

SND4-02

# Whispers in the Dark

## A One-Round D&D LIVING GREYHAWK® Sunndi Regional Adventure

Version 1.0

by Sebastiaan Heukels

**Editor:** Pieter Sleijpen

**Circle Reviewer:** Creighton Broadhurst

**Playtesters:** Erno Sornbroek, Kim Mooiweer, Koos Gadellaa, Ralf Zuiderhoek,  
Vincent van der Bijl, Ward van Oosterum

It's only a few more days to go before Wiccrhys and all of Pitchfield is in preparation for this feast. Hurrying back to be there on time, you must travel those last few miles from Axebjerg to Pitchfield: a journey that will take you past and sometimes through the Silent Valley. But on this journey back, it doesn't take you long to notice that the Silent Valley isn't so silent anymore. Can you find out what's happening? A scenario for APL 2 to 12.

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit [www.wizards.com/d20](http://www.wizards.com/d20)

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

## Introduction

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

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 Website, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

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

### Preparation

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

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

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

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

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

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

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

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

### Scoring

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

## LIVING GREYHAWK Levels of Play

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

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

- 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 PCs, add one to that average.

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

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four, or sometimes even five 1<sup>st</sup>-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

- Attempt to create a table of six 1<sup>st</sup>-level characters, or try to enlist higher-level characters to play at that table.
- Advise characters to buy riding dogs to help protect

considered trained to attack. PCs who want their dogs to attack must succeed at a DC 10 Handle Animal or Charisma check. Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

## Time Units and Upkeep

This is a standard One-round Regional adventure, set in Sunndi. Characters native to Sunndi pay one Time Unit per round, all others pay two 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.

## Adventure Background

The history of the Silent Valley is a bloody one. Many a battle and skirmish has been fought between the defenders of Rieuwood or Sunndi and foreign invaders from the north. The most recent of these battles was the Battle of Rieuwood, which ended the long war of attrition that started five years before when Herzog Chelore of the Great Kingdom crossed the Greyflood River in 577 CY. It was here at this place that the much smaller army of Commandant Osson and his allies of Sunndian guerrilla forces humiliated the Glorioles Army of the Great Kingdom. In honor of this victory and in remembrance to those who gave their life the Mourning Tower, a 40 ft. tall obsidian tower, was built at the spot where Herzog Chelore overlooked the battlefield.

When the tower was built, using ancient magic that some people thought had been lost a long time ago, strange effects started to appear. The tower became a focal point of some sort, causing all that enter the Valley to be overcome by a deep melancholy. Rumors of ghosts appearing at night and of strange sounds in the distance abound, and no creature readily travels through the valley. Even the animals steer clear of the Silent Valley.

These strange phenomena prompted a revival of interest in old stories: ancient myths so old that even the elves have forgotten much and which had been ignored for a long time. Legends tell that the valley was once a center of learning where the Flan citizens of the kingdom of famous queen Ehlissa learned much of their magic under tutelage of the local grey elves. According to myths one of the many towers that dotted the place stood right where the Mourning Tower stands now. Which might be true, since the Mourning Tower was built on the foundations of an ancient ruin, which had provided a

	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

them, and fight for them. All riding dogs are

base for the Glorioles Army leaders during the Battle of Rieuwood. Weirder is that nobody seems to remember who suggested the idea to built the tower in the first place or who actually built it. It makes one wonder why the tower was built and whether it is the cause of the haunting valley or that that is just coincidence...

## Adventure Summary

Months before the adventure really starts, a priest of Nerull, by the name of Torlanden, and a member of the Bleak Academy, came to the Silent Valley located far in the northern part of the Rieuwood to investigate the Mourning Tower that stands there and it's apparent ties with the strange hauntings.

One of Torlanden' first discoveries was an ancient and well-hidden shrine dedicated to his own deity Nerull, which apparently was part of an old university dedicated to the study of the arts of necromancy. In this shrine Torlanden uncovered ancient knowledge about the valley and the old Flan tower that stood here so long ago. Knowledge he used to amplify his own magic, and through it, his control over the ghosts of the Valley. Armed with this knowledge, he became convinced, there is some kind of artifact buried within the Valley and he proceeded with his investigations even more fanatically then before.

In his haste though he became careless. Responding to the increased hauntings and disappearances, three men came to investigate. A ranger by the name of Tavann, Relg the Barbarian, and lastly a druid named Lihranthin. The three adventures tracked Torlanden down and forced him to take the necessary measures. While Torlanden was victorious, he realized he had drawn too much attention to himself, and at the start of the scenario he has decided to return to the Bleak Academy in the Vast Swamp to secure his findings before other stronger adventurers can confront and perhaps defeat him.

He left his pupil Taurgern behind to guard the shrine, which formed the focus for Torlanden' increased magical might: a focus that bound the local souls to this world, angering them, but at the same time preventing them from attacking Taurgern and Torlanden.

Can the PCs break the chains that bind the spirits of the Valley? Will they learn about the unknown peril within the Valley? Or will they fail like the three adventurers that went before them?

**Introduction:** The adventure starts with the PCs on the road from Axebjerg to Pitchfield. The reasons for them to be on this road can be manifold and is ultimately up to the individual player.

**Encounter 1 [A Haunting Cry]:** The PCs have nearly left the Silent Valley when they suddenly hear the haunting cry of a wolf. Since there are no animals within the Valley this is likely to draw their attention. When they investigate the sound, they will discover an unconscious half-orc warrior. Though they do not know it yet, it is Relg, one of the missing three adventurers. Relg is locked in a nightmare-filled sleep, and it's now up to the adventurers to find the meaning behind Relg's delirious warnings.

**Encounter 2 [Recognition]:** Traveling further down the road they pass through Tem'Sethental where the villagers will recognize the man they are carrying, or if they did not take Relg with them, will besiege them for aid. The villagers will advise the PCs to go to the Monastery of the Caretakers. There they can hopefully find more information.

**Encounter 3 [When Night Falls]:** The Silent Valley is no longer as safe as it used to be, and in the middle of the night undead creatures ambush the party. If the PCs have Relg with them, the undead somehow seem to focus on killing Relg, though they will attack anybody else that prevent them from doing so.

**Encounter 4 [Safety in Mourning]:** The remainder of the journey to the Monastery is uneventful and they will reach the place without further problems. The Caretakers will welcome the PCs into the Monastery and they will try to answer the questions of the PCs.

Once informed about the problems in the Valley, the caretakers inform the adventurers that they are also missing a group of pilgrims who left for the Mourning Tower not so long ago. They request that the adventurers go to the Mourning Tower, in the hopes of finding out what happened to these pilgrims.

If the PCs had Relg with them, the clerics manage to revive him enough him to talk a bit. He will give the PCs some information that might aid them greatly in their quest.

**Encounter 5 [A Place of Mourning]:** At the Mourning Tower, they find several gruesome clues and, if they stay the night, they encounter an ancient ghost who tells them of an unholy presence in the valley. This ancient ghost has bidden others in the valley to guide the adventurers towards this unholy place.

**Encounter 6 [A Trail of Souls]:** Once the PCs have gained the aid of the ancient ghost, more ghosts start to manifest. They form a trail of souls that will take the PCs to the heart of the problem. But a traitor is among them and the party will have to defeat this imposter and resume the trail.

**Encounter 7 [Signs of Darkness]:** Finally, they arrive at a darkened cave where they find the underground lair

of the priest of Nerull. Yet the priest is gone and the adventurers find naught but several fiends and the priest's cohort, the wizard Taugern.

**Conclusion:** After having defeated Taugern, they will find what prevents the souls from remaining restful. Once destroyed, peace returns to the valley, and Torlanden will lose some power. The Caretakers and the villagers will reward the PCs, but they will remain worried. The real culprit has disappeared with several old texts and items. Will he return? What can he do with the knowledge he found?

