers see it before it can surprise any PC, it attacks the nearest creature.

For APLs 8-12, the Arcane Ooze is resting on the ceiling of the wine cellar just above the archway at the

bottom of the stairs. There is no door leading into the cellar, so all arcane spellcasters have to begin making Fortitude saving throws as soon as they come within 60 feet of the archway at the bottom of the stairs. Failure to make the saving throw results in the loss of a spell for each failure, beginning with the highest spell prepared. The Arcane Ooze will move to attack the nearest arcane spellcaster first if it can sense one in its 60-foot radius. If it cannot sense a spellcaster, it will attack the first creature it can. If an arcane caster manages to attack it from beyond its 60-foot range, the Arcane Ooze will retreat.

DM's Note: Here is where your collection of all arcane spellcaster's Fortitude saves and spells come into play for those at APL 8 - 12. As soon as they are on the stairs to the cellar, they must begin making those saves or lose a random spell from their highest spell slot. Let them know that they have lost the spell, but do not tell them why. Be creative here on describing the siphoning effect of the arcane ooze on them.

Development: If the Adventurers did not disable the alarm spell and/or the trapped door, the bad guys are waiting for them fully prepared. This means that if they have potions or anything consumable, they have done so as part of their preparation. If the Adventurers did bypass the alarm, the bad guys are surprised only if the Adventurers took precautions to move quietly.

Encounter Eight: The Elder Eye Opens

See Appendix 8 for the map of the Temple of Ghaunadaur. Once the adventurers find the secret door in the cellar and open it, read, or paraphrase the following:

As you finally open the hidden door and peer into the darkness beyond, you feel a cold chill flow over your body. You can tell there is a hallway that leads into the darkness, ending in another door.

This 30-foot hallway extends from the cellar to another door at the end. There are no traps in this hallway and the ceiling is 10 feet tall.

Once the party reaches the door at the end of the hallway and decides to open it as well, read, or paraphrase the following:

Beyond the door, a tunnel leads further into shadow before opening into a large cavern that echoes with the sound of dripping water. You can smell the scent of burning incense and something else, something sweet and acrid like burning flesh. Torches on the walls light the area just before you with an eerie flickering that casts writhing shadows all about you. However, darkness cloaks the back of the cavern.

The ceiling of this cavern is 20-feet high and stalactites cover the ceiling.

Kianna is waiting in the darkness at the back of the cavern and has no problem seeing the adventurers as they come through the doorway. However, she will continue to buff herself as she waits for them to enter far enough to spot her. When they do so, read, or paraphrase the following:

Sitting at the back of the cavern is a large statue of an eye with tentacles surrounding it, and before the statue is a stone altar. Writhing out of the altar is an amorphous, warhammer shaped tentacle that waves lazily over a feminine form with blonde hair lying on the altar.

The woman turns her head as you enter the cavern and calls out to you, "Please help me! It's going to kill me!"

You can hear the terror in her voice as she cries out and from the description given to you; you know this is the Lady Kianna Bryne.

A Sense Motive check of 15 + APL reveals that Lady Kianna is not terrified. She will wait until one of the adventurers approaches her before attacking either physically or with a spell.

Those approaching to help Lady Kianna that makes a successful Spot check of DC 10 + APL, or has a True Seeing spell, realize that she is a drow, not a human.

The warhammer tentacle is merely an illusion and does not attack anyone. Any one interacting with it needs to make a DC 14 will save to disbelieve it and it dissipates once the Lady is dead).

She also has a 'pet' in the form of a roper at APL 12 that does not attack her, but protects her instead and will attack anyone who comes near her while she's on the altar.

APL 2 (EL 4)

👉 **Lady Kianna Bryne:** Female elf (drow) Cleric2; hp 15; see Appendix 1.

👉 **Marcel:** Male human Rogue2; hp 12; see Appendix 1.

APL 4 (EL 6)

👉 **Lady Kianna Bryne:** Female elf (drow) Cleric4; hp 27; see Appendix 1.

👉 **Marcel:** Male human Rog4; hp 22; see Appendix 1.

APL 6 (EL 8)

👉 **Lady Kianna Bryne:** Female elf (drow), Cleric5; hp 33; see Appendix 1.

➤ **Marcel:** Male human Rog6; hp 32; see Appendix I.

APL 8 (EL 10)

➤ **Lady Kianna Bryne:** Female elf (drow) Cleric9; hp 57; see Appendix I.

➤ **Marcel:** male Human Rog6; hp 32; see Appendix I.

APL 10 (EL 12)

➤ **Lady Kianna Bryne:** Female elf (drow) Cleric10; hp 63; see Appendix I.

➤ **Marcel:** Male human Rog6/Asn4; hp 52; see Appendix I.

APL 12 (EL 14)

➤ **Lady Kianna Bryne:** Female elf (drow) Cleric10; hp 63; see Appendix I.

➤ **Marcel:** Male Human Rog6/Asn6; hp 74; see Appendix I.

➤ **Roper:** hp 85; see *Monster Manual* pp. 215.

DM Note: Drow and their followers are vicious and deadly killers, more so in this case because they follow a god of chaotic and evil alignment. They show no remorse and give no quarter. They know that they are going to die in this confrontation and try to take as many adventurers with them as they can. This means that once Lady Kianna is out of spells, she moves to flank with Marcel (or the replacement rogue) so that he can use his sneak attack. They concentrate their attacks on one person at a time and do not cease until that person is dead.

Marcel will do his best to remain hidden to use his sneak attack at the lower APLs and his death attack at the higher ones.

Tactics: Marcel and Kianna will begin to use their disposable magic items as soon as they are aware that the adventurers are entering the temple. (Keep track of the rounds here and let them use a potion, oil, or dust each round until the adventurers arrive in the area). Make sure that Marcel uses his *Dust of Disappearance* (if applicable) and Kianna uses one of her *Dust of Illusions* to appear as the Lady Kianna that the adventurers saw in the picture.

Marcel will use ranged attacks on any spellcaster that is either unarmored or lightly armed. Remember that he has a death attack at the higher APLs. He will concentrate on that one character until they are dead. However, he will NOT *coupe de grace* for any reason. If he thinks the character is dead, he will move to another target.

Kianna will prepare herself with any spells that seem appropriate at the upper APLs, as well as cast *Prayer* from her Strand of Prayer Beads.

Kianna and Marcel will fight to the death and will not allow themselves to be captured for any reason.

Treasure:

APL 2: L: 65 gp; C: 0 gp; M: *Bracers of Quick Strike* (100 gp), *Heavy Mithral Shield* (85 gp), *Mithral Shirt* (92 gp), *Wand of Cure Light Wounds* (63 gp).

APL 4: L: 73 gp; C: 49 gp; M: *Bracers of Quick Strike* (100 gp), *Goggles of Minute Seeing* (104 gp), *Heavy Mithral Shield* (85 gp), *Mithral Shirt* (92 gp), *Vest of Resistance +1* (83 gp), *Wand of Cure Light Wounds* (63 gp).

APL 6: L: 90 gp; C: 0 gp; M: *Bracers of Quick Strike* (100 gp), *Goggles of Minute Seeing* (104 gp), *Heavy Mithral Shield* (85 gp), *Mithral Shirt* (92 gp), *Ring of Feather Falling* (183 gp), *Vest of Resistance +1* (83 gp), *Wand of Cure Light Wounds* (63 gp).

APL 8: L: 101 gp; C: 49 gp; M: *Bracers of Quick Strike* (100 gp), *Gloves of Dex +2* (333 gp), *Goggles of Minute Seeing* (104 gp), *Heavy Mithral Shield* (85 gp), *Mithral Shirt* (92 gp), *Ring of Feather Falling* (183 gp), *Studded Leather Armor +1* (98 gp), *Vest of Resistance +1* (83 gp), *Wand of Cure Light Wounds* (63 gp).

APL 10: L: 101 gp; C: 108 gp; M: *Bracers of Quick Strike* (100 gp), *Cape of the Mountebank* (840 gp), *Gloves of Dex +2* (333 gp), *Goggles of Minute Seeing* (104 gp), *Heavy Mithral Shield* (85 gp), *Mithral Shirt* (92 gp), *Ring of Feather Falling* (183 gp), *Studded Leather Armor +1* (98 gp), *Vest of Resistance +1* (83 gp), *Wand of Cure Light Wounds* (63 gp).

APL 12: L: 101 gp; C: 109 gp; M: *Bracers of Quick Strike* (100 gp), *Cape of the Mountebank* (840 gp), *Dust of Illusion* (100 gp), *Gloves of Dex +2* (333 gp), *Goggles of Minute Seeing* (104 gp), *Heavy Mithral Shield* (85 gp), *Mithral Shirt* (92 gp), *Ring of Feather Falling* (183 gp), *Strand of Prayer Beads (Lesser)* (800 gp), *Studded Leather Armor +1* (98 gp), *Vest of Resistance +1* (83 gp), *Wand of Cure Light Wounds* (63 gp).

Conclusion: The Elder Eye Closes

You managed to defeat Lady Kianna and her companion(s) and as she died, all of you now notice something strange about her. Her blond hair looks more white than yellow, her fair skin has streaks of black on it, which seem to grow as you wipe them off and you realize that her skin is actually coal black. Her ears, now revealed by the parting of her hair, are pointed. You realize that the Lady Kianna was a drow. The question remains, however; was this really Lady Kianna? If

not, how long had she been impersonating the woman? If it was the Lady, did her husband know what she was? Did her father, Lord Terrel Yarne know?

Development: If the party returns to tell Lord Garnwick Bryne about what they found—especially if they brought the body—he is distraught at not only the loss of his wife, but at the knowledge that she was a drow. Anyone making a Sense Motive check of DC 10 knows this knowledge devastates him and that he knows nothing about his wife's true nature.

