

Fetch

A One–Round Dungeons & Dragons® Living Greyhawk™

Regional Adventure set in the County of Urnst

Version 1.6

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In the wake of the Contessa’s death, adventuring opportunity abound. When it slams into you, you have to fetch something of great value from someone of great power... That sounds like an adventure to me! A one–round introductory adventure set in the County of Urnst for beginning characters of 1st level only (APL 2).

The events of this adventure take place 1 week after the tragic events of *URC6–M04 Another Revelry at Richfest*.

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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Players Read No Farther

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

RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1. For your convenience, that appendix is split by APL.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer

animals of this type, and animals with different CRs are added separately.

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the County of Urnst. Characters from the County pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round.

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

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

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

ADVENTURE BACKGROUND

SELINESTOR THE WIZARD

As old age and wisdom creeps up on a person, many begin to ponder about their afterlife and looking at what they still have to accomplish before leaving for the next world. Most people gain the serenity that only time can grant.

Selinestor was a wizard who spent most of his adult life on adventure, traveling the Flanaess and beyond, seeking knowledge, wealth, and magic. Selinestor had it all. However the one thing he lacked was immortality. Though he had many apprentices over the years, he did not feel this was sufficient. He wanted to live and to see the eons to learn more.

He spent many years studying the plane of Shadow hoping to find a solution to his problem there. He hoped the old saying “it is easier to find light when in darkness” would be true.

Once he was free of all his earthly duties, he began to look for a way to gain the immortality he craved.

ENTER MALACHITE

Through a series of agents, Malachite learned of Selinestor’s quest. Having gone through the ritual of lichdom himself, Malachite knew immediately when “someone” was looking for some of the spell components for the rite. Malachite contacted Selinestor first through agents, and finally directly. Malachite used the sorcerer to further his own plan promising the complete ritual to Selinestor. The wizard agreed and began following the lich’s commands like a donkey follows the carrot.

Though Selinestor’s conscience warned him about the dangers of dealing with the Lich, his desire for immortality was too strong. So Selinestor worked for Malachite crafting magic items and creating apparatuses for the Lich.

For the Lich, the best part is that he has managed to do so without attracting any undue attention by the Knights of the Swan or the Church of Pelor.

THE NEW SINGER

Unknown to him—he has grown increasingly distracted in his twilight years—Selinestor’s new familiar is an Imp. When Selinestor summoned his familiar, devils were pouring into the County through the Tovag. He heard the summons and responded.

Singer has been leading Selinestor down the path of doom. Selinestor has followed the imp’s careful insight. The imp hasn’t been opposed to using some poison herbs that increase Selinestor’s arthritis pains to “encourage” him to follow his ideas.

However, as Selinestor began embarking on the path to lichdom and following Malachite more and more, the imp has felt rejected and has actively plotted to sour the relations between Selinestor and Malachite.

Of course, Singer has always appeared as a raven to Selinestor and the staff.

TREACHERY!

Malachite asked Selinestor to create apparatuses for some dark purpose. The apparatuses would allow Malachite to focus their energy to open the Tovag, the great monolith found in the County. The Tovag did open and it allowed Malachite to bring onto the Flanaess a number of undead creatures, some of whom still roam the world today.

Unknown to all, the apparatuses had a flaw. Singer the Imp, jealous of the relation Selinestor had with Malachite, sabotaged the apparatuses so they would not function optimally in effect limiting the number of usage the machines had. He also informed some the Knights of the Swan.

During *URC6–M03 Blast from the Past*, adventurers, under order of Lady Rachel Duncombe and Bishop Andre Trabeaux, ventured close to Nerull’s castle to destroy a series of apparatuses powered by a minor relic of Nerull. The adventurers were crowned with success and the Tovag was closed.

THE THEFT

Malachite has had enough of leading the wizard on and so has decided to put an end to the charade by having Selinestor perform one last mission for him. The cost is high, but so is the reward: the entire ritual.

Malachite wants Selinestor to steal two items from the vaults of the local baron, Ymbard Gellor. One is the baronial staff and the other a magic item whose theft is not noticed during this adventure.

The baronial staff is only a lure to make Selinestor believe he has all the pieces of the puzzle. Malachite only desires the other item, for his own, dark purpose.

THE PUPIL

The theft went on without problem. Selinestor *teleported* in and got both items without being seen. As he was making his way out, one of his former pupils, the current Constable of Geralenn, Melinaria, saw him. When he wouldn't answer her challenge, the Constable gave chase. During the pursuit, she saw the staff.

As the heroes become involved in the adventure, the Constable is aware only of the missing staff and not the other item.

Melinaria belongs to the Gellor family but she is only distantly related to the Baron.

THE STATE OF THE COUNTY

This adventure takes place a few days after the death of Contessa Elone Hofre Gellor. The Baron, Ymbard Gellor has left with his entourage for Radigast where they are to attend to the Contessa and Lady Cyanna's funerals.

Lord Duncombe has declared martial law throughout the County. The County is at peace but mercenaries are being recruited by every noble in the land. If a new Count isn't selected soon, the threat of another civil war is very real.

HEARING MALACHITE'S NAME

When the heroes first hear Malachite's name or see him, call for a Knowledge (local/nmr) or Bardic Knowledge check DC 10 (for heroes with

County of Urnst as their home region) or DC 15 (for heroes from other regions). Pelorites who belong to the College of the Divine and Knights of the Swan get a +5 circumstance bonus to this roll.

Heroes also get a similar roll when they first see him.

Success on any of these rolls yield the following information:

- Malachite is a powerful lich. He can open gates to other planes. He even opened the Tovags to allow undead horrors to flood the County. (*URC6–103 Blast from the Past*)
- Malachite is believed to have the blessings of Nerull himself.
- Malachite has killed a number of high-level adventurers and was responsible for sending death knights, hordes of skeletons, and other vile creatures.
- Malachite is said to be responsible for Lady Cyanna's death.
- Malachite leads many powerful undead including vampires, ghosts, and other horrors.

Make sure that heroes who get this information can, WITHOUT A DOUBT (even Intelligence 3 characters), know that Malachite is WAY more powerful than they are.

ADVENTURE SUMMARY

Introduction: The heroes have been hired as mercenary guards to protect the town of Geralenn. They witness Selinestor escape town.

Encounter 1: The Constable: The heroes are ordered to return the staff.

Encounter 2: We're just passing through: On the road, the heroes are ambushed by raiders.

Encounter 3: A night at the Inn: The heroes spend a night at an inn. They have a chance to learn some rumors.

Encounter 4: Undead Patrols: The heroes must either outwit or face the undead that patrols the ground around Selinestor's house.

Encounter 5: Inside the house: The heroes go through the house where the last servants have a surprise for them.

Encounter 6: Terror in the Lab: The heroes witness the failed ritual of lichdom. They also have to face Singer, Selinestor's last familiar.