## Meta-Organization Membership Benefits

At the start of running this adventure, check whether the PCs are members of one of the following meta-organizations (either as lay or full member): (1) The Established Church of Pelor, (2) The Samryntar (dwur faiths) and (3) The Elastrair (olven faiths). The Caretakers consists of members of these three groups. As such members of the three mentioned organizations will have easier access to divine spellcasting then described in then document Divine Spellcasting in Sunndi (For more details, see [http://sunndi.blackstar.nl/policies/divine\\_spellcasting.html](http://sunndi.blackstar.nl/policies/divine_spellcasting.html)). This goes into effect as soon as the PCs have visited the Monastery of the Caretakers and gave the Caretakers information on their quest.

Members will not need to spend any favor or TU for access for 5th to 7th level clerical spells. They don't have to make a donation to the Church in question for receiving the spell, though they still have to pay the full price for any components (which can be further reduced by using favors). Further benefits of membership will be discussed on several places in the scenario.

At the end of the scenario, members will also gain an extra-reward. Note that to get this reward, they must have joined the above-mentioned organizations before this adventure.

## Introduction

The adventure starts as the group of adventurers travel from Axebjerg to Pitchfield. Why they are on this road is up to the individual player, but you can always offer a few suggestions. Axebjerg is a small border village, more a fortress than an actual village. It is also still under construction and as such traffic between Axebjerg and Pitchfield is heavy. The town is always looking for supplies, and the caravans who bring them for guards or specialists for one job or another in the army. Axebjerg itself has nothing to trade and there is little work for a

guard on the way back. Other options would be PCs who have visited a friend, worked at the construction site or were on their way from Ahlissa into Sunndi. Fact is, that there is safety in numbers, so when the PCs met each other, they decided to travel together and by the time the adventure starts, they have been together for a couple of days.

The road from Axebjerg to Pitchfield goes mainly through the northern parts of Rieuwood. A large part of this route is through the Silent Valley, about which more information can be found at Appendix 7. Most of the PCs will be aware of the particulars of the valley since they had to traverse it to get to Axebjerg in the first place. So before you start with the actual scenario, summarize the appendix for the players and allow them to ask a few questions. Before you start, you should also check whether any elf, druid or animal in the group is affected by the valley's melancholy.

The weather has been good for traveling up until now. The sky is clear, but for Sunndian standards it is relatively cold, especially at night. Evening and morning fogs and rain showers are pretty common and it is clear that the wet season will start in earnest soon.

NOTE: Today is the 11<sup>th</sup> of Patchwall (Brightleaf by the Olven Calendar). The 18<sup>th</sup> will be a holiday called Wiccrhys (All Hallow's Eve), which occurs on a full moon. The moon is at 3/4<sup>th</sup> when the story starts. The Wiccrhys holiday is the time the barrier between the land of the living and the land of the dead are the weakest. It is the feast that people remember those that have died. Due to the valley's nature few people dare to enter it during Wiccrhys in fear of landing within a virtual army of ghosts. In reality though, sightings of ghosts has not been more or less common at this time of they year as at any other time.

## Encounter 1: A haunting Cry

Once the players have introduced their characters to each other, and are out of questions concerning the Valley, read out loud the text below.

*You started out early this morning, setting off shortly after sunrise to get the most out of your day. Not only that, but you feel ill at ease traveling through the Silent Valley, especially with Wiccrhys so near, so you are anxious to reach the village Tem'Sethental at the other side of the Valley.*

*The Silent Valley is just that: silent. In a normal forest you will hear birds and various other creatures, yet with the current lack of wind, you do not even hear the*

*rustling of leaves in this valley. The fog that covers the valley as a white blanket doesn't do much to rest your nerves either. There is an almost palpable feeling of melancholy within the valley and the fog seems to amplify it and the silence.*

*The first hour passes uneventfully as you make your way down the road. The journey is rather monotonous, one straight pine tree after another appearing out of the dense fog—first as dark shadows and then gaining color as you get closer. The ground is rocky, though even, and covered with yellow grass and a few shrubs, mostly honeysuckles that grow in such abundance in this valley. Due to the fog everything is wet and it doesn't take long for you to start hoping Pelor would burn the fog away soon. Until now though no such luck.*

*Suddenly, the peace is disturbed by the cry of a wolf further down the road. The sound seems to travel up your spine and raise the hairs on your neck. No sounds follow this one, single cry of despair.*

The players will eventually move forward to investigate. If any start casting spells at this time, let them do so. Do not let the players know that the situation is completely safe and if possible, encourage them to think that they are going to be attacked by something.

*Moving forward slowly, you come upon the sight of a body sprawled out on the ground in the middle of the road. It lies there silently, unmoving, faced away from you.*

*Upon closer examination, you discover the body to be a half-orc. Furthermore, he is still alive! His breathing seems strenuous, but regular. His forehead seems to have broken out in a sweat and it's obvious that he has a fever.*

Characters investigating the scene will need to make a DC 15 Survival check. If successful the character sees that there are no signs of combat here, but that the half-orc stumbled, or more likely was dragged, out of the woods to the left about 4 hours before dawn and collapsed at this place. There are no signs of wolf tracks however, which will probably leave the characters wondering what kind of wolf made the howl. Following the half-orc's tracks is possible, though they become too hard to follow after half an hour walking. A DC 15 Knowledge (The Splintered Sun) check shows that the tracks come from the direction of the Monastery of the Caretakers.

**Creature:** The half-orc lying on the ground is wearing studded leather armor, and is armed with a longbow, a filled quiver and a short sword and dagger in

his belt. On his back he is carrying an empty scabbard for a great ax.

The half-orc lying on the ground is stabilized at –4 and has come down with a fever. Healing him will increase his hit points (max 8 due to Constitution draining effects). At a first glance he has no visible wounds. Upon closer inspection a DC 15 Search or Heal check will let them note several purple-black marks, which a DC 15 Knowledge (religion) or a DC 20 Knowledge (arcana) check will reveal as the wounds left by the touch of undead or necromantic magic.

A DC 25 Heal check will show that his Constitution has been drained significantly due to poison and that he has 0 wisdom left. Since there are no obvious wounds, the PCs will likely (and correctly) assume that the man was either attacked by undead or vile magic. A *restoration* spell will either heal the (temporary) Constitution and the Wisdom damage. Curing the fever and restoring his wisdom will not wake the half-orc however, and he appears to be locked in a nightmare filled sleep. Relg has succumbed to the Valley and only a *heal* or higher level spell will restore his mental health. If such magic is used, it still has to be combined with a *restoration* spell since *heal* does not cure permanent ability damage.

☛ **Relg:** Male half-orc Bbn1; AL CG.

**Appearance:** Relg is at most 16 years old, about 6 feet tall and he has the build of a bodybuilder. He lacks the typical scars of so many half-orcs; a clear sign that humans have raised him.

**Character:** Relg is a bit simple minded and easy to distract, but he has a heart of gold. Like most half-orcs he is easy to anger, but he seems to have his temper under control. He was a brave young man, who did not need to think long about things, but his ordeal changed him and now he is easily scared and so tired...

#### **Treasure:**

Looting Relg:

All APLs: L (9 gp); C (0 gp); M (0 gp).

**A Conscious Relg:** In the unlikely case, at low APLs anyway, that the PCs are able to revive Relg, they can hear his story. He will immediately enquire after the fate of his two friends, Tavann and Lihranthin. Relg himself cannot remember much of what has happened to him in the past couple of days. He knows he and his friends went out into the valley to investigate the appearance of undead. The three of them had first visited the Monastery of the Caretakers and then they went to the Mourning Tower. Relg did not care much about

whatever his friends had to discuss with the holy men, so he cannot tell the PCs what had been talked about. He suggests the PCs go to the Monastery and ask the holy men themselves.

The last thing he remembers was that a ghost of some ancient warlord appeared at the Mourning Tower at the start of the night, who introduced himself as Lord Maeryn. The ghost seemed helpful, but he cannot remember anything from that point on. If the PCs press him for more information, he will try his utmost best to remember, but he will fail. This will cause him much grief and pain, because he feels guilty that he cannot be of more assistance to help his friends.

**Development:** There are several options left to the characters. If Relg is still unconscious, they can opt to leave him here, which means he'll surely die (which is considered an evil act, since it sentences an innocent half-orc to certain death). Their only other option is to take him with them, either to Pitchfield, or at least as far as the hamlet Tem'Sethental, or back towards the Monastery of the Caretakers. A DC 10 Knowledge (The Splintered Sun) check will remind the PCs of the fact that the village is on the route and only another 1 hour on foot down the road.