He will reward the adventurers with a favor for some future time as thanks.

The End

Experience Point Summary

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

Encounter Three

Defeat the gelatinous creatures.

APL2	120 xp
APL4	180 xp
APL6	240 xp
APL8	300 xp
APL10	360 xp
APL12	420 xp

Encounter Six

Defeat the oozie creatures.

APL2	120 xp
APL4	180 xp
APL6	240 xp
APL8	300 xp
APL10	360 xp
APL 12	420 xp

Encounter Seven

Defeat Lady Kianna and her minion(s).

APL2	120 xp
APL4	180 xp
APL6	240 xp
APL8	300 xp
APL10	360 xp

APL12 420 xp

Story Award

Objective(s) met: Investigated the disappearance of the Lady Kianna by speaking with the NPCs and following leads.

APL2	90 xp
APL4	135 xp
APL6	180 xp
APL8	225 xp
APL10	270 xp
APL12	315 xp

Total possible experience:

APL2	450 xp
APL4	675 xp
APL6	900 xp
APL8	1,125 xp
APL10	1,350 xp
APL12	1,575 xp

Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast

identify, analyze *dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

Encounter Seven: The Elder Eye Opens

APL 2: L: 65 gp; C: 0 gp; M: *Bracers of Quick Strike* (100 gp), *Heavy Mithral Shield* (85 gp), *Mithral Shirt* (92 gp), *Wand of Cure Light Wounds* (63 gp).

APL 4: L: 73 gp; C: 49 gp; M: *Bracers of Quick Strike* (100 gp), *Goggles of Minute Seeing* (104 gp), *Heavy Mithral Shield* (85 gp), *Mithral Shirt* (92 gp), *Vest of Resistance +1* (83 gp), *Wand of Cure Light Wounds* (63 gp).

APL 6: L: 90 gp; C: 0 gp; M: *Bracers of Quick Strike* (100 gp), *Goggles of Minute Seeing* (104 gp), *Heavy Mithral Shield* (85 gp), *Mithral Shirt* (92 gp), *Ring of Feather Falling* (183 gp), *Vest of Resistance +1* (83 gp), *Wand of Cure Light Wounds* (63 gp).

APL 8: L: 101 gp; C: 49 gp; M: *Bracers of Quick Strike* (100 gp), *Gloves of Dex +2* (333 gp), *Goggles of Minute Seeing* (104 gp), *Heavy Mithral Shield* (85 gp), *Mithral Shirt* (92 gp), *Ring of Feather Falling* (183 gp), *Studded Leather Armor +1* (98 gp), *Vest of Resistance +1* (83 gp), *Wand of Cure Light Wounds* (63 gp).

APL 10: L: 101 gp; C: 108 gp; M: *Bracers of Quick Strike* (100 gp), *Cape of the Mountebank* (840 gp), *Gloves of Dex +2* (333 gp), *Goggles of Minute Seeing* (104 gp), *Heavy Mithral Shield* (85 gp), *Mithral Shirt* (92 gp), *Ring of Feather Falling* (183 gp), *Studded Leather Armor +1* (98 gp), *Vest of Resistance +1* (83 gp), *Wand of Cure Light Wounds* (63 gp).

APL 12: L: 101 gp; C: 109 gp; M: *Bracers of Quick Strike* (100 gp), *Cape of the Mountebank* (840 gp), *Dust of Illusion* (100 gp), *Gloves of Dex +2* (333 gp), *Goggles of Minute Seeing* (104 gp), *Heavy Mithral Shield* (85 gp), *Mithral Shirt* (92 gp), *Ring of Feather Falling* (183 gp), *Strand of Prayer Beads (Lesser)* (800 gp), *Studded Leather Armor +1* (98 gp), *Vest of Resistance +1* (83 gp), *Wand of Cure Light Wounds* (63 gp).

Total Possible Treasure

APL 2: L: 65 gp; C: 0 gp; M: 339 gp - Total: 404 gp (400 gp).

APL 4: L: 73 gp; C: 49 gp; M: 527 gp - Total: 600gp

APL 6 L: 90 gp; C: 0 gp; M: 710 gp - Total: 800 gp

APL 8 L: 101 gp; C: 49 gp; M: 1,141 gp - Total: 1,250gp

APL 10 L: 101 gp; C: 108 gp; M: 1,981 gp - Total: 2,100 gp

APL 12 L: 101 gp; C: 109 gp; M: 2,881 gp - Total: 3,000 gp

DM Note: (From an article posted at Wizard's Living Greyhawk website by Circle member, Steve Conforti)

There are many things you can use the gold above the cap for:

NPC Spellcasting Services – You can use the excess gold to pay an NPC, if available, to cast spells on your behalf. This is the most common use of this excess gold. Example: paying a local cleric to cast *raise dead* on your comrade at the end of the adventure.

NPC Services – You can use excess gold to pay an NPC for a room at the inn, to provide a bribe to a crooked guard or politician, to hire a tracker, or to pay a fine, for example. Example: paying the toll for your PC to cross a bridge during the adventure.

Temporary Purchase of Items – You can buy items, mundane and magical, that are available during the adventure for use during that adventure. Anything you purchase with excess gold in this way cannot be kept after the adventure ends; it converts back to gold if it hasn't been consumed. You can also use items you find during the adventure in this manner. Example: purchasing or finding a *potion of invisibility* during the adventure and using it in the same adventure.

Items for the Adventure Record

Special

Enmity of the Elder Eye Cult: You have defeated some of the worshippers of the Elder Eye and prevented his return to Oerth. For this, his followers know you. They will be looking for you in the future.

Favor of Lord Garnwick Bryne: Because you solved the mystery around his wife's kidnapping, and her ultimate betrayal, you found favor with Lord Bryne.

Any time you are in Didieln, or the Vinewind area, you will receive free Adventurers Standard Upkeep.

Gnome Vale Blue Gemstone: A gnome calling himself Clegin presented you with a well cut, human's palm-sized gemstone colored blue. Upon the face is etched a symbol of arcane magic signifying the school of illusion; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one *Gnome Vale blue gemstone*.

Item Access

APL 2:

- Mithral Shirt (Adventure: DMG; 1,100 gp)
- Heavy Mithral Shield (Adventure: DMG; 1,020 gp)
- *Wand of Cure Light Wounds* (50 charges) (Adventure: DMG; 750 gp)
- *Bracers of Quick Strike* (Adventure: MH; 1,200 gp)

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

- *Goggle of Minute Seeing* (Adventure: DMG; 1,250 gp)
- *Vest of Resistance +1* (Adventure: CA; 1,000 gp)

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

- *Ring of Feather Falling* (Adventure: DMG; 2,200 gp)

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

- Upgrade one armor item to +2 (Adventure: DMG; varies)
- *Gloves of Dexterity +2* (Adventure: DMG; 4,000)

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

- *Cape of the Mountebank* (Adventure: DMG; 10,080 gp)

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

- *Strand of Prayer Beads (Lesser)* (Adventure: DMG; 9,600 gp)
- *Dust of Illusion* (Adventure: DMG; 1,200 gp)

Appendix 1: APL 2

Encounter 3

Gelatinous Badger: Small Animal; HD 1d10+5 (11 hp); Init +3; Sp 15 ft. (3 squares), burrow 5 ft. AC 12 (+1 size, +1 Dex), touch 12, flat-footed 11; Base Attack/Grapple +0/-5; Attack +2 melee (1d2-1 plus 1d3 acid, claw); Full Attack: +2 melee (1d2-1, plus 1d3 acid, 2 claws) and bite -1 melee (1d3-1 plus 1d3 acid, bite) Space/Reach: 5 ft./5 ft. SA Rage SQ Low-light vision, scent, resilient, Blindsight, immunities; AL N; SV Fort +4, Ref +5, Will +1 Abilities: Str 8, Dex 13, Con 21, Int 1, Wis 8, Cha 4.

Skills and Feats: Escape Artist +7, Listen +1, Spot +1; Agile, Track, Weapon Finesse

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily.

Blindsight: The oozy substance of the creature's body acts as a primitive sensory organ that can ascertain prey within 60 feet.

Resilient (Ex): Gelatinous creatures have less defined shapes than the normal creatures they resemble. As a result, it is more difficult to score crippling or killing blows against them. A gelatinous creature:

- Cannot be flanked.
- Takes 1d6 less damage from a successful sneak attack.
- Takes one-half the additional damage dealt by a critical hit.

Immunities (Ex): A gelatinous creature is immune to polymorphing and stunning.

Saves: A gelatinous creature gains a +4 racial bonus on saves against mind-affecting effects, poison, sleep, and paralysis.

Encounter 8

Lady Kianna Bryne: Female elf (drow) Cleric2; CR 3; HD (2d8)+2; hp 15; Init +2; Spd 30 ft.; AC 18, touch 12, flatfooted 16; Base Atk/Grp; +1/+1; Atk +2 melee (1d8, MW heavy mace); Full Atk +2 melee (1d8, MW heavy mace); SA Darkvision 120 ft, immunity to sleep effects, spell-like abilities, +2 bonus to saving throws vs. enchantments, automatic searching, light blindness, aura (moderate aura of chaos and evil), spontaneous casting (inflict spells), rebuke undead (5x/day); SR 13;

AL CE; SV: Fort +4, Ref +3, Will +7; Str 10, Dex 14, Con 12, Int 12, Wis 16, Cha 14.

Skills and Feats: Concentration +8, Disguise +6, Spellcraft +3, Spot +5; Skill Focus (Concentration).