Conclusion: The heroes return to Geralenn and collect their rewards.

PREPARATION FOR PLAY

Remember this event is an introductory adventure. It is for play by 1st level PCs only. As such, be sure the players have fun, but are not overwhelmed by the information given.

You may give them Player Handout 0: County Heraldry

INTRODUCTION

Adventurers are the ones with all the luck. It seems that adventure just waits around the corner for them. But not for you...

A week ago, when you saw a local posting asking for mercenary guard in the town square of Geralenn in the south of the County, you thought this would be your chance to become an adventurer. You walked up to the recruitment center and signed up to join the local military as a mercenary. The pay isn't stellar. It's almost non-existent.

You have been assigned, along with a few others, to guard the south gate, the Fennelmore gate.

Things have been very calm since Contessa Elone was murdered near Jorvive the Shield during the Richfest festivities just a short week ago. Lord Terard Duncombe has declared martial law and named himself regent. Word is the Council of Lords is debating who should be crowned. It is a fragile peace in the County.

Allow the heroes to introduce themselves to each other.

ENCOUNTER 1: THE CONSTABLE

Suddenly, a cloaked man holding a staff and riding a ghostly horse collides with [the hero to your right]. The rider just seems to ride on by and onto the plains beyond, disappearing in the distance at a speed that could not be matched by any living horse. In a second he has left arrow range.

Just as [the hero to your right] stands up, someone else collides with [him/her]. Only this time the person bounces back.

The frail middle-aged Suel/Oeridian woman now sprawled on the ground wears the livery of the Gellors and looks quite infuriated. As she stands back up, you recognize Melinaria Gellor, the local Constable. For a moment, you expect that she will explode in a torrent of rage.

"Damn! I almost had him... Someone will have to go after him and bring back the staff."

She looks around to assess your numbers. "You! Yes, you! I'm charging you with bringing back the stolen baronial staff! Since you couldn't stop him from getting out, this will be a good way to earn your keep."

A Spellcraft check DC 18 identifies the man's "ghostly horse" as a *phantom steed* spell.

Melinaria is willing to answer questions.

- Who are you? I'm the Constable of Geralenn, Melinaria Gellor.
- Who was that? Master Selinestor, my mentor and teacher. He is an old man and senility may have had the better of him. Master Selinestor hasn't been in town in about two years.
- What did he take? I caught him with the Baronial Staff of Justice.
- Did he take anything else? Not that I know of.
- What does the Staff look like? It is a long staff with a single strand of platinum running the entire length. The top depicts a Swan head, also made of platinum.

- Are you a wizard? Yes, I am a member of the Obsidian Conclave.
- Why is the staff so important? The staff is used by the baron to dispense justice. It has been used in Geralenn since the time this was but a mere Sueloise trading post.
- Does the staff have any special abilities? It is non-magical, but there are rumors that it is some sort of artifact.
- Why did he steal the staff? I don't know. It makes no sense.
- Dispense justice... you mean give people a beating? No, it is used to sound the opening and closing of court. (The Baron, or his constable, knocks it on the ground when holding court.)
- Where is the Baron? Baron Ymbard Gellor has left to attend the state funerals of the Contessa and Lady Cyanna. He will not return for at least a week. Be back by then and you will receive great rewards.
- How long do we have to complete this mission? Be back in a week's time at the latest.
- You're a Gellor why aren't you at the funerals? My duty lies here and I can not abandon my post without my Lord's consent.
- What do we get out of this? You are currently employed by the Baron. You receive pay as usual. However, depending on your swiftness and how you resolve the situation, I'm more than willing to offer you a few gold nobles.
- Where does he live? About two days west of here on the edge of the Fennelmore Swamp. (She gives the heroes very detailed directions, Refer to Map 1: Overland Map.)
- Don't you think we're in a little over our heads? No, my master is not dangerous. He has a strong distaste for battle and battle magic.
- What kind of horse was that? A *phantom steed* spell.

- What is his school of choice? Master Selinestor was a generalist who did not believe in specialization. However, he has not learned a single evocation spell in over 50 years and has a profound distaste for the school and all of its practitioners. Last I spoke with him he was studying necromancy.
- Why necromancy? I don't know. He did have a personal fascination for the plane of shadows and has been studying it both in books and on-site for many years.

TALKING TO THE GUARDS

The guards only saw Selinestor as he was leaving and they did not have time to react. You may fill in some of the details with the content of Adventure Background. However, the guards have not seen anything.

WORD ON THE STREET

In this section, the heroes can get some hints as to where to look for information by making a Gather Information check with a variable DC. Making a check takes 1d4+1 hours. Give a +1 bonus for each gp spent, to a maximum of +4.

- **DC 5** The Contessa is dead... The throne of the County is vacant. Lord Duncombe has declared himself Regent.
- **DC 7** The Council of Lords has been unable to agree upon the line of succession.
- **DC 10** Lord Duncombe has issued a proclamation stating that he is not after the throne.
- **DC 13** "Our" Archbaron is now the head of the Gellor family and should be the next in line for the throne.
- **DC 14** The County's army is split between the factions. Some units have decided to garrison their base city instead of involving themselves.
- **DC 15** The Council of Lords has sent envoys to Lord Duncombe, demanding that he stand down and disband his army. Lord Duncombe has refused to disband his troops and insisted the Council submit his Regency

- **DC 16** Lord Agnard Gellor of Fennelmore has openly thrown his support behind the Council of Lords.
- **DC 17** On orders of the Lord Admiral, the Navy has blockaded the ports of Bampton and Holbrook.
- **DC 18** The Torquann family has lodged a number of protests to the Council of Lords over the blockade of the Nyr Dyv and have sided with Lord Duncombe
- **DC 20** Rumor has it that the Torquanns have offered Lord Duncombe a lot of money to “liberate Bampton”.
- **DC 23** The Archbaron of Auberfranz, Archbaron Roulart Dane, is raising a levy of troops from the refugees in Trigol. He has sent these units under the command of his own house troops to reinforce various towns and city, mostly on the border with Eastmarch and around Trigol.
- **DC 24** Lord Mage Jacobis Underley has not been seen since the death of the Contessa.
- **DC 25** The Contessa received a group of Duergar diplomats in Radigast! She even gave them part of the County. Now THAT is strange for a paladin of Heironeous.
- **DC 28** I heard that Lord Nimar was present when the Contessa was murdered. He took part of the festivities. Why would he disappear and not intervene?
- **DC 30** No one wants Lord Nimar to succeed to the throne. That is maybe the one thing Lord Duncombe and the Council agree on.

Development: The heroes can make purchases in town before leaving. When they get on the road, proceed to Encounter 2.