A bedroll will easily function as a stretcher. The Half-orc weighs about 210 lbs., including 20 lbs. of armor. He does not have any items with him except for the clothes and armor on his back and a few weapons. If they chose to go directly to the Monastery, jump over directly to Encounter 3.

If Relg is conscious, he will ask to bring news of his fate and that of his friends to the village of Tem'Sethental. After which he wants to be brought to the Monastery. Magic can heal the wounds done to his body, but not to his soul. He is guilt wracked by the disappearance of his friends, but at the same time he is deathly afraid of whatever he saw at the Mourning Tower. So while at first he acts like he wants to help the PCs, once at the Monastery he becomes too afraid and will stay within the safe walls of the monastery.

**A Note On High-Level Play:** It is possible that the players opt to *teleport* to the Monastery of the Caretakers. Note that it is unlikely the PCs visited the monastery before. If they played the Sunndi mini-scenario *Trouble from Above*, or are members of one of three temples they will have seen it, and that character is assumed to have studied the location carefully. If they chose to *teleport* to the monastery, they will avoid both Encounter 2 and 3. In this case they will not gain experience for that encounter. If the PCs did help Relg, the mayor of

Tem'Sethental will still hear of the PCs good deed and they will earn his favor (see Conclusion).

Another option for the PCs, now and later, is to cast *scry* and try to locate the two missing persons through that method. They are both dead, and as such scrying will fail.

## Encounter 2: Recognition

If the PCs decide to travel to Tem'Sethental, they will need to follow the route towards Pitchfield. It is 4 miles from the point where they found Relg, and as such, it will take about 1 hour on foot.

If Relg is unconscious, he can be heard whispering and crying deliriously during the trip. Nothing coherent can be grasped from them, but the following words can be picked up: "from the dark", "elves", "warning", "at night", "whispers", "Magroth" and "danger". Magroth was Relg's father, and it has little bearing on this scenario. The man is long dead.

The text below assumes the PCs are carrying the unconscious body of Relg. Adjust the text if necessary.

*The hamlet of Tem'Sethental is located right on the border of the Silent Valley, and it consists only of a few small human-built buildings on the ground as well as a several elven tree homes. The village caters to travelers, and besides a small inn and a tavern there is also a wheelwright and a blacksmith. The village blends in rather well with the forest, and by the time you realize you have entered it, you are right in the middle of the hamlet.*

*At the center of the village of Tem'Sethental, you see a small elven boy sitting by the side of the road, playing a small wooden flute. By the sound of it, he hasn't gotten the hang of it yet. Seeing you approach, he puts away the flute and jumps up, approaching you eagerly.*

*Coming closer though, he sees the stretcher with the unconscious form lay out upon it and gasps. "RELG!" he cries and runs up to the stretcher.*

*He looks at you and speaks, "Where did you find this man? What happened to him? Was anyone else with him? Surely you must know?"*

The boy's name is Jahnetherin and he obviously knows the half-orc. He seems concerned about him, but more about what happened to those who were apparently traveling with Relg. At the moment the boy is not willing to talk much, he is clearly struggling too much with his own emotions to be of much use. Relg went away

adventuring with Jahnetherin's father, Lihranthin, and the boy appears to be very concerned about what happened. The condition Relg is in does not help much. Talking about the boy's father almost makes him break down and cry, but he manages to keep his emotions under control for the moment. Once it becomes obvious the characters know nothing useful, Jahnetherin asks them to come with him to see the mayor of Tem'Sethental. (*If they refuse, the boy will run ahead and warn the mayor himself*)

If on the other hand Relg is conscious, the boy will confront Relg, who will react equally emotional. Relg will not be of much help, overcome by guilt, trying to comfort the boy. After a while, Relg will suggest getting the mayor, because he will know what to do.

The mayor is a middle-aged elven man called Sariven and is accompanied by a middle-aged woman, his wife, called Naren'thelenda. Together they are the eldest of the village and can tell the characters several things.

1. The half-orc's name is Relg. He is a young man who wandered into town a couple of months ago. He is considered a bit of a dimwit, but he has a heart of gold and he hardly ever lost his temper. Hence he quickly earned the trust of the locals. The human ranger Tavann took a particular liking to him, and people whisper they were half-brothers.
2. Relg left Tem'Sethental four days ago, together with Tavann (a human ranger) and Lihranthin (an elven druid of considerable standing).
3. Tavann and Lihranthin spoke of strange things occurring within the Silent Valley and that they were going to investigate. At first they did not want to take Relg along, but he nagged long enough for them to give in.

Sariven does not know what happened to Relg, but he thinks it may be caused by something from within the Silent Valley. His wife (a cleric of Sehanine Moonbow) offers to cast *cure* spells on Relg if the characters haven't done so yet. She is not powerful to cure Relg of anything but the Constitution damage. Which she will readily admit after a quick examination of the unconscious Relg.

In the end, Sariven either suggests or asks that the characters take Relg to the Caretakers of the Mourning Tower. He tells the group that these caretakers are priests of Pelor, Sehanine Moonbow and Moradin who, while having taken it upon themselves to maintain the shrine in memory to the Battle of the Rieuwood, also know a good deal on the healing of the mind. (*For information*

*on the Mourning Tower, the Caretakers and the Battle of the Rieuwood, see the appendixes 7 and 8*)

☛ **Jahnetherin:** male grey elf Com1; NG.

*Appearance:* Jahnetherin is a small olven boy with long silver hair tied into a ponytail. Like most gray elves he is pale skinned, and he has gray eyes. He is wearing simple clothes in forest colors. He wears a silver brooch in the form of small bird on a branch that is of an extraordinary craftsmanship: a gift from his father.

*Character:* Jahnetherin is a caring young boy with a deep love and understanding for animals. He shows no fear to the biggest animals, and he might seek comfort with an animal traveling with the PCs. Even the meanest animal will be gentle with him. During this encounter he will not talk much, clearly worried sick about his father and his father's friends.

☛ **Sariven:** male grey elf, Exp6; NG.

*Appearance:* Sariven is a tall and thin gray elf with short pale golden hair and violet eyes. While his face looks young at first glance, a closer look shows the lines of ages in the corners of his eyes as well as the wisdom of ages in his gaze. He wears gray robes, sandals as well as a dark wooden cane.

*Character:* Sariven is a patient, quiet man who sometimes seems to wonder off in thought. He does like to talk though, and he has a tendency to ramble. Usually his wife interrupts him after which he apologizes.

☛ **Naren'thelenda:** female grey elf, Clr3; NG.

*Appearance:* Naren'thelenda, or Naren for friends, is short, even for an elf and has long silver hair and amber eyes. There is something dreamy about her, but this can be rather deceptive, since she notices even the tiniest thing. She wears a simple white dress, decorated with silver geometric pattern, and a long gray hooded cloak. She wears the symbol of her faith openly around her neck.

*Character:* Unlike her husband, she does not like to talk. She prefers to listen. Sometimes she can be a bit grumpy especially if she is worried or when people disturb her when she is doing something that requires her attention. Still, she is a kind lady who is always will to drop her own things to help a friend. She considers humans to be rash and tends to be a bit motherly towards them.



**Development:** If one of the characters demands a reward for taking Relg to the Caretakers, he will appear somewhat insulted that they would bring this up, even more so if a character of elven race mentions it. He will ask each character in turn whether they will do this only for monetary gain or whether they will help out of the goodness of their heart. He will make it very clear, he does not have the gold for such a reward. If a PC still refuses, the adventure is over for them. He will not mention the friendly wizard in the woods except to those who are willing to help without a reward.

Sariven gratefully thanks those characters that promise to find out what happened to Relg and his traveling companions without asking for a reward. He does not know of a way to repay them, but he will put in a good word for them with Arithmail Moonflower, an enchanter of significant power who resides in a cottage near the village. Characters who asked for no reward, but accept the mission anyway, will receive a special "favor of Sariven" which can be redeemed during any regional adventure set in Sunndi. For more information see the Conclusion.