Spells Prepared (4/3+1 DC:13+spell level) **Innate:** *Dancing Lights, Darkness, Faerie Fire*; 0 — (*Cure Minor Wounds, Inflict Minor Wounds, Light, Resistance, Virtue*); 1st — (*Doom, Cure Light Wounds, *Protection from Good, Shield of Faith*).

*Domain Spell: *Domains:* Evil (cast evil spells at +1 caster level.) Chaos (cast chaos spells at +1 caster level.)

Possessions: Mithral Shirt, Wand of Cure Light Wounds, Heavy Mithral Shield, MW Heavy Mace.

Marcel: Male human Rogue2; CR 2; HD (2d6)+2; hp 12; Init +2 (+2 Dex); Spd 30 ft.; AC 16, touch 12, flatfooted 13; Base Atk/Grp +1/+3; Atk +4 melee (1d6+2 18-20/x2, rapier) or +5 ranged (1d6+2, x3, composite shortbow (+2 Str)); Full Atk +4 melee (1d6+2 18-20/x2, rapier) or +5 ranged (1d6+2 x3, composite shortbow (+2 Str)); SA: Evasion (Ex), sneak attack (1d6), trapfinding; AL CE; SV Fort +1, Ref +5, Will +1; Str 14, Dex 15, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Balance +10, Bluff +3, Diplomacy +4, Disguise +1, Hide +8, Jump +9, Listen +6, Move Silently +8, Profession (Butler) +2, Sense Motive +6, Spot +6, Tumble +10, Use Magic Device +4; Point Blank Shot, Weapon Finesse.

Possessions: Elixir of Hiding, Salve of Slipperiness, Bracers of Quick Strike, Rapier, Composite Shortbow (+2 Str), Arrows (20), MW Studded Leather Armor.

Appendix 1: APL 4

Encounter 3

Gelatinous Mule: CR 3; Large aberration; HD: 3d10+18; hp 32; Init +1 Spd 30 ft.; AC 12, touch 10, flat-footed 11; Base Atk/Grp: +2/+9 Attack: +4 melee (1d4+3 plus 1d6 acid, hoof); Full Atk +4 melee (1d4+3 plus 1d6 acid, 2 hooves) and +3 melee (2d4+2 plus 1d6 acid, slam); Space/Reach: 10 ft./5 ft. SQ Low-light vision, scent SV Fort +9, Ref +2, Will -1; Str 16, Dex 9, Con 23, Int 1, Wis 7, Cha 2.

Skills and Feats: Listen +4, Spot +4, Alertness, Endurance.

Skills: Mules have a +2 racial bonus on Dexterity checks to avoid slipping or falling.

Blindsight: The oozy substance of the creature's body acts as a primitive sensory organ that can ascertain prey within 60 feet.

Resilient (Ex): Gelatinous creatures have less defined shapes than the normal creatures they resemble. As a result, it is more difficult to score crippling or killing blows against them. A gelatinous creature:

- Cannot be flanked.
- Takes 1d6 less damage from a successful sneak attack.
- Takes one-half the additional damage dealt by a critical hit.

Immunities (Ex): A gelatinous creature is immune to polymorphing and stunning.

Saves: A gelatinous creature gains a +4 racial bonus on saves against mind-affecting effects, poison, sleep, and paralysis.

Encounter 7

Advanced Gray Ooze: CR 8; Medium ooze; HD 8d10+15; hp 65; Init -5; Spd 10 ft.; AC 5, touch 5, flat-footed 5; Base Atk/Grapple: +6/+7; Atk +7 melee (1d6+1 plus 1d6 acid, slam); Full Atk +7/+2 melee (1d6+1 plus 1d6 acid, slam); SA Acid, constrict 1d6+1 plus 1d6 acid, improved grab; SQ Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent; SV Fort +7, Ref -3, Will -3; Abilities: Str 13, Dex 1, Con 21, Int —, Wis 1, Cha 1.

Skills and Feats: None

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constricting attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 16

Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a gray ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Transparent (Ex): A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

Encounter 8

Lady Kianna Bryne: Female elf (drow) Cleric4; CR 5; HD (4d8)+4; hp 27; Init +2; Spd 30 ft.; AC 18, touch 12, flatfooted 16; Base Atk/Grp: +4/+4; Atk +5 melee (1d8, MW heavy mace); Full Atk +5 melee (1d8, MW heavy mace); SA Darkvision 120 ft, immunity to sleep effects, spell-like abilities, +2 bonus to saving throws vs. enchantments, automatic searching, light blindness, aura (moderate aura of chaos and evil), spontaneous casting (inflict spells), rebuke undead (5x/day); SR 16; AL CE; SV Fort: +6, Ref: +4, Will: +8; Str 10, Dex 14, Con 12, Int 12, Wis 17, Cha 14.

Skills and Feats: Concentration +10, Disguise +6, Heal +4, Listen +5, Spellcraft +6, Spot +5; Skill Focus (Concentration).

Spells Prepared (5/4+1/3+1 DC:13+spell level)

Innate: *Dancing Lights, Darkness, Faerie Fire*; 0 — (*Cure Minor Wounds, Inflict Minor Wounds, Light, Resistance, Virtue*); 1st — (*Doom, Cure Light Wounds, *Protection from Good, Shield of Faith*); 2nd — (*Deific Vengeance, *Desecrate, Silence, Wave of Grief*). (See Appendix 4 for new spells.)

*Domain Spell: *Domains:* Evil (cast evil spells at +1 caster level.) Chaos (cast chaos spells at +1 caster level.)

Possessions: Mithral Shirt, *Wand of Cure Light Wounds*, Heavy Mithral Shield, MW Heavy Mace, *Vest of Resistance* +1.

Marcel: Male human Rog4; CR 4; HD 4d6+4; hp 22; Init +4; Spd 30 ft.; AC 16, touch 12, flatfooted 16; Base Atk/Grp +3/+5; Atk +8 ranged (1d6+2 x3, MW composite shortbow (+2 Str)) or +8 melee (1d6+2;18-20/x2, Rapier); Full Atk +8 ranged (1d6+2 x3, MW composite shortbow (+2 Str)) or +7 melee (1d6+2;18-20/x2, Rapier); SA Uncanny dodge, trap sense, evasion, sneak attack (2d6), trapfinding; AL CE; SV Fort +2, Ref +8, Will +2; Str 14, Dex 18, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Balance +11, Bluff +5, Diplomacy +8, Disguise +3, Escape Artist +6, Hide +11, Jump +9, Listen +8, Move Silently +11, Profession (Butler) +2, Sense Motive +8, Spot +8, Tumble +13, Use Magic Device +6; Point Blank Shot, Precise Shot, Weapon Finesse .

Possessions: *Elixir of Hiding*, *Salve of Slipperiness*, MW Studded Leather Armor, *Bracers of Quick Strike*, *Goggles of Minute Seeing*, Rapier, Composite Shortbow (+2 Str), Arrows (20), 49 gp.

Appendix I: APL 6

Encounter 3

Gelatinous Bison: CR 4; Large aberration, HD 5d10+30; hp 60; Init +0; Spd 40 ft.; AC 9, touch 9, flat-footed 11; Base Atk/Grp: +3/+13 Atk +8 melee (1d8+9 plus 1d6 acid, gore); Full Atk +8 melee (1d8+9 plus 1d6 acid, gore) and +6 melee (2d4+3 plus 1d6 acid, slam); Space/Reach: 10 ft./5 ft. SA Acid, slam, stampede; SQ Blindsight, immunities, Low-light vision, resilient, scent Saves: Fort +10, Ref +2, Will -1 Str 22, Dex 6, Con 22, Int 1, Wis 7, Cha 0.

Skills and Feats: Listen +5, Spot +3, Alertness, Endurance.

Blindsight: The oozy substance of the creature's body acts as a primitive sensory organ that can ascertain prey within 60 feet.

Resilient (Ex): Gelatinous creatures have less defined shapes than the normal creatures they resemble. As a result, it is more difficult to score crippling or killing blows against them. A gelatinous creature:

- Cannot be flanked.
- Takes 1d6 less damage from a successful sneak attack.
- Takes one-half the additional damage dealt by a critical hit.

Immunities (Ex): A gelatinous creature is immune to polymorphing and stunning.

Saves: A gelatinous creature gains a +4 racial bonus on saves against mind-affecting effects, poison, sleep, and paralysis.

Stampede (Ex): A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 half). The save DC is Strength-based.

Encounter 7

Advanced Chaos Beast: CR 8; Medium outsider (chaotic, extraplanar); HD 10d8+8; hp 58; Init +5; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk/Grapple: +10/+12; Atk +12 melee (1d3+2 plus corporeal instability, claw); Full Atk +12/+7 melee (1d3+2 plus corporeal instability, 2 claws); Space/Reach: 5 ft./5 ft.; SA Corporeal instability; SQ Darkvision 60 ft., immunity to critical hits and transformation; SR 15; SV Fort +8, Ref +8, Will +6; Abilities: Str 14, Dex 14, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +16, Escape Artist +15, Hide +14, Jump +11, Listen +13, Search +13, Spot +13, Survival +0 (+2 following tracks), Tumble +16, Use Rope +1 (+3 with bindings), Dodge, Improved Initiative, Mobility.

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 15 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried - armor, backpacks, even shirts - hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A shapechange or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate restoration is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Encounter 8

Lady Kianna Bryne: Female elf (drow) Cleric5; CR 6; HD: (5d8)+5; hp 33; Init +2; Spd 30 ft.; AC 18, touch 12,

flatfooted 16; Base Atk/Grp: +4/+4; Atk +5 melee (1d8, MW Heavy Mace); Full Atk +5 melee (1d8, MW heavy mace); SA Darkvision 120 ft, immunity to sleep effects, spell-like abilities, +2 bonus to saving throws vs. enchantments, automatic searching, light blindness, aura (moderate aura of chaos and evil), spontaneous casting (inflict spells), rebuke undead (5x/day); SR 16; AL CE; SV Fort +6, Ref +4, Will +8; Str 10, Dex 14, Con 12, Int 12, Wis 17, Cha 14.