ENCOUNTER 2: WE'RE JUST PASSING THROUGH

About half a day's ride out of Geralenn, the heroes skirt the Fennelmore swamp, but keep following the road towards Stone Battle. The heroes see a plume of smoke coming from up

ahead. A Survival check DC 12 indicates this to be a campfire made with some wet swamp wood.

A band of marauding goblins was camping here and decided to set up an ambush for passersby. The goblins have hidden themselves and are hoping to ambush the party. Allow a Spot Check DC 15 to avoid being surprised by the goblins.

APL2 (EL2)

👉 **Goblin raiders (6):** hp5 each, see Monster Manual p 133

Tactics: If the goblins get a surprise round, they use it to move into melee with the heroes, ganging up on one. From their hidden positions, they CANNOT charge on the first round of combat. They are not stupid and flee if more than three of them are slain. They surrender if the odds are against them and they are given a chance.

Tracking them shows them coming from the Fennelmore swamp.

Treasure: The goblins have been somewhat successful so far.

APL2: L: 20gp C: 80gp M: 0gp

Development: If taken prisoner, none of the goblins know anything about Selinestor. However, they have avoided the haunted house (which is Selinestor's house).

ENCOUNTER 3: A NIGHT AT THE INN

Toward evening on the first day, the heroes approach the Crossroads Inn. They may wish to continue on but should be reminded that they will be tired if they do. A night at the Inn, including Dinner, costs 1 gp for a single room or 7 sp to use the common room (this is covered by standard upkeep). There is a stable for the horses, but no feed.

The Crossroads Inn is located on a very important crossroads. It is roughly halfway between Stone Battle and Geralenn, but there is also a path through the Fennelmore that joins the

Floating Road deep in the swamp. While few merchants ever use it, it is used by soldiers, adventurers, and rangers, wishing to reach the Duchy faster. Bandits also use it to avoid detection. The path is tricky and has many dangers: bandits, lizardfolk, quicksand, crocodiles to name but a few.

Selinestor is located about 10 miles north of here.

Heroes who make a Knowledge: (local/nmr) or Bardic Knowledge check of DC 15 have heard of a massacre that occurred here during the Civil War. A large group of Lord's Fist, Lord Duncombe's personal guard, disappeared. Blood was found everywhere but no bodies were ever found. The place has had a sinister reputation since. The heroes may discover what has happened here later in the adventure.

Currently staying at the inn is a merchant and his two guards plus the innkeeper and his wife. All are in the main room when the heroes arrive.

The night goes without incident. You may skip this part if you feel you are pressed for time.

PANDELINGTON THE MERCHANT

Pandelington Veltuer is an Oeridian merchant in his 40's who travels the southern county "from the Mardreths to the Dossselfords". He belongs to the minor house of Veltuer (a Knowledge (nobility), or Bardic Knowledge, or Profession (merchant) check DC 15 tells the hero that the house is a mostly-Suel house, based around Bampton and that it is specializing in exotics wares).

While traveling, Pandelington, is always on the look out to make a few extra coins from those he meets. Very outgoing and talkative, he always tries to interest those he talks with in his wares. He offers alchemist fires, oil, torches, acid, and any item you believe adventurers should have. Make sure the heroes don't leave without making a purchase.

The heroes may be able to purchase a few items from the merchant (only non-magical items under 30gp, maximum of 5 items of one type). He keeps most of his wares in his room. He

owns a portable hole that he hides in his thick blanket. He also own 4 scrolls and 2 potions of *cure light wounds* he is willing to sell at the DMG price.

APL2 (EL5)

☛ **Pandelington Veltuer**, male Oeridian Exp6, Appraise +9, Bluff +7, Craft (weaving) +8, Knowledge (geography) +8, Profession (merchant) +9, Profession (tailor) +6, Sense Motive +4

GELAN AND BREKNA: THE GUARDS

Gelan and Brekna are brother and sister. They are both Tenha (Flan) mercenaries who have just begun to hire themselves out. They make a living from it and currently work for Pandelington. They are down-to-earth people, but a little cowardly and have no interest in dying while fighting.

☛ **Gelan and Brekna**: Tenha, War1, hp 8 each.

THE INNKEEPER AND HIS WIFE

Deniland is a Suel/Oeridian man in his mid 30's. He makes his living by offering good meals and beds at a decent price. His wife is known for her cooking, so he never has to worry about pleasing those who stay here. He served in Lord Duncombe's armies during the Civil War and was the first man to discover the deaths at the inn. When the war ended, he left the army and returned here, re-opened the inn, and got married.

His wife Corinelia is a non-descript Oeridian woman in her 20's. She usually stays in the kitchen doing what she loves—cooking. She is easily embarrassed when complimented but takes pleasure in watching people enjoy her food. She was a refugee from the war when Deniland saved her from a pack of angry wolves. The two fell in love, got married, and have lived together since.

The pair has only one problem: they do not yet have children. Both are worshippers of Pelor and treat any priest of Pelor who come into their inn as a guest of honor, asking for his blessing.

☛ **Deniland**: male Suel/Oeridian, Rgr6, Profession (innkeeper) +5, AL NG

☛ **Corinelia:** female Oeridian, Com2, Craft (cook +5), AL NG

TROUBLESHOOTING: HEROES TURN BANDITS

If the heroes decide to waylay Pandelington, Gelan and Brekna immediately attempt to flee, abandoning the merchant to his own device. Pandelington does not pose any resistance once his guards have run away.

Treasure:

APL2: L: 50gp C: 50gp M: 0gp

ENCOUNTER 4: UNDEAD PATROLS

When the heroes get within two miles of the Selisnestor's home, the terrain begins to change. It slowly becomes more desolate. The first noticeable change is a lack of animals and then the plants become more ashen in color, eventually looking as if some strange blight has come to this land. The puddles of water smell foul. Make sure the place seems very creepy. Have fun.

Heroes who succeed at a Knowledge (the planes) or Bardic Knowledge check DC 15 find the area to apparently be filled with some kind of negative energy akin to the one found in the plane of shadow. There must be some kind of connection to that plane active nearby.

THE HOUSE

The house you see in the distance is a simple 2-story cottage whose only real distinction is the fact that it is the only habitation you have seen for miles. The vegetation here died a long time ago, giving way to a muddy field. The air has the foul smell common in swamps and the area is very desolate.

Ask for Spot checks DC 25 to notice that the soldiers patrolling the area move in "odd" patterns. If someone succeeds at the check, and warns the others, allow them to make a Knowledge (religion) check DC 11 to recognize the outer group as zombies.

Refer to Map 1 for an eagle-eye view of the area and the patrol zones.

THE ZOMBIE PATROL ZONE

Between 100 and 200 feet from the house is the zombie patrol zone. The zombies constantly crisscross the area and never leave it. Though there are no marks or physical lines, such as a fence, the zombies themselves do not leave the "donut" of their zone.