### Encounter 3: When Night Falls

Whether the PCs chose to travel directly to the Monastery of the Caretakers from Encounter 1 or via the village of Tem'Sethenal, the characters will need to pass through the Silent Valley in order to get to the monastery.

In all likelihood, the characters will have to make camp within the Silent Valley, though some might choose to keep walking or even to try teleporting to the monastery. If the PCs keep walking, use the normal rules for a forced march. In this case they will be ambushed on the road, adjust the description to take this into account.

If they enquire about teleporting, see the notes on the use of that spell in Encounter 1. Also note that a *teleport* spell only allows 1 additional medium-sized person per 3 levels of the caster to be taken along. Chances are that not everybody can be taken along – which might make this encounter considerably more difficult. Still, if the PCs opt for this route, they will either avoid this encounter completely or have to face it with a considerably smaller group. If they chose to remain in the village for the night, they will be there to help defend it against the depredations of the undead that will attack the villagers.

Assuming the PCs chose to walk or ride, and Relg is still unconscious, Relg will give information during his delirious confessions. During his ramblings, they will

pick out three useful clues; "Come out at night", "talked ... Lord Maeryn", and "before the Mourning Tower..." The problem is that it is mixed with less than useful information.

It is nearing midnight when the group is attacked. The text below assumes that Relg is unconscious and with the PCs. If this is not the case adjust the text. If he is conscious, he will instead awake screaming. Since he has been doing so several times, this might not alert the PCs immediately. If the PCs are resting in an extra-dimensional space or a secure shelter the undead will patiently await the morning. Note that in case of most shelters the incorporeal undead can and will enter the place. Their goal will be to lure the PCs out, so they will attack, leave the area and return several minutes later. Of course, in this case turning the undead will be easier.

*It is nearing midnight and most of the group has gone to sleep while a few stand guard. Relg has been restless for several hours now and his nightmares appear worse than normal.*

*All is quiet and even the wind seems to lack conviction in making sounds. The quiet is broken by a startled scream from Relg, "ATTACK! They're here, they are upon us!!"*

*With that, he slumps back into unconsciousness.*

Characters on guard are allowed a DC 15 Spot check to notice silent figures moving towards them (though keep in mind that it is night and foggy and those unable to see in the dark will not be able to look far). Those who were asleep will need time to fully awaken and stand up from sleeping positions, at which point the attackers are already upon them.

**Creatures:** The PCs are approached by a group of undead creatures in the service of the cleric Torlanden. These undead are under the direct control of Torlanden who is being escorted by them from the valley. When he spots the PCs he orders his servants to slay them and continues onto his destination on his own.

If the PCs have Relg with them, these creatures have the standing order to kill Relg, since Torlanden fears the half-orc knows too much. The creatures will also attack anybody who prevents them from completing their task, focusing on those who attack them. Intelligent creatures will try to circle the PCs while the mindless creatures assault the PCs.

**Note:** Torlanden bolstered the undead before ordering them to attack the PCs. As a result the undead will be turned as 17 HD creatures for the first 5 rounds of combat. Due to the darkness, PCs without darkvision will

have a 20% miss chance and they cannot fire arrows at a target further than 30 feet away.

#### APL 2 (EL 4)

➤ **Ghouls, human (2):** hp 13; see *Monster Manual* page 118 and Appendix 1.

➤ **Skeletons, boar (4):** hp 20 hp each; see Appendix 1.

#### APL 4 (EL 6)

➤ **Shadow (1):** hp 19, see *Monster Manual* page 221 and Appendix 2.

➤ **Skeletons, leopard advanced 5 HD (3):** 32 hp each; see Appendix 2.

#### APL 6 (EL 8)

➤ **Shadows (2):** hp 19; see *Monster Manual* page 221 and Appendix 3.

➤ **Zombies, dire boar (3):** hp 81 each; see Appendix 3.

#### APL 8 (EL 10)

➤ **Wraiths (2):** hp 32 each; see *Monster Manual* page 259 and Appendix 4.

➤ **Skeleton, dire bear (3):** hp 78 each; see Appendix 4.

#### APL 10 (EL 12)

➤ **Spectres (2):** hp 45 each; see *Monster Manual* page 232 and Appendix 5.

➤ **Skeletons, dire tiger (3):** hp 104 each; see Appendix 5.

#### APL 12 (EL 14)

➤ **Wraiths, dread (2):** hp 104 each; see *Monster Manual* page 258 and Appendix 6.

➤ **Skeleton, dire tiger (3):** hp 104 each; see Appendix 6.

**Treasure:** None.

**Development:** Torlanden has little interest in this battle. If Relg is present, he considers the half-orc just a minor nuisance since he has what he needs anyway. If Relg is not present, he merely considers it a convenient way to dispose of some of his less conspicuous servants. After having sent in his troops, he will continue with his journey, traveling as fast as the wind in the direction of the Vast Swamp.

If the PCs investigate the attacker's tracks, a DC 15 Survival check will lead them to the place where Torlanden left the undead. The undead together with the humanoid set of tracks came from the direction of the Monastery of the Caretakers. His tracks continue in the original direction, while the undead tracks lead towards the PCs. The tracks made by the humanoid disappear

after a few feet. But at least the PCs will know that there is someone directing the undead attackers.

## Encounter 4: Safety in Mourning

Eventually, the characters will reach the Monastery of the Caretakers. More information on the Monastery can be found in Appendix 8.

*The Monastery can be seen from quite far away as a white shadow among the dark trees. It is built on a large clearing in a small bowl shaped valley. A 10-foot high white plastered wall surrounds the whole complex and the sounds of birds as well as farm animals can be heard even outside the walls. Combined with the warm sun that shine down the change from the dark valley could not be more sudden and pleasant. It is almost as if a heavy burden has been lifted from your heart.*

*The path you have been following almost the whole day takes you to a large wooden gate with a smaller human-sized door in it. The doors are made out of strong oak wood and strengthened with bands of black steel. Combined with the lack of windows facing towards the forest, you do get the sense it has been built to keep the outside world out.*

*There is a big iron knocker on the door, which you use. A few seconds after having knocked, a small hatch is opened, behind which you see the round face of a young Oeridian male in simple brown robes.*

*"Greetings travelers, how may we be of service to you?"*

The man is known as Jarin the Gatekeeper. Jarin is a pleasant outgoing man, though a bit of a dreamer and somewhat formal (especially for a Pelorite). He will give the PCs a friendly welcome unless they are rude or threatening in which case he will either be blunt or just close the hatch.

Upon being confronted with the comatose Relg, or obviously wounded PCs, Jarin quickly ushers the characters inside, calling for an acolyte to guide the wounded to the Hospital. If Relg is conscious (or out of sight), and none of the PCs are clearly wounded Jarin will inquire politely about the reasons for the presence of the PCs. Once told about the undead attack and Relg, he will react with equal haste and invite the PCs to come in. In this case he will guide them to the Sun's Caress (the shrine of Pelor) in the gardens, where he will ask the PCs to wait while an acolyte will get Her Grace, Danaï Tyrnin.

*The monk Jarin quickly opens the door, and ushers you inside through the gate building onto a small courtyard surrounded by several stables, a couch house and a manor. Once you are all in, he closes the door and walks towards a bell that he sounds. Several seconds later, a young elven woman, hardly an adult, in gray robes appears from a door in the manor. Jarin and the girl talk quietly with each other. At the end of the conversation the girl nods politely towards you and quickly walks away again.*

*Jarin asks you to follow him. He takes you up the stairs to the main door of the manor, then through a big hallway into a beautiful sunny garden thick with the smell of flowers and the buzzing sounds of insects. In the middle of the garden there is small circular plaza surrounded by marble benches and pillars with in the middle a small altar. Jarin guides you to the shrine, where you smell burning incense. After having seated you, he offers you some cool water and informs you, that you are waiting for her grace Danai Tyrnin, abbot of the Monastery, whom he is certain is very interested in your story.*

Several minutes pass after the characters arrived at the shrine of Pelor, but Jarin will hold off asking or answering any questions. He will provide them with cool water to drink if they wish. Eventually Danai Tyrnin arrives. After formal introductions (Danai's title is 'Her Grace Danai Tyrnin, Servant of Pelor and Abbot of the Monastery of the Caretakers') by Jarin takes he leaves them alone with the Abbot.