Skills and Feats: Concentration +9 (+13); Disguise +6; Heal +4; Spellcraft +8; Combat Casting, Daylight Adaptation. (See Appendix 4 for new feats.)

Spells Prepared (5/4+1/3+1/2+1 DC:13+spell level)

Innate: Dancing Lights, Darkness, Faerie Fire; 0 — (Cure Minor Wounds, Inflict Minor Wounds, Light, Resistance, Virtue); 1st — (Doom, Cure Light Wounds, *Protection from Good, Shield of Faith); 2nd — (Deific Vengeance, *Desecrate, Silence, Wave of Grief); 3rd — (Blindness/Deafness, *Magic Circle Against Good, Cure Moderate Wounds). (See Appendix 4 for new spells.)

*Domain Spell: Domains: Evil (cast evil spells at +1 caster level.) Chaos (cast chaos spells at +1 caster level.)

Possessions: Mithral Shirt, Wand of Cure Light Wounds (50 charges), Heavy Mithral Shield, MW Heavy Mace, Vest of Resistance +1, ~~Potion of Undetectable Alignment.~~

Marcel: Male human Rog6; CR 6: HD 6d6+6; hp 32; Init +4; Spd 30 ft., AC 17, touch 14, flat-footed 17; Base Atk/Grapple +4/+6; Atk +9 ranged (1d6+2 x3, composite shortbow (+2 Str)) or +8 melee (1d6+2 18-20x2, Rapier); Full Atk +9 ranged (1d6+2 x3, Masterwork composite shortbow (+2 Str)), +8 melee (1d6+2; 18-20/x2, Rapier); SA Uncanny dodge, evasion, trap sense (+2 to saves vs. traps), sneak attack (3d6), Trapfinding; AL CE; SV Fort +3, Ref +9, Will +3; Str 14(+2), Dex 18(+4), Con 12(+1), Int 14(+2), Wis 12(+1), Cha 8(-1).

Skills and Feats: Balance +11, Bluff +7, Diplomacy +10, Disguise +5, Escape Artist +8, Hide +13, Jump +9, Listen +10, Move Silently +13, Profession (Butler) +2, Sense Motive +10, Spot +10, Tumble +15, Use Magic Device +8; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse.

Possessions: Elixir of Hiding, Salve of Slipperiness, MW Studded Leather Armor, Bracers of Quick Strike, Goggles of Minute Seeing, Ring of Feather Falling, Rapier, MW Composite Shortbow (+2 Str), Arrows (20), ~~Potion of Undetectable Alignment.~~

Appendix I: APL 8

Encounter 3

Gelatinous Dire Snake: CR 7; Huge Aberration; HD: 7d10+42; hp 75; Init +3; Spd 20ft (climb 20 ft., swim 20 ft.) AC 14, touch 12, flat-footed 11; Base Atk/Grp: +3/+20; Atk +10 melee (2d6+10 plus poison, plus 1d8 acid, bite); Full Atk +10 melee (2d6+10 plus poison, plus 1d8 acid, bite) and +6 (2d6+5 plus 1d8 acid, slam); Space/Reach: 10 ft./ 10 ft.; SA: Acid, constrict, improved grab, poison, slam; SQ: Blindsight, immunities, low light vision, resilient, scent; AL: N; SV (+4 racial bonus on saves against mind-affecting effects, poison, sleep, and paralysis) Fort +11, Ref + 8, Will +4; Str 24, Dex 16, Con 22, Int 1, Wis 9, Cha 7.

Skills and Feats: (+4 racial bonus on Hide, Listen, and spot checks, and a +8 racial bonus on Balance checks.) Balance +11, Climb +15, Hide +8, Listen +3, Spot +3.

Blindsight: The oozy substance of the creature's body acts as a primitive sensory organ that can ascertain prey within 60 feet.

Constrict (Ex): With a successful grapple check, a dire snake can constrict a grappled opponent, dealing 1d8+10 plus 1d8 acid points of bludgeoning damage.

Poison (Ex): A dire snake delivers its poison (Fortitude save DC 16) with each successful bite attack. The initial and secondary damage is the same (1d6 points of Constitution damage).

Improved Grab (Ex): If a dire snake hits an opponent that is at least one size category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can also constrict in the same round. Thereafter, the dire snake has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple check, but the dire snake is not considered grappled.) In either case, each successful grapple check it makes during successive rounds automatically deals bite and constriction, as well as acid damage.

Resilient (Ex): Gelatinous creatures have less defined shapes than the normal creatures they resemble. As a result, it is more difficult to score crippling or killing blows against them. A gelatinous creature:

- Cannot be flanked.
- Takes 1d6 less damage from a successful sneak attack.
- Takes one-half the additional damage dealt by a critical hit.

Immunities (Ex): A gelatinous creature is immune to polymorphing and stunning.

Saves: A gelatinous creature gains a +4 racial bonus on saves against mind-affecting effects, poison, sleep, and paralysis.

Encounter 7

Arcane Ooze: CR 9; Huge Ooze; HD: 15d10+120; hp 202; Init -5; Spd: 20 ft. (climb 20 ft.); AC 3, touch 3, flat-footed 3; Base Atk/Grp: +11/+25; Full Atk Slam +15 melee (2d6+9 plus 2d6 acid); Space/Reach: 15 ft./10 ft.; SA: Acid, constrict 2d6+7 plus 2d6 acid, improved grab, spell siphon; SQ: Blindsight 60 ft., immunity to magic, ooze traits; AL: N; SV: Fort +13, Ref +0, Will +0; Str 22, Dex 1, Con 26, Int -, Wis 1, Cha 1.

Skills and Feats: Climb +13 (+8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened).

Acid (Ex): An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee combat or a constrict attack by the creature deals an extra 2d6 points of acid damage.

Constrict (Ex): An arcane ooze deals automatic slam damage and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an arcane ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell Siphon (Su): An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60 feet of an arcane ooze, he must make a DC 25 Fortitude save or lose a random spell of the highest spell level that he has available. For every spell lost by a victim in this manner, the arcane ooze gains temporary hp equal to 5 x the level of the lost spell. These temporary hp are lost after 1 hour.

Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is Constitution-based.

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

A magical attack that deals electricity damage increases an arcane ooze's Spd as if it had been affected by the *haste* spell for 3 rounds.

A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would normally have caused.

Tactics: An arcane ooze attacks by grabbing and squeezing its prey. It moves instinctively toward the nearest creature capable of casting arcane spells. It can only detect such creatures (or any creature) if they are within 60 feet. If attacked by creatures that it cannot detect (because they are too far away), the ooze instinctively retreats. An arcane ooze can travel easily on vertical surfaces, and it lurks on such surfaces, attempting to catch prey by surprise.

Encounter 8

Lady Kianna Bryne: Female elf (drow) Cleric9; CR 10; HD (9d8)+9; hp 57; Init +2; Spd 30 ft.; AC 18, touch 12, flatfooted 16; Base Atk/Grp: +7/+7; Atk +8 melee (1d8, MW heavy mace) Full Atk +8/+3 melee (1d8, MW heavy mace); SA Darkvision 120 ft, immunity to sleep effects, spell-like abilities, +2 bonus to saving throws vs. enchantments, automatic searching, light blindness, aura (strong aura of chaos and evil), spontaneous casting (inflict spells), rebuke undead (5x/day); SR 20; CE; SV: Fort +8, Ref +6, Will +11; Str 10, Dex 14, Con 12, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +13 (+17), Disguise +7, Heal +5, Listen +6, Spellcraft +13, Spot +6; Combat Casting, Daylight Adaptation, Silent Spell, Spell Focus (Evil). (See Appendix 4 for new feats.)

Spells Prepared: (6/5+1/5+1/4+1/3+1/1+1 DC:14+spell level) **Innate:** Dancing Lights, Darkness, Faerie Fire; 0 — (Cure Minor Wounds, Detect Magic, Inflict Minor Wounds (DC 15), Light, Resistance, Virtue); 1st — (Doom, Cure Light Wounds, Magic Weapon, Obscuring Mist, *Protection from Good, Shield of Faith); 2nd — (Deific Vengeance, *Desecrate, Silence, Hold Person, Sound Burst, Spiritual Weapon, Wave of Grief (DC 16)); 3rd — (Blindness/Deafness, *Magic Circle Against Good (DC 17), Protection from Energy (Fire), Wind Wall, Cure Moderate Wounds (DC 17)); 4th — (Cure Serious Wounds, *Chaos Hammer, Energy Vortex, Unholy Blight (DC 19)); 5th — (*Dispel Good, Slay Living.) (See Appendix 4 for new spells.)

*Domain Spell: Domains: Evil (cast evil spells at +1 caster level.) Chaos (cast chaos spells at +1 caster level).

Possessions: Elixir of Fire Breath, ~~Potion of Undetectable Alignment~~, Heavy Mithral Shield, Mithral Shirt, MW heavy mace, Vest of Resistance +1. Wand of Cure Light Wounds (50 charges).

Marcel: Male Human, Rog6: CR 6: HD 6d6+6; hp 32; Init +4; Spd 30 ft., AC 19 (+5 armor, +4 dex), touch 14, flat-footed 19; Base Atk/Grapple +4/+6; Atk +9 ranged (1d6+2 x3, MW composite shortbow (+2 Str)) or +9 melee (1d6+2 18-20x2, MW rapier); Full Atk +9 ranged (1d6+2 x3, MW composite shortbow (+2 Str)),

+9 melee (1d6+2;18-20/x2, MW rapier); SA Uncanny dodge, evasion, trap sense (+2 to saves vs. traps), sneak attack (3d6), Trapfinding; AL CE; SV Fort +3, Ref +9, Will +3; Str 14, Dex 18, Con 12, Int 14, Wis 12, Cha 8.