DM Note: It is possible for the heroes to sneak through the zombie zone: either by waiting for a moment when the zombies have passed, or when they are too far away. Another option is to destroy them using missile weapons.

The zombies travel in pairs of two so the heroes should be able to face only two or four at a time. Another group arrives every 2 rounds.

APL2 (EL4)

☛ **Human Zombie (8):** hp16 each, see Monster Manual p.265

Tactics: They're zombies... They stumble forward trying to kill.

Development: if any hero inquires about what may originally have killed the zombies, a Heal check DC 15 reveals they were hit by two small fangs. Knowledge (religion) checks DC 15 (the DC is raised because the wounds are not exactly fresh) reveals these are viper bites. The zombies wear tattered armor identifying them as members of the Lord's Fist.

THE SKELETON PATROL ZONE

Between 0 and 100 feet from the house is the skeleton patrol zone. The skeletons constantly crisscross the area. Unlike the zombies, the skeletons CAN leave their patrol zone, but never go beyond the zombie patrol zone. Although there is no demarcation, the zombies themselves do not leave the "donut" of their zone.

The skeletons are organized in two patrol groups that circle the house at opposing ends. The other group of skeletons arrives one turn after combat has started. They also wear heavy cloaks hiding their skeletal state. However once combat starts, they immediately begin moving and reveal their shape. Allow for a Knowledge (religion) check DC 11 to know more about skeletons.

The skeletons do not leave their patrol zone unless the heroes enter it. The skeletons do not enter the house.

DM Note: Due to the connection to the Plane of Shadow, all turn undead checks are made with a –2 penalty. This penalty only applies in the skeleton patrol zone.

APL2 (EL2)

☛ **Skeletons (6):** hp6 each, see Monster Manual p. 225.

Development: The skeletons wear tattered armor identifying them as members of Lord's Fist.

TROUBLESHOOTING: RUNNING THE GAUNTLET

It is possible that the heroes decide to simply try to outrun the skeletons and the zombies, they may. Proceed to Encounter 5: Inside the House and the locked door. Award them full experience for the encounter. It is very likely they end up fighting some of the skeletons.

Use of the *hide from undead* spell would work perfectly here.

TROUBLESHOOTING: FLEEING THE SCENE

Some heroes may decide to withdraw and rest. That is perfectly acceptable; the undead do not pursue outside of the patrol zones.

ENCOUNTER 5: INSIDE THE HOUSE

Once the heroes get to the door, they must keep the undead at bay while someone opens the locked door. All the shutters are closed and locked on both stories.

☛ **Good wooden doors and shutters:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 18, Lock DC 20, Disable Device DC 18 (shutters only).

THE SNAKE IN THE BASKET.

Once inside, the two servants of the house attempt to dissuade any intruders. They should have had time to prepare due to the noise from the undead outside.

They have taken up positions on the second level balcony overlooking the main lobby and make a surprise attack by dropping a bucket of Cottonmouths on the heroes. The snakes do not take damage from the fall (the servants have placed pillows at the bottom of the basket).

When the snakes are revealed, ask for a Knowledge (nature) check DC 12 to recognize the Fennelmore cottonmouths. They are a rather aggressive race of vipers found in this area.

APL2 (EL2)

☛ **Fennelmore Cottonmouths (2):** hp9 each, see Monster Manual p.281 (use Medium Viper Snake stats).


Development: The Cook and the Butler surrender without a fight once the snakes are defeated or if they are threatened. They were simply following orders from Master Selinestor.

If the heroes extract information from them (through use of Bluff, Diplomacy, Intimidation, promising them their freedom, or *charm*-style magic), either can reveal the following information.

- They can give the heroes a layout of the house. However, they believe the study IS the laboratory
- The master is in his laboratory with his “new mentor”.
- Neither of them has seen the mentor. The master speaks highly of the man.
- They warn the heroes about disturbing the master.
- They also warn the heroes that the master's raven familiar, Singer, is quite unpleasant and tends to be vulgar and abusive.
- They only see Singer and leave all the master's meals in front of the study door.
- They rarely see the master anymore, only Singer who comes to give them the master's orders
- They don't like Singer, but won't do anything against him.

- They don't acknowledge the zombies and skeletons outside as anything other than "the guards" (who do not attack them).

After talking to them, the heroes should get an idea that these men have been charmed and dominated repeatedly by their master to such a degree that their will power has been affected. They are effectively robots who do exactly as the master and Singer say.

 **Cook and Butler:** male Oeridian Expl; hp 8 each

EXPLORING THE HOUSE (MAIN FLOOR)

Refer to Map 1 for an eagle-eye view of the house.

A: Grand Lobby

This entrance is where most guests are greeted. From this room are doors leading to the dining room, kitchen, parlor, and the servants' rooms. There is also a stairway leading up to the second floor.

B: Kitchen

This is where the meals are prepared for the master and his servants. Besides the usual utensils, there appears to be enough foodstuffs stored to last a month.

C: Dining Room

This room contains a large table with seating for six. In a side buffet are some pewter place settings.

D: Parlor

This room contains two comfortable chairs and a large sofa for meeting with guest. The bar has a fine collection of various liquors and wines, including:

- 3 bottles of Elven Wine from Celene
- 2 bottles of the Yarne Special reserve
- 1 bottle of Urnstian Gold Ribbon Brandy (the Lord Vintner's personal reserve)
- 1 pint bottle of Blackmoor Brandy (there is a "For men only: drink with caution" label that appears below a powerful-looking dwarf)

DM Note: Blackmoor Brandy is illegal to sell in most civilized countries (including the County of Urnst) and it may cause death or blindness (300-proof alcohol). Anyone drinking this must make a Fortitude Save DC 15 or go blind for 1TU. They also receive the "Drank the Blackmoor Brandy" AR Reward. The blindness is immediate.

Anyone who succeeds at a Knowledge (local: (any)), or any alcohol-related Profession or Bardic Knowledge check DC 10, informs the hero of the fact that it is illegal in the County of Urnst. The same check at DC 15 informs the hero that many people who have drunk Blackmoor Brandy have gone blind.

E & F: Servants Rooms

These two rooms contain the personal belongings of the servants. Normal clothing and various knickknacks can be found.

EXPLORING THE HOUSE (FIRST FLOOR)

G & H: Guest Bedrooms

These two rooms have been made up for any guest who may be staying at the house. From the amount of dust covering everything, they haven't been used in the past year.

I: Selinestor's Bedroom

This is Selinestor's bedchamber. Looking through this room will reveal that this man did not care for style but for the practical. There are a few sets of traveling garb and some other personal items, but nothing of value.

J: Study

Within this room are various books detailing the environment of the Plane of Shadow; many books of legend; and thick volumes on the nature of death, life, and time.

With a Search check DC 12, the heroes find Selinestor's journal. Give them Player handout 1: Excerpts from Selinestor's journal. When the heroes read the name Malachite, call for the check in the Adventure Background.