After Jarin has left, Danai wants to know what has happened. She wants a full report of among other things how they found Relg, and if they mention the ambush, what creatures attacked them. While the PC's are telling their story, Danai starts to look worried. If the PCs story appears to be incomplete, she will be asking some questions to clear things up. Only after she is satisfied, will she answer the questions of the PCs.

Danai remembers Tavann and Lihranthin visiting the Monastery two days ago. The two mentioned reports by travelers of seeing ghosts and even of a few disappearances among the local animals. Lihranthin had also noted a minor increase in the strength of the melancholy. At that time the Caretakers had not seen anything odd taking place in the Valley themselves, nor had they spoken with people who had seen anything weird. Whatever was haunting the valley was either false alarm or it avoided the Monastery and its servants.

There was nothing the people of the Monastery could tell the two adventurers. So the two decided to investigate the Mourning Tower and start a general

search of the Valley from there. Since then she has not heard of the three adventures until now, but since the valley is rather large, that in itself was no cause for worry.

☛ **Abbot Danai Tyrnin:** Female Oeridian Clr11; NG.

*Appearance:* Danai is a small plump woman with long sleek brown hair and a sun-tanned skin. She is about 40 years old, and her hair is graying. Her brown eyes betray a deep sorrow even though her smile is radiant and sincere. A beautiful silver tiara keeps the hair out of her eyes. She wears a simple white dress, a yellow scarf and leather sandals.

*Personality:* Like most Pelorites, Danai is not a person of formalities and protocol. Jarin is aware of this, and the formal introductions were to tease her. She is a caring woman, who rarely becomes angry. She loves the opportunity to work with other races and is learning quickly about both olven and dwur faiths and healing techniques.

**Development:** At the end of the conversation, Danai will mention that two days ago a group of eight pilgrims went to the Mourning Tower. They would not be due to arrive until several days from now. Their intent was to "meditate"<sup>1</sup> at the area until after Wiccrhys. Danai expresses her worry for the group. If there are undead active in the Silent Valley, then it may not be safe for unarmed clergy and pilgrims anymore.

Danai will ask that the characters travel to the Mourning Tower to find out what has become of the group of pilgrims as well as with Tavann and Lihranthin. If they are also able to learn what is going on, and perhaps do something about it, she and her order would be especially grateful. Such gratitude would be expressed with her allowing the PCs to buy some special goods from the Monasteries vaults. For more details see the conclusion.

Once the meeting is finished, the characters are invited to join the monks for a meal. Her fellow clerics will cure any of the wounds of the PCs for the usual donation with the exception of members of the mentioned organizations at the beginning of the scenario, who will be healed for free (except for expensive components). If PCs are angry about it, she

---

<sup>1</sup> The pilgrims were planning to perform the ritual described at the end of this adventure in The Conclusion. If a PC enquires about why the meditating takes so long, Danai will mention they were planning to hold a special ritual, but will not detail it further.

will mention that running a Monastery requires a great deal of gold. While she is more than willing to reward them for a service towards the Monastery, as of yet the PCs have not completed the task. Only when they clearly do not have the money to pay for the healing, will she allow the PCs to be healed for free. Though the clergy of Moradin will certainly grumble about it.

If Relg is still unconscious, Denai will try to heal Relg while the PCs are eating. If the PCs ask why he is healed for free, she will state that Relg clearly cannot afford the usual price and as a Pelorite and human being she cannot refuse to heal anybody solely based on the lack of gold. The fact that he also might know more about what has happened is only of minor importance for her. Still, if the PCs offer to pay for the healing, she will be grateful. The gold will be spent on a good cause.

After the lunch Danai will return with good news. They have managed to restore Relg to consciousness and are confident his mental wounds will heal. Relg is asleep now and she will not allow the group to visit him until Relg has regained more strength.

As a final thought, she relays a message from Relg to the characters.

*Relg spoke of a ghost by the name of Lord Maeryn who haunts the Mourning Tower itself. It seems his companions, Tavann and Lihranthin, spoke extensively with this ghost and it seemed to be good-willed. He mentioned that this ghost only manifests at night though. It might be worth it to visit the tower and stay the night.*

*One final thing... our records hold no fallen soldier by the name of Lord Maeryn. Perhaps, if you do speak with it, you can ask it what its full name, rank, and allegiance was in life and give us that information?*

## Encounter 5: A place of Mourning

Assuming the character did not spend the entire day at the Caretakers' Shrine, they should arrive at the Mourning Tower somewhere in the afternoon. It is only 2 hours walking from the Monastery.

*For some time now you have been able to see a tower in the distance through the trees, slowly growing larger and larger as you drew nearer to it.*

*Now that you are close to it, you see that it is a tower nearly 40 feet high and made entirely out of obsidian. It has been built on the top of a small hill, though the term "built" might not be entirely correct. It seems as if the*

*tower has grown out of the ground instead and there is no seam to be seen.*

*On the north side, a large, flat marble stone lies in front of the open doorway. Etched in the marble slab are the following words, "In remembrance of those who paid the ultimate price for their ideals of freedom and equality... Death. –The Battle of Rieuwood, 583 CY."*

*The Tower looks as if it is four stories high. The Caretakers have told you that it is currently uninhabited, but that it was built originally as a home for the caretakers of the local shrines and monuments. The Monastery was built later, when the melancholy effects became apparent, at a spot where for some reason it was not as strong as elsewhere so that the clergy could block it out. The outside doors, which are normally locked, now stand ajar. It seems that all is not well...*

*Around the tower within a few meters are the three shrines dedicated to Moradin, Sehanine Moonbow, and Pelor.*

Once at the tower, the characters will immediately notice the obvious lack of pilgrims. However, they are confronted with another gruesome sight - that of several rotting piles of flesh lying to one side on the ground floor in the tower.

There are several things the characters can discover at this point with successful skill checks.

Tracking checks:

- DC 15: A humanoid and skeletons passed by here about two nights before. Also, there seems to have been combat of some sort. Footprints of skeletons mix with the humanoid footprints in battle.
- DC 20: The human group lost to the undead party. Tracks lead north, but they quickly become unreadable.
- DC 25: The group of humanoids was most likely raised on the spot as undead, which joined the shambling group of skeletons.

Search checks:

- DC 15: At the tower, they also find discarded bones marked with runes. (DC 16 Spellcraft check to identify them as focus for an *augury*).

Heal checks:

- DC 25: The rotting piles of flesh contain no bones, but aside from that, they are human bodies. It seems as if the flesh has simply slid off the bones.

Spellcraft checks:

- DC 16: The bones found can be used as a focus for an *auguryspell*.
- DC 23: The rotting piles of flesh have no bones. It seems as if this is human flesh that has slid off the bone. All this is very reminiscent of the *animate dead* spell (perhaps used to create skeletons).

If players stay here beyond nightfall, they will encounter the ghost of Lord Maeryn who materializes about 30 minutes after nightfall in front of the Mourning Tower.

Read out aloud the following text:

*The night falls quickly in Sunndi. With the fall of the night, the temperature drops significantly and though the night sky is clear for a change, a fog is rolling in soon after. It is not a dense fog, and its white tendrils cling mainly to the ground, drifting through the forest like white spirits. The pale Luna, nearly full, can easily be seen through the fog, giving an eerie glow to the scene. The Mourning Tower rises into the darkness like a dark obelisk giving the sensation it drinks all light nearby.*

*A shiver runs down your spine and to your surprise small white clouds form when you breathe out. The temperature must have dropped more than you imagined or even thought possible in this time of the year in this region of Sunndi. Then you note a form materializing out of nowhere in the front of the tower.*

*In the pale moonlight, you see the transparent shape of a tall muscled man with long brown hair braided into two tails and a large moustache. Though you can see the colors, they are pale and translucent. He wears dark green trousers and leather shoes, but he is bare breasted. On his breast and face several blue lines are painted in geometrical patterns. A battle-ax is strapped to his side and he carries a large wooden round shield on his left arm. There are no obvious wounds that tell you how he might have died.*

This is the ghost of Lord Maeryn. A DC 15 Knowledge (royalty and nobility), Knowledge (history) or Knowledge (The Splintered Sun) check will let the PCs recognize the warrior as a Flan. The way of dressing, the weapons and the shield have not been in use for a long time and a DC 25 Knowledge (history) check places the warrior from before the arrival of the Aerdy to the region.