Skills and Feats: Balance +11, Bluff +7, Diplomacy +10, Disguise +5, Escape Artist +8, Hide +13, Jump +9, Listen +10, Move Silently +13, Profession (Butler) +2, Sense Motive +10, Spot +10, Tumble +15, Use Magic Device +8; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse.

Possessions: Elixir of Hiding, ~~Potion of Undetectable Alignment~~, Salve of Slipperiness, Dust of Disappearance, Bracers of Quick Strike, Gloves of Dex +2, MW Rapier, MW Composite Shortbow (+2 Str), Arrows (20), Goggles of Minute Seeing, Studded Leather Armor +1, Ring of Feather Falling, 48 gp.

Appendix I: APL 10

Encounter 3

Gelatinous Megatherium: CR 10; Huge aberration; HD: 13d10+130; hp 196; Init -1; Spd 20 ft. (4 squares); AC 20, touch 9, flat-footed 21; Base Atk/Grp: +9/+25; Attack: +16 melee (2d4+8 19-20x2, plus 1d8 acid, claw); Full Atk +16 melee (2d4+8 19-20x2, plus 1d8 acid, 2 Claws) and +10 melee (2d6+4, plus 1d8 acid, bite) and +10 melee (2d6 + 4 plus 1d8 acid, slam); Space/Reach: 15 ft./10 ft.; SA: Improved Grab, pin down, trample, slam; SQ low-light vision, scent, blindsight, resilient, immunity to stunning and polymorphing; AL N; SV (+4 racial bonus on saves against mind-affecting effects, poison, sleep, and paralysis.) Fort +20, Ref +7, Will -1; Str 27, Dex 9, Con 30, Int 1, Wis 9, Cha 4.

Skills and Feats: Listen +9, Spot +9; Alertness, Great Fortitude, Improved Critical (claw), Power Attack, Weapon Focus (claw).

Improved Grab: If a megatherium hits an opponent that is at least one size category small than itself with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can pin down the opponent on its next successful grapple check. Thereafter, the megatherium has the option to conduct the grapple normally, or simply use its claw to hold the opponent (-20 penalty on grapple check, but the megatherium is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals claw and acid damage.

Pin Down (Ex): A megatherium can make a grapple check against an already grappled opponent in an attempt to pin it down. If successful, the opponent is pinned down beneath the megatherium's claw. Pinned opponents take trample and acid damage in each round they are pinned, including the round in which the pin is established.

Trample (Ex): As a standard action, a megatherium can trample opponents at least one size category smaller than itself. This attack deals 2d8+12 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Ref save (DC 2) for half damage.

Blindsight (Ex): The oozy substance of the creature's body acts as a primitive sensory organ that can ascertain prey within 60 feet.

Resilient (Ex): Gelatinous creatures have less defined shapes than the normal creatures they resemble. As a result, it is more difficult to score crippling or killing blows against them. A gelatinous creature:

- Cannot be flanked.
- Takes 1d6 less damage from a successful sneak attack.
- Takes one-half the additional damage dealt by a critical hit.

Immunities (Ex): A gelatinous creature is immune to polymorphing and stunning.

Saves: A gelatinous creature gains a +4 racial bonus on saves against mind-affecting effects, poison, sleep, and paralysis.

Encounter 7

Advanced Arcane Ooze: CR 12; Huge Ooze; HD 27d10+243; hp 391; Init -5; Spd 20, Climb 20; AC 3; touch 3; flatfooted 3; Base Atk/Grpl +19/+34; Full Attack +24 Melee (Slam 2d6+9/crit 20/x2); SA Acid, Constrict, Improved Grab, Spell Siphon; SQ Blindsight 60 ft., Immunity: Magic, Visual Effects, Mind-Affecting Attacks, Paralysis Poison, Polymorph, Sleep Effects, Stun; Racial Traits: Ooze, Mindless, Blind; AL N; SV Fort +16, Ref +1, Will +1; Str 22, Dex 1, Con 29, Int -, Wis 1, Cha 1

Skills: Climb +14

Description: The creature resembles a fluid mass of green protoplasm. Within its immense bulk, glowing veins throb and pulse with eldritch light.

Created in ancient times, arcane oozes have long since outlived their original purpose and their long-forgotten creators. The bizarre creatures have a strange affinity for arcane magic. Immune to most arcane magic, arcane oozes drain arcane energy from nearby spellcasters. Some speculate that these oozes were created to combat a rival group of arcane spellcasters, but scant evidence backs any such conclusion. Others suggest arcane oozes arose as a natural response to some cataclysmic event caused by arcane magic. Adherents of these later theories claim that one day arcane oozes will drown out all arcane magic in the world.

An arcane ooze measures 15 feet across and 3 feet thick. It weighs as much as 20,000 pounds.

Combat: An arcane ooze attacks by grabbing and squeezing its prey. It moves instinctively toward the nearest creature capable of casting arcane spells. It can only detect such creatures (or any creature) if they are within 60 feet. If attacked by creatures that it cannot detect (because they are too far away), the ooze instinctively retreats. An arcane ooze can travel easily

on vertical surfaces, and it lurks on such surfaces, attempting to catch prey by surprise.

Acid (Ex): An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee combat or a constrict attack by the creature deals an extra 2d6 points of acid damage.

Constrict (Ex): An arcane ooze deals automatic slam damage and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an arcane ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell Siphon (Su): An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60 feet of an arcane ooze, he must make a DC 32 Fortitude save or lose a random spell of the highest spell level that he has available. For every spell lost by a victim in this manner, the arcane ooze gains temporary hit points equal to 5 x the level of the lost spell. These temporary hit points are lost after 1 hour.

Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is Constitution-based.

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

A magical attack that deals electricity damage increases an arcane ooze's speed as if it had been affected by the haste spell for 3 rounds.

A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would normally have caused.

Skills: An arcane ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Encounter 8

Lady Kianna Bryne: Female elf (drow) Cleric10; CR 11; HD (10d8)+10; hp 63; Init +2; Spd 30 ft; AC 18, touch 12, flatfooted 16; Base Atk/Grp: +8/+8; Atk: +9 (1d8, MW heavy mace); Full Atk +9/+4 (1d8, MW heavy mace); SA Darkvision 120 ft, immunity to sleep effects, spell-like abilities, +2 bonus to saving throws vs. enchantments, automatic searching, light blindness, aura (strong aura of chaos and evil), spontaneous casting (inflict spells), rebuke undead (5x/day); SR 21; AL CE; SV Fort +9, Ref +6, Will +12; Str 10, Dex 14, Con 12, Int 12, Wis 18, Cha 14.

Skills and Feats: Concentration +16, Disguise +7, Heal +7, Listen +6, Search +3, Spellcraft +13, Spot +6; Skill Focus (Concentration), Daylight Adaptation, Silent Spell, Spell Focus (Evil). (See Appendix 4 for new feats.)

Spells Prepared: (6/5+1/5+1/4+1/4+1/2+1 DC:14+spell level) **Innate:** Dancing Lights, Darkness, Faerie Fire; 0 — (Cure Minor Wounds, Detect Magic, Inflict Minor Wounds (DC 15), Light, Resistance, Virtue); 1st — (Doom, Cure Light Wounds, Magic Weapon, Obscuring Mist, *Protection from Good, Shield of Faith); 2nd — (Deific Vengeance, *Desecrate, Silence, Hold Person, Sound Burst, Spiritual Weapon, Wave of Grief (DC 16)); 3rd — (Blindness/Deafness, *Magic Circle Against Good (DC 17), Protection from Energy (Fire), Wind Wall, Cure Moderate Wounds (DC 17)); 4th — (Cure Serious Wounds, *Chaos Hammer, Energy Vortex, Revenant, Unholy Blight (DC 19)); 5th — (*Dispel Good, Slay Living). (See Appendix 4 for new spells.)

*Domain Spell: Domains: Evil (cast evil spells at +1 caster level.) Chaos (cast chaos spells at +1 caster level.)

Possessions: Elixir of Fire Breath, ~~Potion of Undetectable Alignment~~, Heavy Mithral Shield, Mithral Shirt, MW heavy mace, Vest of Resistance +1, Wand of Cure Light Wounds (50 charges).

Marcel: Male human, Rog6/Asn4; CR 10, HD 10d6+10; hp 52; Init +4; Spd 30 ft/x4; AC 19, touch 14, flat-footed 18; Base Atk/Grapple +7/+9; Atk +12 ranged (1d6+2 x3 MW composite longbow (+2 STR)) or +12 melee (1d6+2 18-20x2, MW Rapier); Full Atk +12/+7 ranged (1d6+2 x3, MW composite shortbow (+2 Str)), +12/+7 melee (1d6+2;18-20/x2, MW rapier); SA Uncanny dodge, improved uncanny dodge (cannot be flanked except by a 14th level rogue), trap sense, evasion, sneak attack (5d6), trapfinding, death attack (DC 16), poison use, poison resistance (+2 save to all poisons); AL CE; SV Fort +4, Ref +13, Will +4; Str 14, Dex 18, Con 13, Int 14, Wis 12, Cha 8.

Skills and Feats: Balance +11, Bluff +11, Diplomacy +10, Disguise +5, Escape Artist +12, Hide +17, Jump +9, Listen +10, Move Silently +17, Profession (Butler) +2, Sense Motive +10, Spot +14, Tumble +19, Use Magic Device +12; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse, Staggering Strike. (See Appendix 4 for new feats.)