A secret passage lies behind the bookcase in the study (Search check DC 21). This passage leads down to the laboratory in the basement of

this house. Proceed to Encounter 6: Terror in the Lab, when the heroes open the door.

ENCOUNTER 6: TERROR IN THE LAB

The heroes have found the entrance to Selinestor's laboratory. Refer to Map 2. Don't be afraid to play with the heroes' nerves. This encounter should terrify them.

As you open the door, air rushes out of the newly-revealed staircase. It smells of candle wax and ozone. The air fills with static making you shudder. Arcane words of power are being spoken down there. You feel them pulse with power as the static charges.

When the heroes decide to head downstairs, continue.

The stone stairs seem to have been carved using magic and the walls are unnaturally smooth. The arcane winds keep shifting as you proceed forward.

After following the passageway down about 50 feet, it turns and opens up into a large room, about 35x20ft.

The tingle of magic and a faint smell of sulfur reach your nostrils. The room beyond is lit by the red glow of an eldritch circle etched on the floor. Lightning arcs crackle in the air.

Seated in front of you is a well-dressed man with the Staff in his lap. The skin on his face and hands is pulled tight over the bones and muscles. The eyes are black pits that stare at you from across the room.

Another gaunt figure stands with his back to you. It is wearing wizardly robes and its long, once elegant hands, are skeletal. It is obviously undead in origin.

With an unearthly voice, the figure speaks in a sardonic tone, "Impetuous fool, unworthy maggot. Did you really believe you could fool me old man?" The corpse spits across the arcane energy, "Frail human, Selinestor. You ruined my plan by informing the Knights. Did you really expect I would not know? Do you think I am a

fool? Now my apparatuses are no more, destroyed by these cursed adventurers."

"Just like you did to me, I gave you a flawed ritual... Enjoy death, for undeath will not come for you."

When the heroes first see Malachite, call for the check in the Adventure Background. Then, every hero has to make a Will save DC 16 or be paralyzed with fear. For every hero who made the save, go around the table once and ask what they are doing. Emphasize that attacking Malachite is NOT a good idea.

Malachite walks up to the dying wizard and takes a bright gem and the spell book from his corpse before *greater teleporting* away, laughing.

If the heroes interrupt Malachite or prevent him from leaving (heroes are a surprisingly creative bunch), he casts a *finger of death* spell on them the hero who dared to attack him (Fort save DC 23) before leaving. (Ouch)

The corpse is Selinestor. His attempt at becoming a Lich has failed due to Malachite's flawed ritual. The ritual he was attempting was the cause of the arcane winds. Though he looks like a lich, Selinestor is simply dead.

Looking around the room, the heroes find a once well-kept laboratory. Dead bodies (of the servants) have been shackled to walls and operated on. The room is quite disgusting. However a *permanent prestidigitation* spell keeps the places smelling fresh.

ANGRY IMP

Singer, the former familiar, saw and felt his master's death. He decides to try and destroy the heroes before they can loot HIS stuff (he feels quite possessive about all of Selinestor's possessions).

Singer used to be a lot more powerful but the death of his master has left him significantly weaker (as a normal imp), something he does not appreciate very much. Note that Singer was *gated* in and not summoned.

“You... you all have ruined my plans! You will die at my hands! Curse on all of you” says a shrill, high-pitched voice.

Singer gets an attack off from invisible and start combat. Roll initiative.

APL2 (EL2)

☛ **Singer:** Imp, hp13, see Monster Manual p. 56.

Tactics: Singer uses his *invisibility* to maximum effect. He targets those with lower AC first, and those who may be most affected by his poison. He fights to the death without surrendering or asking for mercy.

Development: the heroes can find in the room Singer’s own journal, written in Infernal (Player handout 2: Excerpts from Singer’s journal). They can take the Baronial Staff from Selinestor’s cold, dead hands, without problem.

If the heroes bring back Selinestor’s body to Geralenn, his soul refuses to return to life.

CONCLUSION

The heroes’ return trip back to Geralenn is uneventful. If the heroes have returned within a week (remember it takes two days travel to get there or back), proceed to “The heroes return within a week”. Otherwise, proceed to “More than a week”.

THE HEROES RETURN WITHIN A WEEK

You present yourselves at the doors of Geralenn and you are immediately told to follow the sergeant-at-arms. An escort forms around you as you are escorted to the Constable’s office in the keep.

As you enter, Melinaria rises. Her voice is filled with anticipation, “Did you bring back the Staff?”

Once she gets the Staff, she visibly relaxes. “Thank you. May Pelor light your days.”

Melinaria asks for the return of any of her former master’s belonging. She turns over all dangerous texts to the Obsidian Conclave for further study. The heroes have earned the “Favor of Melinaria Gellor” AR Reward.

Treasure: For returning the Baronial Staff to Geralenn on time (Melinaria’s bounty)

APL2: L: Ogp C: 100gp M: Ogp

For bringing proof Selinestor is guilty of the Crossroads Inn massacre.

APL2: L: Ogp C: 50gp M: Ogp

As a payment by the Obsidian Conclave for the content of the library

APL2: L: Ogp C: 200gp M: Ogp

When the Baron returns a few days later, Melinaria invites you to a feast. Though you are not important enough to meet with the Baron, you are treated to a sumptuous meal.

It seems that adventure did not even turn a corner, it just charged right into you! Enjoy a good night’s rest. It may charge again tomorrow...

Proceed to AR Rewards.

MORE THAN A WEEK

You present yourselves at the doors of Geralenn and you are immediately told to follow the sergeant-at-arms. An escort forms around you as you are escorted to the Constable’s office in the keep.

As you enter, Melinaria rises, she looks unhappy. “Did you bring back the Staff?”

Once she gets the Staff, she visibly relaxes. “Thank you. Rest for tonight, but you have guard duty in the morning.”

Melinaria asks for the return of any of her former master’s belonging. She turns over all dangerous texts to the Obsidian Conclave for further study. The heroes have earned the “Disfavor of Melinaria Gellor” AR Reward.

Treasure: For bringing proof of the man guilty of the Crossroads Inn massacre.

APL2: L: Ogp C: 50gp M: Ogp

As a payment by the Obsidian Conclave for the content of the library

APL2: L: Ogp C: 200gp M: Ogp

It seems that adventure didn't even turn a corner, it just charged right into you! Enjoy a good night's rest. It may charge again tomorrow...

Proceed to Legal Problems.

LEGAL PROBLEMS

If the heroes waylaid Pandelington the merchant, they end up in prison at the end of the adventure. They will be found out and pay the appropriate penalties:

- 4 TUs and loss of all material wealth for banditry.
- 24 TUs for each death caused in such a robbery.

Proceed to AR Rewards.