Give the PCs some time to react. He will be aware of them, and assuming the PCs do not immediately assault him, he will gaze in their general direction (even if hidden) and greet them.

*As he his eyes meet yours, you see a wisdom there that seems older than the short lifespan of a mere human would allow for.*

*"Failte saoithe! May Pelor strengthen thee in the challenges to come. Why did thee enter the Valley of the Lost Souls?"*

*He speaks with a clear hollow voice that seems to come from a faraway place. There is no hint of malice, and it seems strangely reassuring considering the circumstances.*

☛ **Lord Maeryn:** Male Flan ghost Ftr15; AL NG.

Lord Maeryn will not attack the PCs, but instead will warn them that the Silent Valley is no longer safe for the living, nor the dead. If the players attack him, he will raise his hands and plead with them to hear him out. If they continue, he will dematerialize and disappear. Searching the ethereal plane (see *invisibility*, or other such spells), the adventurers cannot find him. He will rematerialize several minutes later to see whether the characters have calmed down.

The characters can ask him the several questions, but he only is willing to answer the following ones:

Q: Who are you?

A: *"My name is Lord Maeryn and that is all you need to know. I will also tell you that I have existed in this state for longer than you can imagine. I have no concept of the passing of time, but even I can tell it has been many ages since I fell.*

Q: What happened to Relg, Tavann and Lihranthin?

A: *"All I can say is that they fought the despised one, He Who I Cannot Name. Relg was the only one who seems to have gotten away. Of the others' fate, I do not know."*

Q: Who is this Unnamed One?

A: *"The dead are bound against speaking its name. It is the other side of the coin. It left the Valley, but its servants are still here as are the chains of slavery with which he bound us. The dead cannot break them. Perhaps you can do so?"*

Q: Where can we find his servants and/or these chains?

---

<sup>2</sup> This is a Flan greeting, and people speaking Flan will recognize it. Loosely translated it would mean something akin to "Hail Good Adventurers".

A: *Seek to the North. The spirits of the fallen shall guide thee.*"

Q: What spirits? Have they risen up?

A: *"The spirits of the fallen. Caught in a net of darkness from which they cannot escape. I have a matter of control over them and each will show you the way to the next of them."*

Q: Control? How do you have control of the fallen spirits of the Valley?

A: *"That is something which I will not tell. To do so would not only put myself at risk, but the souls of every spirit that has fallen within this valley."*

Q: What net of darkness/chains?

A: *The Unnamed One crafted it. It must be destroyed to set the spirits free.*

Q: What do you mean with "the other side of the coin"?

A: *Life and death are all part of the cycle. One cannot go without the other. People have forgotten this a long time ago. As you serve life, so does it serve death.*

(Note that a DC 20 Knowledge (religion) check will inform the PCs that the Old Faith consists of Beory, Ehlonna, Obad-Hai, Pelor and Nerull. The Old Faith believes in balance and the cycles of life. More than likely Lord Maeryn is referring to Nerull.)

Q: When should we go?

A: *The spirits cannot manifest before the eyes of Pelor. If you want our guidance, you will need to go now.*

**Development:** The PCs might decide not to wait at the Mourning Tower for the night to fall, in which case they will not meet Lord Maeryn. Or they might not be willing to talk with Lord Maeryn. Finding the hidden shrine of Nerull will be much more difficult under these circumstances.

In this case they can decide to explore the valley for clues. Allow a DC 20 + APL Survival check for each day of searching, with a cumulative +2 modifier for each day of searching. Once they succeed in the check they will find the hidden entrance. In this case Caernan will be guarding it, well hidden and ready to attack anybody approaching the place except his masters.

**Treasure:**

Taking the spell focus for the *augury* spell.

All APLs: L (2 gp); C (0 gp); M (0 gp).

## Encounter 6: A Trail of Souls

Read out the following text once the PCs are ready to leave the Mourning Tower (note that the text assumes the PCs have spoken with Lord Maeryn and are following his directions – adjust the text if necessary):

*For a few second you stare in the direction, that the ghostly Lord Maeryn pointed to. There appears to be a dark trail into the forest leading north up the mountains.*

*At first you do not see anything remarkable, though the cold night and the slivers of ground fog gives it a creepy aura. Then you see the fog moving, almost as if it has a life of its own. It slowly takes the form of a tall regal male gray elf dressed in chainmail, with a shield decorated with a black swan in front of a white moon, and a longsword at his belt. His right shoulder is bleeding heavily, with the drops of blood changing into fog as soon as they hit the ground. The lower parts of his body look as if something heavy trampled on him. The expression on his face is one of deep sorrow and when he looks at you, his gaze pierces straight into your heart, pleadingly. The ghost then beckons with his hands.*

*Fear rises in your soul, and for a few seconds you are paralyzed by it. Then, you regain control. Will you follow this trail of souls? Can you trust Lord Maeryn?*

When the characters follow the trail north, they will start encountering more spirits of fallen warriors: regal elves, stout dwarves, proud humans and even a few lithe hobniz (halflings) and noniz (gnomes). They are all heavily armed and ready for war. Most of the ghosts belonged to the Sunndian or the Almor army. A significant minority though did serve in the Glorioles Army of the Great Kingdom.

These ghosts show all the signs of how they died, and since they all died on the battlefield their appearance can be unsettling. In combination with the sorrow felt in the valley, this will begin to shake the characters. During this walk, have the character make a DC 10 + APL Will Save vs. Fear. Failure means that they will become shaken and suffer a –2 to attack rolls, saving throws, skill checks, and ability checks. Characters immune to fear will be immune to this effect as well.

Each ghost can only point the group onwards, for they cannot travel farther away than 100 foot from their resting place. They are all very nervous as well, fearing the presence of evil that may cause them to fall under the

command of it. None of them will speak with the PCs, silently beckoning them to go onward, their expressions begging the PCs to release them.

Unbeknownst to the PCs and the ghosts, one of the ghosts is that of a fallen Ahlissan lieutenant, Caernan. He has sworn loyalty to the priest of Nerull in the hope of gaining power in his service or at least the possibility to vent his anger at the Sunndians for his so-called unjust treatment. He will attack the PCs when the characters come within 30 feet.

Since there are ghosts of the Great Kingdom's soldiers that are guiding them, his presence in itself should not alert the PCs. Grant the players a DC 15 + APL Sense Motive check when they approach. Success means that they are not surprised when the ghost of Caernan attacks them. Just before he will attack, they will see the look of hatred in his eyes.

*Suddenly the ghost you were walking towards changes from a human soldier into a ghastly and terrifying image of his former self. Where once was a man, now stands a rotting corpse, scorched beyond recognition by flames and surrounded by a stench beyond imagination. In his empty eye-sockets two pinpoints of malevolent red light look at you with unbounded hatred. At the same time you feel a pain in your chest, as if fear has taken a physical manifestation and now tries to crush your heart. The pain leaves after a fraction of a second, leaving you still slightly shaken and weakened.*

*"Die, you rebellious scum. Die in the name of the great Ivid!"*

**Note:** At high APL this is Caernan's *horrific appearance* and as such might have a real game mechanical effect. At APL 2 Caernan will take on a more physical appearance then normal ghosts, treat him as a ghast.

### APL 2 (EL 3)

☛ **Ghast** (1): hp 29; see *Monster Manual* page 119 and Appendix 1.

### APL 4 (EL 5)

☛ **Caernan**: male ghost Sor3; hp 21; see Appendix 2.

### APL 6 (EL 7)

☛ **Caernan**: male ghost Sor5; hp 35; see Appendix 3.