Spells Prepared: (2/1 DC 11+spell level) 1st — (Jump, True Strike); 2nd — (~~Undetectable Alignment~~).

Possessions: Elixir of Hiding, Salve of Slipperiness, Dust of Disappearance, Gloves of Dex +2, Goggles of Minute Seeing, Studded Leather Armor +1, Ring of Feather Falling, MW Rapier, MW Composite Shortbow (+2 Str), Arrows (20), 108 gp.

Appendix: 1 APL 12

Encounter 3

Gelatinous Ironclad Mauler: CR 11; Large aberration; HD 15d10+120; hp 210; Init -1; Spd 20; AC 18; touch 8; flatfooted 18; BAB +15; Grapple +30; Full Atk +26 Melee (2 Claw 2d6+11/crit 20/x2) and +20 Melee (Bite 4d6+5/crit 20/x2); SA Improved Grab, Trample, Sickening Aura, Acid; SQ Darkvision 60 ft., Grafted Armor, Low-light Vision, Light Fortification, Immunity: Polymorph, Stun; AL N; SV Fort +17, Ref +8, Will +4; Str 33, Dex 9, Con 27, Int 1, Wis 8, Cha 6

Skills and Feats: Hide -1, Jump +15, Listen +8, Spot +8; Cleave, Great Cleave, Improved Natural Attack: Bite, Improved Natural Attack: Claw, Power Attack, Resilient, Weapon Focus: Claw.

Blindsight (Ex): The oozy substance of the creature's body acts as a primitive sensory organ that can ascertain prey within 60 feet.

Immunities (Ex): A gelatinous creature is immune to polymorphing and stunning.

Saves: A gelatinous creature gains a +4 racial bonus on saves against mind-affecting effects, poison, sleep, and paralysis.

Improved Grab: If a ironclad mauler hits an opponent with a claw attack, it deals normal damage, as well as acid damage, and attempts to start a grapple as a free action without provoking an attack of opportunity.

Resilient (Ex): Gelatinous creatures have less defined shapes than the normal creatures they resemble. As a result, it is more difficult to score crippling or killing blows against them. A gelatinous creature:

- Cannot be flanked.
- Takes 1d6 less damage from a successful sneak attack.
- Takes one-half the additional damage dealt by a critical hit.

Sickening Aura (Su): An ironclad mauler is surrounded by a field of negative energy. Any creature that comes within 10 feet of an ironclad mauler must make a DC 22 Fortitude save or become sickened. This condition lasts for 1 hour. A creature that succeeds on the saving throw is immune to that creature's aura for 24 hours.

Trample (Ex): Ref half DC 28. The save DC is Strength-based.

Grafted Armor (Ex): Ironclad maulers wear armor that has been magically grafted to their forms. This armor provides significant protection in combat, but it

imposes no maximum Dexterity bonus, no movement penalty, and no arcane spell failure chance. Other creatures, even other ironclad maulers, cannot wear an ironclad mauler's armor.

Light Fortification (Ex): An ironclad mauler's grafted armor protects its vital areas and makes it resistant to extra damage from critical hits and sneak attacks. Anytime an ironclad mauler is hit by a critical hit or a sneak attack, it has a 25% chance to resist the extra damage.

Encounter 7

Arcane Ooze: CR 14; Gargantuan Ooze; HD 31d10+341; hp 527; Init -5; Spd 20 ft., Climb 20 ft.; AC 5; touch 1; flatfooted 5; Base Atk/Grpl +21/+45; Full Atk +29 Melee (Slam 2d8+15/crit 20/x2); SA Acid, Constrict, Improved Grab, Spell Siphon; SQ Blindsight 60 ft., Immunity: Magic, Racial Traits: Ooze, Immunity: Mind-Affecting Attacks, Visual Effects, Poison, Mindless, Blind, Sleep Effects, Stun, Polymorph, Paralysis; AL N; SV Fort +17, Ref +1, Will +1; Str 30, Dex 1, Con 32, Int -, Wis 1, Cha 1.

Skills and Feats: Climb +18 (+8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened).

Acid (Ex): An arcane ooze secretes a digestive acid that dissolves only flesh. Any successful hit in melee combat or a constrict attack by the creature deals an extra 2d6 points of acid damage.

Constrict (Ex): An arcane ooze deals automatic slam damage and acid damage with a successful grapple check.

Improved Grab (Ex): To use this ability, an arcane ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell Siphon (Su): An arcane ooze exerts a strange pull on arcane spell energy. Any time an arcane spellcaster begins his turn within 60 feet of an arcane ooze, he must make a DC 36 Fortitude save or lose a random spell of the highest spell level that he has available. For every spell lost by a victim in this manner, the arcane ooze gains temporary hp equal to 5 x the level of the lost spell. These temporary hp are lost after 1 hour.

Line of effect between the spellcaster and the arcane ooze is necessary in order for this ability to work. The save DC is Constitution-based.

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

A magical attack that deals electricity damage increases an arcane ooze's Spd as if it had been affected by the *haste* spell for 3 rounds.

A magical attack that deals acid damage heals an arcane ooze of an amount of damage equal to half the acid damage that the spell would normally have caused.

Tactics: An arcane ooze attacks by grabbing and squeezing its prey. It moves instinctively toward the nearest creature capable of casting arcane spells. It can only detect such creatures (or any creature) if they are within 60 feet. If attacked by creatures that it cannot detect (because they are too far away), the ooze instinctively retreats. An arcane ooze can travel easily on vertical surfaces, and it lurks on such surfaces, attempting to catch prey by surprise.

Encounter 8

Lady Kianna Yarne-Bryne: Female elf(drow) Clr12; CR 13; HD 12d8+12; hp 75; Init +2; Spd 30 ft/x4; AC 18, touch 12, flat-footed 16; Base Atk/Grapple +9/+9; Atk +10 melee (1d8, MW heavy mace); Full Atk +10/+5 (1d8;20/x2 MW heavy mace); SA Darkvision 120 ft, immunity to sleep effects, spell-like abilities, +2 bonus to saving throws vs. enchantments, automatic searching, light blindness, aura (overwhelming aura of chaos and evil), spontaneous casting (inflict spells), rebuke undead (5x/day); SR 23; AL CE; SV Fort +9, Ref +6, Will +12; Str 10(+0), Dex 14(+2), Con 13(+1), Int 12(+1), Wis 18(+4), Cha 14(+2).

Skills and Feats: Concentration +16, Disguise +12, Heal +11, Spellcraft +10. Combat Casting, Skill Focus (Disguise), Silent Spell, Daylight Adaptation, Domain Spontaneity (Chaos). (See Appendix 4 for new feats.)

Spells Prepared: (6/6+1/5+1/5+1/4+1/3+1/2+1 DC:14+spell level) **Innate:** *Dancing Lights*, *Darkness*, *Faerie Fire*; 0 — (*Cure Minor Wounds*, *Detect Magic*, *Inflict Minor Wounds* (DC 15), *Light*, *Resistance*, *Virtue*); 1st — (*Doom*, *Entropic Shield*, *Cure Light Wounds*, *Magic Weapon*, *Obscuring Mist*, **Protection from Good*, *Shield of Faith*); 2nd — (*Deific Vengeance*, **Desecrate*, *Silence*, *Hold Person*, *Sound Burst*, *Wave of Grief* (DC 16)); 3rd — (*Blindness/Deafness*, *Deeper Darkness*, **Magic Circle Against Good* (DC 17), *Protection from Energy* (Fire), *Wind Wall*, *Cure Moderate Wounds* (DC 17)); 4th — (*Cure Serious Wounds*, **Chaos Hammer*, *Energy Vortex*, *Revenge*, *Unholy Blight* (DC 19)); 5th — (**Dispel Good*, *Flame Strike*, *Slay Living*, *Unhallow*); 6th — (**Animate Objects*, *Anti-Life Shell*, *Harm*). (See Appendix 4 for new spells.)

*Domain Spell: *Domains:* Evil (cast evil spells at +1 caster level.) Chaos (cast chaos spells at +1 caster level)

Possessions: *Elixir of Fire Breath*, ~~*Potion of Undetectable Alignment*~~, *Dust of Illusion* (2), *Heavy Mithral Shield*, *Mithral Shirt*, *MW heavy mace*, *Strand of Prayer Beads* (Lesser), *Vest of Resistance +1*, *Wand of Cure Light Wounds* (50 charges).

Marcel: Male human, Rog6/Asn6; CR 12; HD 12d6+24; hp 74; Init +4; Spd 30 ft/x4; AC 17, touch 14, flat-footed 17; Base Atk/Grapple +8/+10; Atk +12 ranged (1d6+2 x3, MW composite shortbow (+2 Str)) or +12 melee (1d6+2;18-20/x2, Rapier); Full Atk +12/+7 ranged (1d6+2 x3, composite shortbow (+2 Str)) or +12/+7 melee (1d6+2;18-20/x2, Rapier); SA Uncanny dodge, improved uncanny dodge (cannot be flanked except by a 16th level rogue), trap sense, evasion, sneak attack (6d6), trapfinding, death attack (DC 18), poison use, poison resistance (+3 save to all poisons); AL CE; SV Fort +6, Ref +14, Will +5; Str 14, Dex 18, Con 14, Int 14, Wis 12, Cha 8.

Skills and Feats: Balance +11, Bluff +13, Diplomacy +10, Disguise +5, Escape Artist +14, Hide +19, Jump +9, Listen +10, Move Silently +19, Profession (Butler) +2, Sense Motive +10, Spot +16, Tumble +21, Use Magic Device +14; Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Staggering Strike, Weapon Finesse. (See Appendix 4 for new feats.)