AR REWARDS

Heroes who drank and failed the saving throw for the Blackmoor Brandy receive the "Blind" AR Reward. The hero **MUST** either spend the TU now or pay for the spell at the end of this adventure.

Heroes who returned in time receive the "Favor of Melinaria Gellor" AR Reward.

Heroes who did not return in time receive the "Disfavor of Melinaria Gellor" AR Reward.

Heroes who are members of the Obsidian Conclave gain access to "Selinestor's Library" AR Reward. Note that heroes must still cross off 2 fields of knowledge, even if they do not belong to the Conclave. However, this favor can be redeemed at a later time.

Heroes who attacked Pandelington Veltuer receive the "Banditry" AR Reward.

Heroes who **KILL** Pandelington Veltuer are executed for murdering a nobleman.

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 2: We're just passing through

Defeating the goblins

APL 2 60 XP

Encounter 4: Undead Patrols

Defeating or sneaking through the zombies

APL 2 120 XP

Defeating the skeletons

APL 2 60 XP

Encounter 5: Inside the house

Defeating the snakes

APL 2 60 XP

Encounter 6: Terror in the Lab

Defeating Singer

APL 2 60 XP

Story Award

Bringing the staff on time

APL 2 90 XP

Total possible experience:

APL 2 450 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted

off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 2: We're just passing through

APL2: L: 20gp C: 80gp M: 0gp

Encounter 3: A night at the Inn

APL2: L: 50gp C: 50gp M: 0gp

Conclusion

For returning the Baronial Staff to Geralenn on-time (Melinaria's bounty)

APL2: L: 0gp C: 100gp M: 0gp

For bringing proof of the man guilty of the Crossroads Inn massacre.

APL2: L: 0gp C: 50gp M: 0gp

As a payment by the Obsidian Conclave for the content of the library

APL2: L: 0gp C: 200gp M: 0gp

Total Possible Treasure

APL 2: Total: 450gp

ITEMS FOR THE ADVENTURE RECORD

☛ **Blind!** You drank the Blackmoor Brandy and have turned blind. Luckily, you recover after a few days. You must spend 1 TU to recover your sight or pay for a *cure blindness* spell.

☛ **Selinestor's library:** Members of the Obsidian Conclave only may spend 1 TU studying Selinestor's library. This allows you to gain one of the following benefits (chose one and cross off the others):

Used AR: _____

- *Ancient legends:* +2 competence bonus to any skill check dealing with ancient legends of the Oeridian people.
- *Modern mages:* +2 competence bonus to any skill check to find or locate any wizards or scholar.
- *Shadow magic:* you can re-roll any skill check dealing with the Plane of Shadow and its creatures OR spells with the shadow descriptor.

☛ **Favor of Melinaria Gellor:** The constable of Geralenn feels she owes you one. This counts as an influence point. Cross off once used.

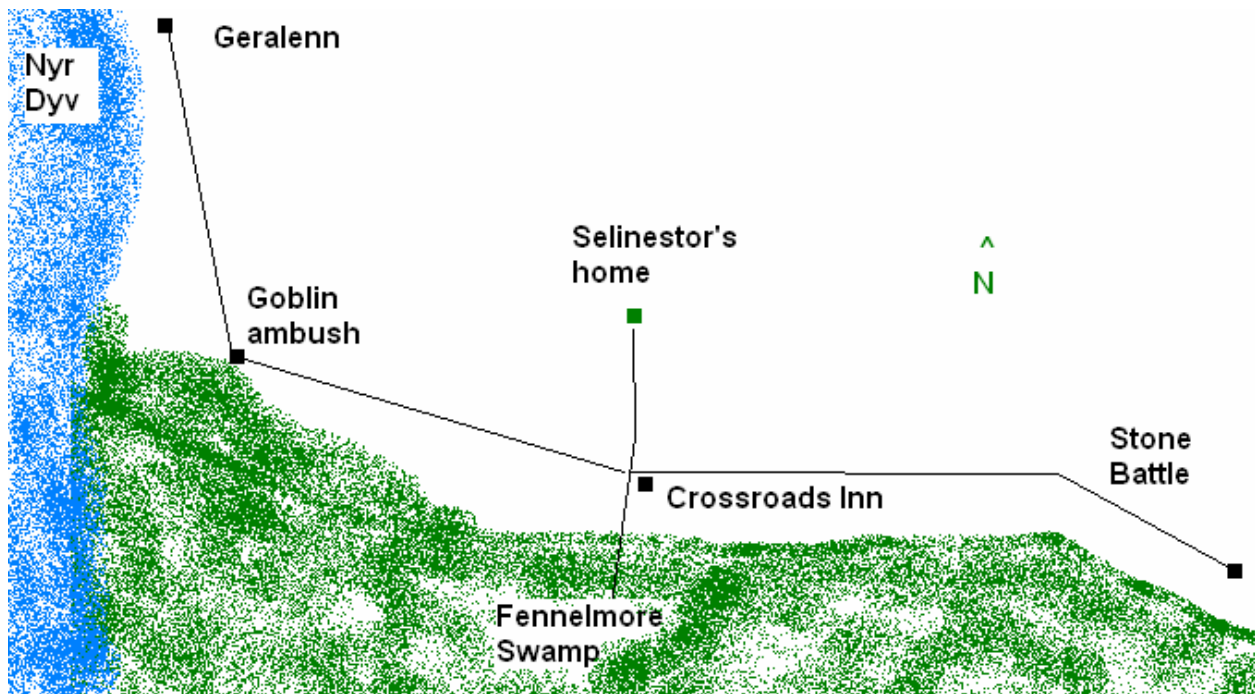
☛ **Disfavor of Melinaria Gellor:** The constable of Geralenn is angry with you. This counts as an infamy point. You can not gain any further influence points with Melinaria, cannot join House Gellor and you may not advance in or join the army until you have cancelled this point using an influence point from the Gellor Family or 2 points with other families.