### APL 8 (EL 9)

☛ **Caernan**: male ghost Sor7; hp 49; see Appendix 4.

### APL 10 (EL 11)

☛ **Caernan**: male ghost Sor9; hp 63; see Appendix 5.

### APL 12 (EL 13)

☛ **Caernan**: male ghost Sor11; hp 77; see Appendix 6.

**Tactics:** The fallen lieutenant from the Great Kingdom will trust the fact that the characters approach him full of trust. In life, he was one of those responsible for slaying enemy spellcasters, and that is what he will do first chance he gets, focusing on the weakest caster he sees first.

If attacked by fighters who pose a bigger threat, or when in need of healing, he will use his incorporeal attack to drain the fighters' Wisdom until they fall unconscious. Once that threat is cleared, he will once again focus on the caster he perceives as the weakest.

### **Treasure:**

Looting the physical remains of Caernan (see below):

**APL 2:** L (0 gp); C (50 gp); M *eyes of the eagle* (208 gp), *pearl of power 1<sup>st</sup> level* (83 gp).

**APL 4:** L (0 gp); C (100 gp); M *eyes of the eagle* (208 gp), *pearl of power 1<sup>st</sup> level* (83 gp), *vestment of resistance* +1 (83 gp).

**APL 6:** L (0 gp); C (150 gp); M *eyes of the eagle* (208 gp), *pearl of power 1<sup>st</sup> level* (83 gp), *vestment of resistance* +1 (83 gp).

**APL 8:** L (0 gp); C (50 gp); M *eyes of the eagle* (208 gp), *gloves of arrow snatching* (333 gp), *pearl of power 1<sup>st</sup> level* (83 gp), *vestment of resistance* +1 (83 gp).

**APL 10:** L (0 gp); C (50 gp); M *eyes of the eagle* (208 gp), *gloves of arrow snatching* (333 gp), *pearl of power 1<sup>st</sup> level* (83 gp), *vestment of resistance* +2 (333 gp).

**APL 12:** L (0 gp); C (100 gp); M *eyes of the eagle* (208 gp), *gloves of arrow snatching* (333 gp), *pearl of power 1<sup>st</sup> level* (83 gp), *vestment of resistance* +2 (333 gp).

**Detect magic results:** *eyes of the eagle* (Faint Divination), *gloves of arrow snatching* (Faint Abjuration), *pearl of power 1<sup>st</sup> level* (Strong Transmutation), *vestment of resistance* +2 (Faint Abjuration).

**Development:** If the PCs destroy Caernan, his body will dissolve in mist that seems to flow in a particular direction. A DC 10 Spot check allows the PCs to see it enter a specific part of the ground nearby. If the PCs dig there, they find the corpse of Caernan lying under only a few inches of dirt. It is clear that his corpse never got a proper burial. With his corpse the PCs also can find a few pieces of treasure that survived the ravages of time. Taking these items is a willful chaotic act (which might

have consequences for paladins), unless the PCs also arrange a proper burial.

Having defeated the ghost of the fallen Ahlissan soldier, the group might wander off now that they have lost a key in the chain of ghosts. However, a successful DC 10 Spot check causes them to notice another ghost materializing. The group might be a bit more paranoid now, but eventually they can pick up the trail from there.

## Encounter 7: Signs of Darkness

Following the trail pointed out by the ghosts of the fallen, the characters arrive outside a cave leading down into the earth. There is no sign of animals nearby and all is deady quiet.

*DM's Aid 1: The Caves of Darkness shows the map of the hideout.*

### Room 1: Entry Hall

*Entering the cave, you immediately notice that this is no ordinary cave. Instead of a natural uneven muddy floor, the ground here is covered with smooth, though cracked marble floor tiles. The floor is covered with dead leaves and branches; there is nothing living growing within the area.*

*Another strange thing you notice is that the light of Luna and the stars does not reach into this cave at all, causing the cave to be damp and cold.*

About 50 feet into the cave, the characters notice a back wall. Careful inspection shows that there is a small opening in the right side of the wall that allows the characters to squeeze through.

*Squeezing through the small opening, you enter into a small, enclosed space. You immediately notice two large, double steel doors, which obviously do not come naturally. They are unadorned, and rusty. While closed, there are clear signs somebody or something bashed them open recently since flakes of rust still lie at the floor and the scars are not nearly as brown as the other areas. The door does not appear to be locked, but you doubt that opening them can be done silently without the aid of magic and it will not surprise you if they are stuck as well considering the bent form they are in.*

*Listening carefully you hear no sound coming from behind these doors.*

The doors lead further into the shrine of Nerull. Listening at the door reveals no sound whatsoever. All seems quiet. The doors themselves are unlocked and not

trapped. Opening them will make a lot of noise, and it requires a DC 8 Strength check.

### Room 2: Antechamber

*Opening the doors, you see a large empty hall before you. Devoid of any decoration, it feels cold and abandoned. A corridor leads to the left and right another set of steel doors can barely be seen opposite of the hallway.*

*Straight ahead of you in front of the opposite iron doors, about 10 feet above the floor, you see a small black sphere floating in the air. It is about as big as a watermelon and completely black. It seems to pulse with a dark energy and wave after wave of shadow come from it.*

Opening the doors, the characters come into an antechamber of sorts. The place is an empty stone chamber without any decoration.

Once three or more characters have entered this area, they will be beset from the left and right by the guardians left behind by the priest of Nerull. Allow players to make a DC 15 + APL Listen check to avoid being surprised. Note that if the PCs somehow manage to open the doors without a sound both parties might be surprised.

**Unhallow:** At all APLs rooms 2, 3, 4 and 5 are under the continual effect of an *unhallow* spell. *Unhallow* makes a particular site, building, or structure an unholy site. This has three major effects. First, a *magic circle against good* guards the site. Second, all turning checks made to turn undead take a –4 penalty, and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect.

Finally, at APLs 8, 10 & 12, a *freedom of movement* effect is fixed to the *unhallowed* site. This effect, however, applies to those in the service of Nerull only. Note that the demons that guard the place are followers of Nerull.

The presence of this spell is taken into account for the EL calculations.

### APL 2 (EL 5)

☚Taurgern: Wizard 1; hp 4; see Appendix 1.

☚Dretches (2): hp 13 each; see *Monster Manual* page 42 and Appendix 1.

### APL 4 (EL 7)

☚Taurgern: Wizard 3; hp 12; see Appendix 2.

☚Dretches, advanced 4 HD (2): hp 26 each; see Appendix 2.



### APL 6 (EL 9)

☛ **Taurgern:** Wizard 5; hp 18; see Appendix 3.

☛ **Javocs (2):** hp 36 each; See Appendix 3 and New Rule Items.

### APL 8 (EL 11)

☛ **Taurgern:** Wizard 7; hp 28; see Appendix 4.

☛ **Babaus, advanced 9 HD (2):** hp 84 each; See Appendix 4.

### APL 10 (EL 13)

☛ **Taurgern:** Wizard 9; hp 36; see Appendix 5.

☛ **Vrocks (2):** hp 115 each; see *Monster Manual* page 48 and Appendix 5.

### APL 12 (EL 15)

☛ **Taurgern:** Wizard 11; hp 44; see Appendix 6.

☛ **Hezrous (2):** hp 138 each; see *Monster Manual* page 44 and Appendix 6.

**Tactics:** Taurgern will stay away from the battle for the first one or two rounds of combat. He will use this time to spell himself up with his most defensive spells. During this time, he is in his own quarters. Allow the characters a DC 15 Listen check to notice the caster. However, the characters have a -10 circumstantial penalty due to the battle going on around them.

The fiends will try to swarm the characters, attempting to throw them off by attacking fast and aggressively.

Taurgern will try not to hurt his minions, but if forced into a corner, will sacrifice them in order to survive. Keep in mind though that Taurgern knows the resistances and immunities of the Tanar'ri and will use his spells accordingly. At APL 6 Taurgern is aware of the *aura of retribution* that surrounds the javocs and he will stay thirty feet away from them. The javocs will try to attack the PCs directly at the door, while Taurgern will be in room 3.