Spells Prepared: (2/1/1 DC 11+spell level) 1st — (*Jump*, *True Strike*); 2nd — (~~*Undetectable Alignment*~~); 3rd — (*Deeper Darkness*).

Possessions: *Elixir of Hiding*, *Salve of Slipperiness*, *Dust of Disappearance*, *Bracers of Quick Strike*, *Cape of the Mountebank*, *Gloves of Dex +2*, *Goggles of Minute Seeing*, *Studded Leather Armor +1*, *Ring of Feather Falling*, *MW Rapier*, *MW Composite Shortbow* (+2 Str), *Arrows* (20), 109 gp.

Appendix 2: New Creature

Creating a Gelatinous Creature

“Gelatinous creature” in an inherited template that can be added to any living creature except an ooze (hereafter referred to as the base creature). A gelatinous creature has all the base creatures’ characteristics except as noted here.

Size and Type: The creature’s type changes to aberration.

HD: Increase to d10

Spd: Due to its somewhat amorphous nature, the gelatinous creature moves at half the base creature’s Spd or 20 feet, whichever is lower. If the base creature can fly, the gelatinous creature loses the ability to do so. If the base creature can swim or climb, the gelatinous creature retains the ability to do so, but at half the previous Spd.

AC Natural armor bonus -2.

Attacks: The gelatinous creature gains a slam attack if it did not already have one. This slam is a secondary attack.

Damage: Gelatinous creatures have slam attacks. If the base creature did not have this attack form, use the damage values in the table below. If it has a natural slam attack, use its old damage rating or the one given below, whichever is better. Since the slam is a secondary attack, the damage bonus is ½ the gelatinous creature’s Strength bonus.

Size	Damage	Size	Damage
Fine	1	Large	2d4
Diminutive	1d2	Huge	2d6
Tiny	1d3	Gargantuan	2d8
Small	1d4	Colossal	4d6
Medium-Size	1d6		

SA: A gelatinous creature gains an acid attack. If the gelatinous creature hits with any of its natural attacks, it deal an additional amount of acid damage as set out in the table below.

Size	Damage	Size	Damage
Fine	--	Large	1d6
Diminutive	1	Huge	1d8
Tiny	1d2	Gargantuan	2d4
Small	1d3	Colossal	2d6
Medium-Size	1d4		

SQ: Gelatinous creatures gain the following SA.

Blindsight: The oozy substance of the creature’s body acts as a primitive sensory organ that can ascertain prey within 60 feet.

Resilient (Ex): Gelatinous creatures have less defined shapes than the normal creatures they resemble. As a result, it is more difficult to score crippling or killing blows against them. A gelatinous creature:

- Cannot be flanked.
- Takes 1d6 less damage from a successful sneak attack.
- Takes one-half the additional damage dealt by a critical hit.

Immunities (Ex): A gelatinous creature is immune to polymorphing and stunning.

Saving Throw Bonuses (Ex): A gelatinous creature gains a +4 racial bonus on saves against mind-affecting effects, poison, sleep, and paralysis

Base Saves: A gelatinous creature has no good base saves.

Con +6, Dex -4, Int drops to 1, Wis -4, Cha -4.

Skills: A gelatinous creature receives a +4 racial bonus on Hide checks due to its translucent form.

Climate/Terrain: Any land and underground.

Organization: Solitary

Challenge Rating: Base creature’s CR + 2.

Alignment: Always neutral.

Level Adjustment: Gelatinous creatures lack the Intelligence to be playable as Adventurers, so they have no level adjustment.

Appendix 3: A New/Old God

Ghaunadaur

Titles: That Which Lurks, the Elder Eye

Status: Lesser Drow Deity

Gender: Male (it seems)

Symbol: Purplish eye on purple, violet, and black circles

Home Plane: Demonweb Pits

Alignment: Chaotic Evil

Portfolio: Oozes, slimes, jellies, outcasts, ropers, rebels

Worshippers: Aboleths, drow, fighters, oozes, outcasts, ropers

Cleric Alignments: CE, CN, NE

Domains: Cavern, Chaos, Drow, Evil, Hatred, Slime

Favored Weapon: An amorphous tentacle (warhammer)

Relationships: unknown

Allies: None

Enemies: All non-drow deities with a presence in the Underdark, the Seldarine, Malar

Ghaunadaur is even less known than Eilistraee. His nickname is That Which Lurks. He is unpredictable. When he appears, he is seen as purplish ooze with tentacles. His "followers" are mostly drow that have fallen from the grace of Lloth or sub intelligent monsters. He has been known to aid followers that just talk highly of his eminence. The chances of his coming, when called, rise if blood has recently been spilled. All that is required of his priesthood is a steady supply of sacrifices. Aid given by Ghaunadaur is usually in the form of combat effectiveness and regenerative healing of harms.

Clerics of Ghaunadaur pray for their spells once per day at a time of imagined significance to the local cult. Ghaunadaur expects such prayers of adulation and praise to be accompanied by a sacrifice. If live sacrifices cannot be procured that often, the Elder Eye accepts offerings of bones and food, burned in oil, as braziers of perfumed incense are also burned. If the worshiper is unable to procure such offerings, he must pray while holding one hand in an open flame (without magical protection). In any place of worship to Ghaunadaur, all cloth furnishings and garments worn by the faithful are to be of hues pleasing to Ghaunadaur's eye, such as shades of purple, red, black, and metallic colors. Many clerics multiclass as enchanters or fighters.

Appendix 4: New Rules

New Spells

Deific Vengeance, Cleric 2, School: Conjunction; SubSchool: Summoning; Components: V, S, DF; Casting Time: 1 standard action; Duration: Instantaneous; Range: Close Target: One creature; Saving Throw: Will half; Spell Resistance: Yes; Description: God's punishment deals 2d6 damage. SOURCE: Wizards of the Coast - *Complete Divine*, p.161.

Energy Vortex, Cleric Level: 4 School: Evocation SubSchool: Descriptor: Acid, Cold, Fire, Electricity, Sonic Components: V, S Casting Time: 1 standard action Duration: Instantaneous Range: 20 ft. Target: All creatures within a 20-ft.-radius burst centered on you Saving Throw: Reflex half Spell Resistance: Yes Description: Burst of energy centered on you damages nearby creatures. SOURCE: Wizards of the Coast - *Complete Divine*, p.164.

Revenance: Cleric Level: 4 School: Conjunction SubSchool: Healing Descriptor: Components: V, S, DF Casting Time: 1 standard action Duration: 10 minutes Range: Touch Target: Dead ally touched Saving Throw: None; see text Spell Resistance: Yes (harmless) Description: Restores dead creature to life for 10 minutes SOURCE: Wizards of the Coast - *Complete Divine*, p.178.

Wave of Grief; Cleric 2; School: Enchantment; Descriptor: Evil, Mind-Affecting; Components: S, M; Casting Time: 1 standard action; Duration: 6 rounds Range: Close; Target: Cone; Saving Throw: Will negates; Spell Resistance: Yes; Description: Cone imposes -3 penalty on attacks, checks, and saves. SOURCE: Wizards of the Coast - *Complete Divine*, p.188.

New Feats

Staggering Strike — Type: General; Requirements: Base attack bonus +6, sneak attack. Description: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if it's nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to the damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attacks. SOURCE: Wizards of the Coast – *Miniatures Handbook*, p.112.

Daylight Adaptation — Those with this feat suffer no circumstance penalties when exposed to bright light, whether natural or magical. SOURCE: Wizards of the Coast – *Forgotten Realms Campaign Setting*, p.34.

New Item

Bracers of Quick Strike: 1/day, the wearer can make an additional attack, as a swift action, in a full attack. (MHB42)