☛ **Banditry:** You attacked a merchant of House Veltuer. You are sentenced to __TUs in jail. If you

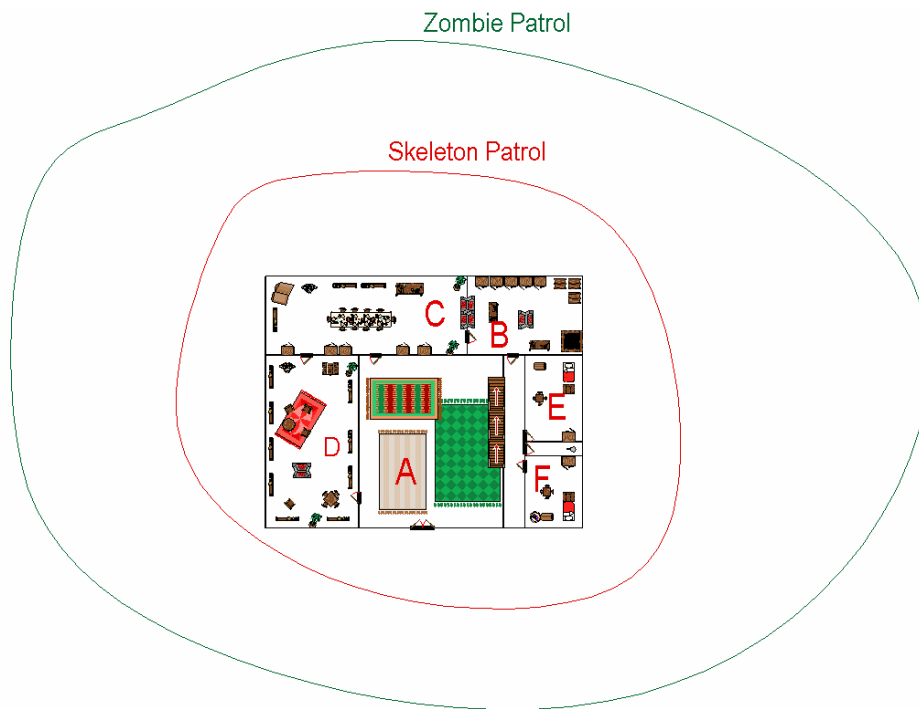
do not pay upkeep for that time, you begin your next adventure fatigued and with a 2 points of damage to your Str and Con.

APPENDIX 1: DM MAPS

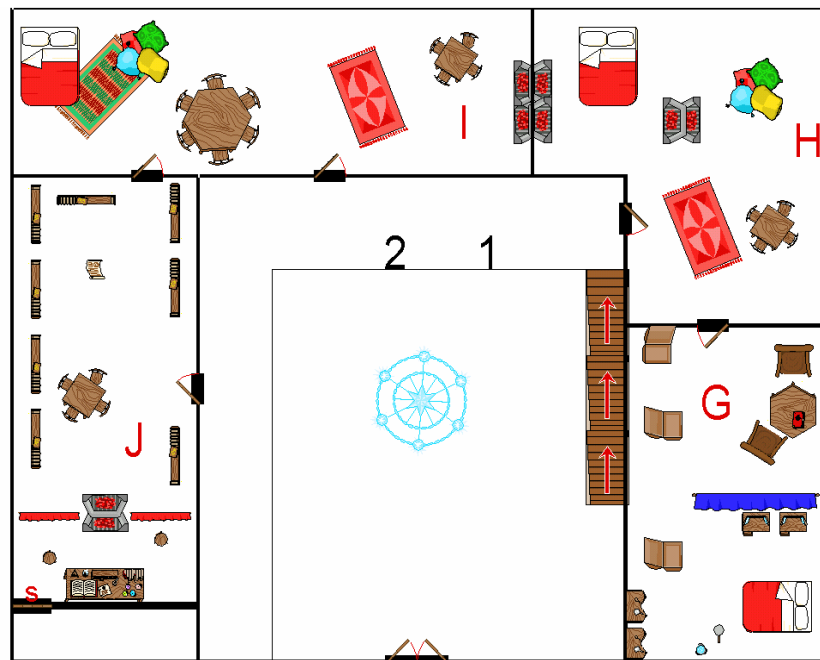
MAP 1: OVERLAND MAP



MAP 2: EXTERIOR AND 1ST FLOOR



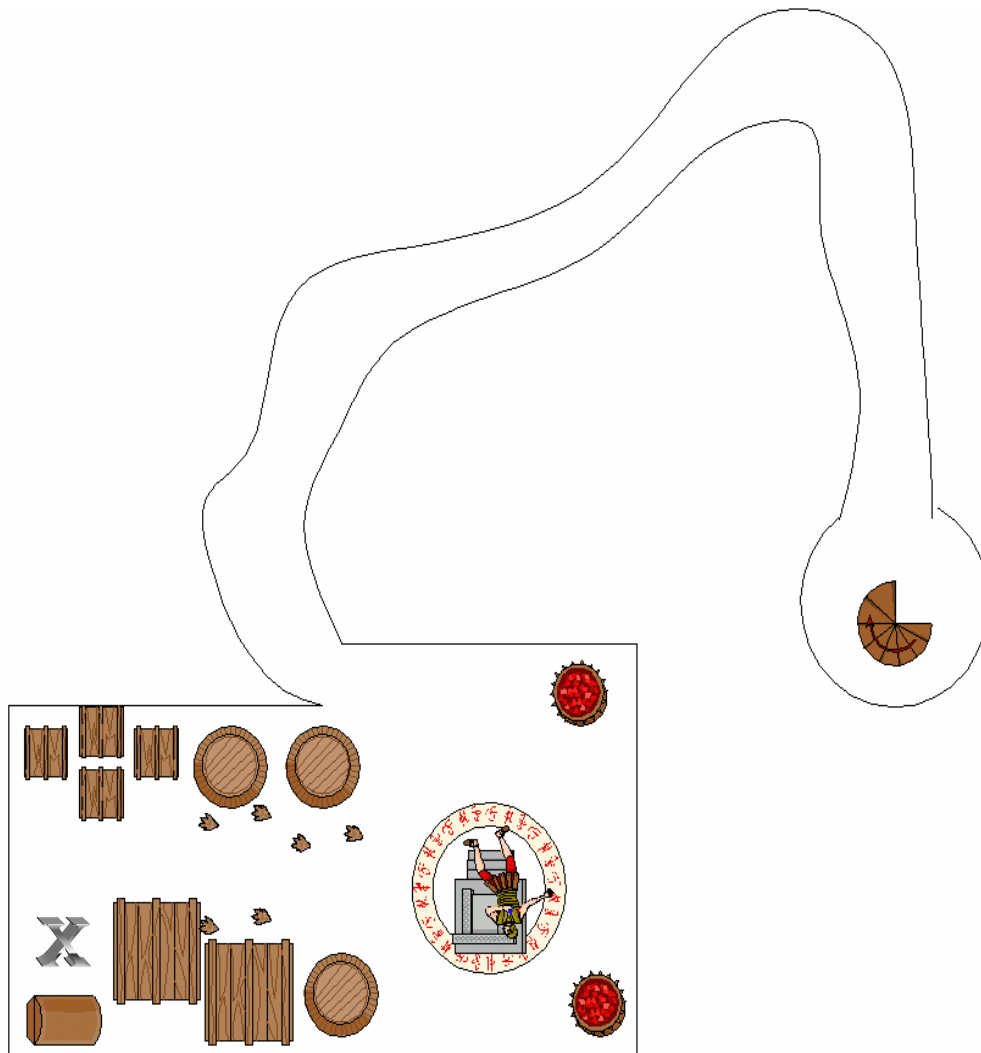
Mansion Level 2 DMs Map



MAP 3: THE LABORATORY

X: marks Singer's initial position as the heroes arrive

The body is where Selinestor lies.