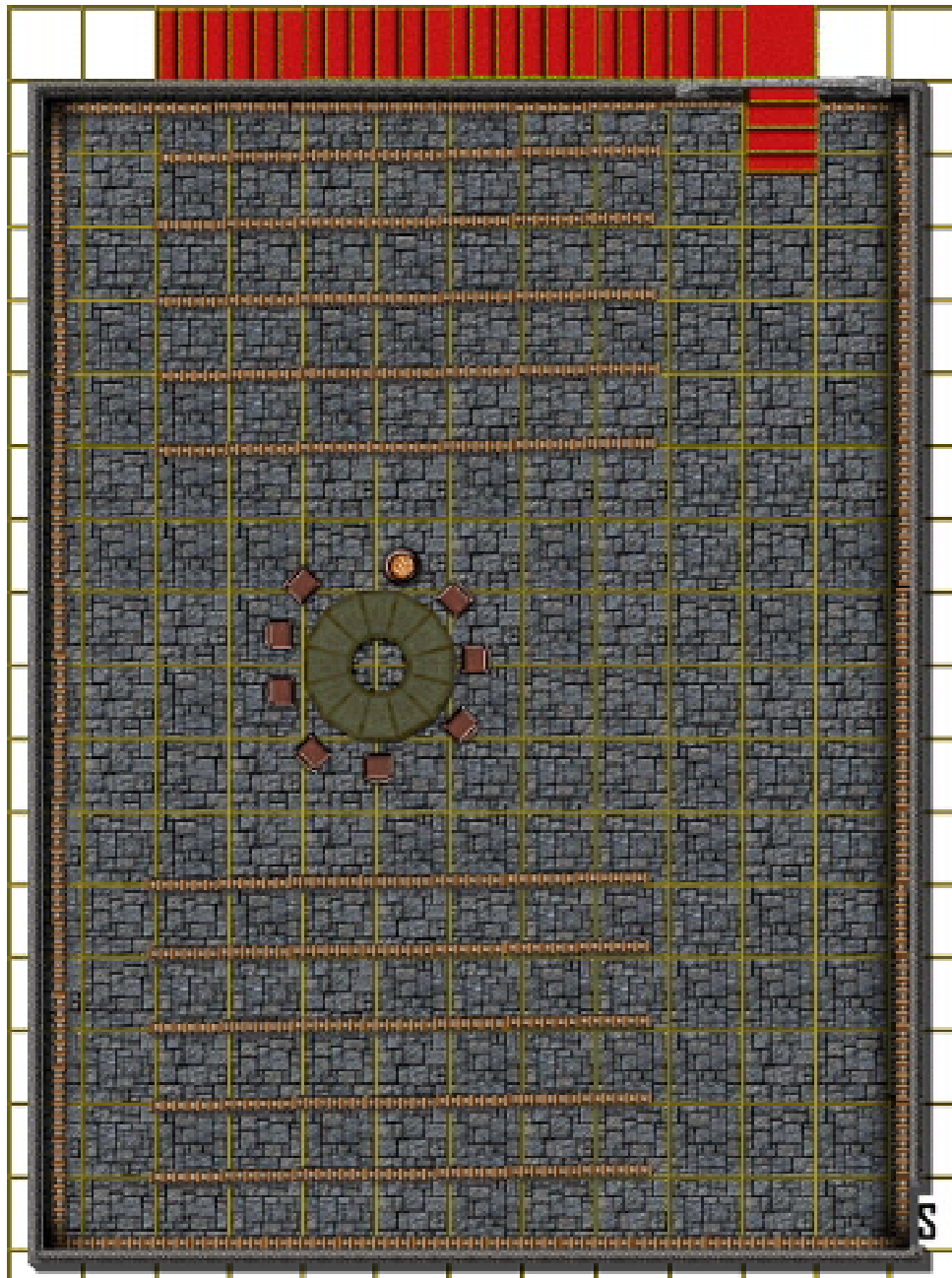
Appendix 5: The Vinewind Region



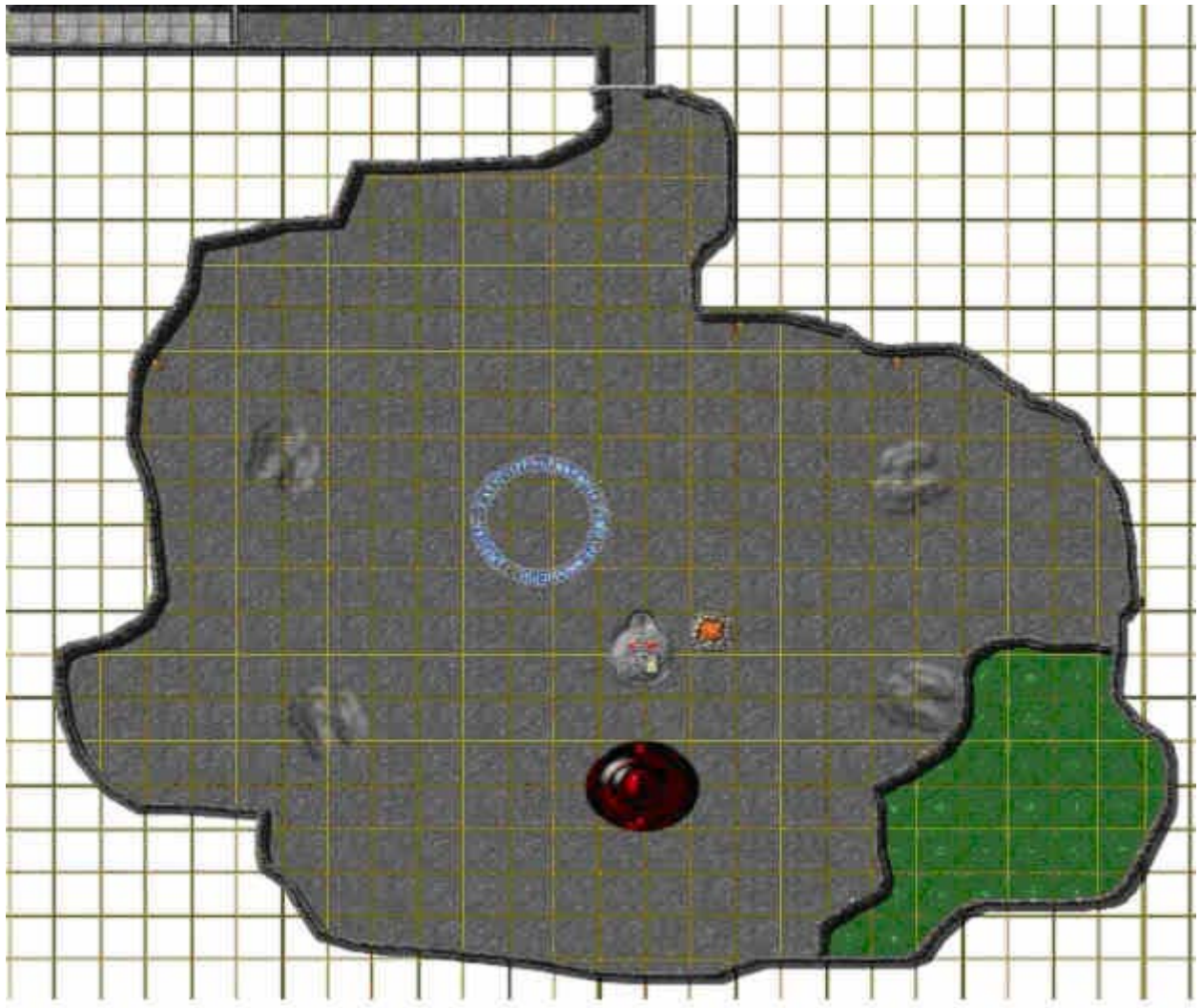
Appendix 6: Seating for the Dinner Party



Appendix 7: The Cellar of the Beautiful Bounty



Appendix 8: The Temple of Ghaunadaur



Appendix 9: Didieln

Didieln (Small City): Conventional; AL LG; 13,700 gp limit; Assets 3,692,150 gp; Population 6,196; Mixed (human 5,503; elf 301; halfling 225; dwarf 167).

Authority Figures. Baron Belin Torquann (NG Male Ari6/Ftr12). Constable Aldo Thornquist (LG Male Ftr10)

Important Figures. Lord Garnwick Bryne (NG Male Sor7/Exp1/Lor1) Trunikhar Pero (NG Male Cleric 12 – Beory)

Inns: Didieln has several inns and one of the most popular is the *Blissful Glass*, owned by Nova Daldon, a female Dwarf who was once an adventurer, but has now retired to run her inn. The *Blissful Glass* is located on the western edge of town. Other inns include the *Laughing Hare Inn*, located near the center of town. Geonik Roday and his wife, Fada, own it.

Taverns: Numerous taverns can be found in the city ranging from the popular and expensive *The Centaur's Stew*, located in the center of town, to inexpensive places for laborers and soldiers such as *The Tawdry Wench* and *The Sorcerer's Fowl*.

Religious Gatherings: There are various places of worship in town as well, all located in the religious district. The largest temple belongs to followers of Beory and Trunikhar Pero leads that congregation. There is also a temple to Hieroneous headed up by Enturn Risdar (LG Male Cleric 10), as well as a temple to Pelor headed up by Gwyneth Henge Emerald (NG Female Cleric 6/RadServ4).

The Merchants' District: This area is located on the western side of town and is host to various shops ranging from specialty shops such as the *Locket and Arm Band*, which is a fine clothier's shop to the *Tawdry Bear*, a shop that specializes in fine armor and weapons.

Other shops include *The Hero's Arrowhead* for bows and arrows; *The Affectionate Herb*, which is an apothecary shop; *The Sleepy Minotaur* for fine woodworked items; *The Sprite's Pelt*, which specialized in fine quality leather items; *The Nippers* for boots and shoes of all types; and *The Flaming Cede*, which is a shop for those seeking trade goods. As well as, *Face and Clockmaker*, makers of fine clocks.

The Market District: This area of town is located near the center of town and includes all shops that deal in foodstuffs and perishables. There are several butcher shops here ranging from good to low quality. *The Blue Chop* is a high quality butcher that caters to the wealthy class of citizens while *The Cut and Carving* has more affordable meats for those who are on a tight budget. There are two bakeries in this area named *The Sleepy Turkey* and the *Elf's Muffin*, as well as several cheese shops such as *The Churn* and various grocers such as *The Eagle's Biscuit*.

The Manufacturing District: This area is located on the outmost eastern edge of town and includes such businesses as *The Flawless Skin*, a tannery; *The Impish Rug*, which produces some of the area's best carpets; *The Golden Blouse* that is highly sought out for their marvelous cloths dyed in brilliant colors.

Other Places of Note: The town also hosts an orphanage, called the *Merciful Martyr* that cares for all of the children that lost their parents due to the civil war and the invasion of devils and demons. Rumors have it that some of the children owe their parentage to those same demons and devils, but that is just a rumor.

Player Handout 1

Dear Sir (Madame);

It has come to my attention that you are visiting in the area and it would be my honor if you would join some of my guests and me for a small dinner party I am holding this evening at my nearby estate, Crystalwind Manor. We shall be dining at sundown.

Please RSVP to my assistant, the young man who delivered this invitation to you.

Sincerely, Lord Garnwick Bryne

Player Handout 2

Lord Garnwick Bryne,

By now, you are aware that the Lady Kianna Yarne-Bryne is no longer present in your house. We assure you that no harm will come to her as long as you agree to our requests.

Firstly, we insist that you cease your support of the deposed Lynwerd of Nyronnd.

Secondly, we warn you that if you continue to look into affairs that do not concern you, your lady shall die, therefore, drop your investigations of our business.

You have two days to comply and once we are satisfied that you have done so, your lady shall be returned to you.