PLAYER HANDOUT 0: COUNTY HERALDRY



Shield 1: County of Urnst



Shield 2: House Gellor

PLAYER HANDOUT 1: EXCERPTS FROM SELINESTOR'S JOURNAL

12 Coldeven 592CY

Singer came up with the perfect solution to my problem: the City of Greyhawk certainly has what I need. The Great Library there must have some clue to the secrets of immortality. It has to. Without traveling to the Baklunish west, I know there is nothing of interest in Nyrond, the Pale or even the former Great Kingdom.

I heard the Baklunish had a formula for such a thing, some sort of mystical quest. But I don't have time to finish any more quests.

18 Coldeven 592CY

Singer is dead! Poor little raven was killed by something from the Swamp. I felt his death as a sharp pain.

2 Ready'reat 592CY

Received a letter from Eastfair containing the formula I so desperately sought. I paid over 50 thousand gold nobles for it. If it works, it will be worth every copper.

4 Ready'reat 592CY

The formula doesn't work! That rat sold me an incomplete ritual. I need to find another source for components and materials. I will no longer trust sources in Eastfair, thieves and bandits all of them! I doubt the Obsidian Conclave would approve of my research. Where else?

20 Sunsebb 592CY

Received a letter from a fellow wizard who is researching the secrets of immortality... It seems he has found parts of the steps. He has sent me modified versions of the animate dead spell. I am not really interested in playing with the undead.

22 Coldeven 593CY

Summoned a new familiar, it arrived quickly and is highly intelligent. This new Singer seems much more aware than the previous one. He has already been through most of my spellbooks.

23 Coldeven 593CY

The arthritis is killing me... I could barely make the gestures to have my mage hand write this. Singer has been finding some possible improvements on some of the necromantic rituals I received last year.

26 Flocktime 593CY

HE HAS COME HERE! I've met him in person. The man who sent me the notebooks oh... Two years ago? My memory is bad. Lucky for me, Singer is here.

His name is Malachite. He spent but a few short hours with me. And he already taught me so much. I was both repulsed and attracted to his lichdom. He gave me a number of journals he kept and the things he's seen... I haven't slept in 3 days. Singer says that it would be best to work with Malachite so we can obtain all the secrets.

4 Reaping 593CY

Cursed be that cloud that prevents teleportation that binds the County. I want to see Malachite, but I'm stuck here... I feel like a rat in a cage. I told the servants to keep everyone away. A group of soldiers came trying to commandeer my house. Fools! Now they patrol the outside of my residence.

6 Needfest 593CY

Singer reckons the dimension lock cloud is a means to show my dedication. So this morning I went to the inn and killed everyone there, animated them and brought them back to my place. Singer recommended charming the servants. He is quite insightful. Where would I be without him?

3 Fireseek 594CY

Some of the servant complained today, they can't do anything right. Oh and the pains have grown so bad. I don't have time to deal with them. Singer is right, they should be dealt with. For those rebellious spirits need to be channeled in a positive fashion. I brought them to my lab and experimented on them. As I examined my failures to give them immortality, Singer said it was most likely because I needed better quality subject. He pointed out one of Malachite's notebooks.

Of course! The answer has always been right there! How could I be so blind! Malachite has already done it.

2 Flocktime 596CY

Thirty months of work and my circle is finally complete! I haven't seen the time go by. Most of the servants are gone. It seems they simply left. I don't care, the portal is nearly done

7 Flocktime 596CY

Master Malachite has returned. He has given me plans for some strange apparatus. Strange. He says it will be powered by the power of Nerull himself! When the apparatus is completed, he will give me the full ritual, with the divine blessing of Nerull. I can not fail now. Immortality is within my grasp.

18 Flocktime 596CY

Singer was quite happy today. It is Walpurgis... the Dark Night. Master Malachite appeared and opened a gate to a foul, foul plane. He said that Nerull lived beyond. Vile undead things came and took the three apparatuses to that plane of death and despair.

[One week ago]

That's it. I have it now. Master Malachite will be here shortly to give me the final piece of the puzzle. I'll soon be immortal!

[Two days ago]

Master Malachite has arrived. He sent me to GERALENN to fetch him two last items The Baronial Staff of Justice and a gem of brightness. He explained to me that the Baronial Staff has some special magical properties that can chase away the powers of time.

[This morning]

Master Malachite will assist me in my ascension as he calls it. Singer has begun to voice concern about Master Malachite's goals. But I have no choice; the pains are getting consistently worse. Everything is ready. I only need to wait for the Master. Oh, the waiting is the worst.

PLAYER HANDOUT 2: EXCERPTS FROM SINGER'S JOURNAL

20 Coldeven 593CY

Passed the great gates and onto the land of the Mortals. Let's see what sort of mischief we can cause. I must act quickly before my superiors notice my departure and call me back.

22 Coldeven 593CY

As I was passing by this house, I felt the summons of a wizard trying to call a familiar. So I swiftly disposed of the raven and took its place. The old fool has no idea, and has called me Singer. He has a lot of spellbooks. Being a familiar is fun; the old geezer has granted me additional powers. I must make sure he does not die. He has been researching on immortality. Some of the books have the potential to contain the ritual of Lichdom. That would be great.

23 Coldeven 593CY

This morning I sprinkled some herbs I found on his food. This will make his pains even worse. Mortals are easier to fool when pain strikes them. I used the opportunity to show him the notebooks. He responds well to stimulation.

26 Flocktime 593CY

I arranged for the old geezer to meet with this powerful lich. This should make him even more pliable. With some prodding, I have kept him awake for days. He is now actively seeking lichdom. Perfect.

4 Reaping 593CY

Soldiers came. I had the old geezer turn them into zombies. The best part is, he didn't argue and simply obeyed.

5 Needfest 593CY

I told the geezer he needed to dedicate himself fully to his pursuit and the best way to do so is to work with real bodies... He said he'll procure some.

7 Needfest 593CY

He has done it! 12 people in one go. Oh the joy! He is coming along just fine.

2 Needfest 594CY

The old man is still working on this circle through which I know we will be able to contact allies on other planes.

7 Flocktime 596CY

That damned old fool. He now calls Malachite "Master". I am the master here. He is my puppet. I brought him on the path he is on. ME! And this decrepit beast will get all the credit.

18 Flocktime 596CY

Malachite came this morning to get his apparatuses... But I have sabotaged them! I made sure the local knights knew he was up to something. Soon they will travel the land looking for what he is doing.

[This morning]

My only hope is that Malachite told the old fart the truth about the ritual, but I seriously doubt it. The lich is much more intelligent and aware than the old fool. I'll make sure to hide when they perform the ritual.