**Note:** The tanar'ri guardians are here as a result of the *planar ally* spell (or the more powerful variants at higher APLs). A *protection from evil* or a *protection from chaos* will not hedge these demons out since they are called and not summoned. The demons cannot summon others of their kind, and their bodies will remain behind when killed. They cannot leave the *unhallowed* area.

### **Treasure:**

Looting Taurgern:

**APL 2:** L (3 gp); C (50 gp); M *scroll of color spray* (2 gp), *scroll of comprehend languages* (2 gp), *scroll of mage*

*armor* x2 (2 gp each), *wand of ray of enfeeblement* (20 charges, CL 1; 25 gp).

**APL 4:** L (3 gp); C (50 gp); M *cloak of resistance* +1 (83 gp), *scroll of color spray* (2 gp), *scroll of comprehend languages* (2 gp), *scroll of mage armor* x2 (2 gp each), *wand of magic missile* (20 charges, CL 3; 75 gp), *wand of ray of enfeeblement* (20 charges, CL 1; 25 gp).

**APL 6:** L (3 gp); C (50 gp); M *cloak of resistance* +1 (83 gp), *scroll of color spray* (2 gp), *scroll of comprehend languages* (2 gp), *scroll of mage armor* x2 (2 gp each), *scroll of see invisibility* x2 (12 gp each), *scroll of resist energy* (12 gp), *potion of cure light wounds* (4 gp), *pearl of power – 1<sup>st</sup> level* (83 gp), *wand of magic missile* (20 charges, CL 3; 75 gp), *wand of ray of enfeeblement* (20 charges, CL 1; 25 gp).

**APL 8:** L (3 gp); C (50 gp); M *cloak of resistance* +1 (83 gp), *scroll of color spray* (2 gp), *scroll of comprehend languages* (2 gp), *scroll of mage armor* x2 (2 gp each), *scroll of see invisibility* x2 (12 gp each), *scroll of resist energy* (12 gp), *potion of cure light wounds* (4 gp), *pearl of power – 1<sup>st</sup> level* (83 gp), *wand of magic missile* (20 charges, CL 5; 125 gp), *wand of ray of enfeeblement* (20 charges, CL 1; 25 gp), *brooch of shielding* (125 gp), *potion of cure moderate wounds* (25 gp).

**APL 10:** L (3 gp); C (50 gp); M *cloak of resistance* +2 (333 gp), *scroll of color spray* (2 gp), *scroll of comprehend languages* (2 gp), *scroll of mage armor* x2 (2 gp each), *scroll of see invisibility* x2 (12 gp each), *scroll of resist energy* (12 gp), *potion of cure light wounds* (4 gp), *pearl of power – 1<sup>st</sup> level* (83 gp), *wand of magic missile* (20 charges, CL 5; 125 gp), *wand of ray of enfeeblement* (20 charges, CL 1; 25 gp), *brooch of shielding* (125 gp), *potion of cure moderate wounds* (25 gp), *headband of intellect* +2 (333 gp).

**APL 12:** L (3 gp); C (50 gp); M *cloak of resistance* +2 (333 gp), *scroll of color spray* (2 gp), *scroll of comprehend languages* (2 gp), *scroll of mage armor* x2 (2 gp each), *scroll of see invisibility* x2 (12 gp each), *scroll of resist energy* (12 gp), *potion of cure light wounds* (4 gp), *pearl of power – 1<sup>st</sup> level* (83 gp), *wand of magic missile* (20 charges, CL 5; 125 gp), *wand of ray of enfeeblement* (20 charges, CL 1; 25 gp), *brooch of shielding* (125 gp), *potion of cure moderate wounds* (25 gp), *headband of intellect* +2 (333 gp), *ring of counterspells* (333 gp), *ring of protection* +2 (666 gp).

**Detect magic results:** *brooch of shielding* (Faint Abjuration), *cloak of resistance* (Faint Abjuration), *headband of intellect* (Moderate Transmutation), *pearl of power* (Strong Transmutation), *potion of cure light wounds* (Faint Conjuration), *potion of cure moderate wounds* (Faint Conjuration), *ring of counterspells* (Moderate Evocation), *ring of protection* (Faint

Abjuration), *scroll of color spray* (Faint Illusion), *scroll of comprehend languages* (Faint Divination), *scroll of mage armor* (Faint Abjuration), *scroll of resist energy* (Faint Abjuration), *scroll of see invisibility* (Faint Divination), *wand of magic missile* (Faint Evocation), *wand of ray of enfeeblement* (Faint Necromancy).

**The Black Orb:** As far as this combat is concerned, the black orb is nothing but an eerie looking ornament. It is important for whatever ritual Torlanden and Taurgern are performing, and it is the focus that keeps the souls of the soldiers tied to the Valley. Attacking it, whether by physical or magical means, will result in the sphere shooting a *ray of enfeeblement* (Caster level equal to the APL) with an attack bonus equal to the APL at the culprit. Channeling positive energy into the sphere will damage it. Healing spells will ignore hardness and will not result into a *ray of enfeeblement*. Successfully turning undead will either shut it down for 10 rounds, or destroy it, if the cleric is able to destroy it (the cleric has twice the level of the HD of the undead or the Sun domain).

◆**Sphere:** Hardness 10; HD APL; hp 5xAPL; AC 5.

**Development:** After the characters have successfully defeated their opponents, they will be free to search the rooms that are in the cave and destroy the sphere.

If they capture Taurgern alive, they will find him to be an uncooperative and obnoxious prisoner. He does not fear death, or at least not more than his master. Even if the PCs get him to talk, he cannot tell much. He knows his master, Torlanden, is on his way to the Bleak Academy to secure the knowledge that the two of them found in this area. He does not know the location of the Bleak Academy. Only the masters are able to find it. He remained behind to finish the ritual and to guard the shrine. Taurgern does not know what the exact purpose is of the ritual, only that it increases the power of Torlanden. Taurgern was not present when Torlanden defeated Relg and his companions, and he has no idea what happened to them. As far as he knows, they were killed if lucky, and far worse, if unlucky. He is also aware of Torlanden's theory that there is a power buried somewhere in the valley which power can be tapped by certain rituals and that can be used for both good or evil. He does not know the details on this theory since he never read the documents found by Torlanden.

If the PCs are chased away by Taurgern and his demons, Taurgern will immediately flee the area, taking away all his equipment. He is not about to lose his life over this ritual. The demon guardians will remain behind though. Award the PCs half xp for the encounter in this

case. If they want to get aid from the Monastery, they will get it, but in this case they will either get one-quarter the normal xp.

### Room 3: High Priest's Quarters

This area contains little of interest. It seems that whoever slept here has left, taking his/her possessions with him. Only the lack of dust and rubble shows it has recently been used. There is nothing of value in this area.

### Room 4: Wizard's Quarters

This room contains a bedroll and a straw mattress in one corner, and a makeshift bookcase in another. On the shelves of the bookcase, there are only a couple of relatively common books on the history of the Silent Valley, Sunndi in general, and the elven and dwarven races. Against the wall across the door there is a small table with in front a simple chair. On the table stands a vial of ink, several feathers with the tools to sharpen them as well as a set of papers among which a special letter Taurgern was busy writing when the PCs barged in. See Player's Handout 1 for this letter. It is written in Ancient Flan. Only show the handout if the PCs have the means to read it. Right next to the door burns an *everburning torch*.

The PCs will find Taurgern's spellbook behind a loose rock in the wall if they succeed in a DC 15 + APL Search check. Dwur will have a +2 bonus on this search check.

**Treasure:** Looting the room (the loot is the value of the *everburning torch*, the writing set, the books and Taurgern's spellbook):

**APL 2:** L (45 gp); C (0 gp); M (0 gp).

**APL 4:** L (70 gp); C (0 gp); M (0 gp).

**APL 6:** L (111 gp); C (0 gp); M (0 gp).

**APL 8:** L (161 gp); C (0 gp); M (0 gp).

**APL 10:** L (231 gp); C (0 gp); M (0 gp).

**APL 12:** L (322 gp); C (0 gp); M (0 gp).

### Room 5 - Shrine to Nerull

Finally, inside the last room, they will find a shrine, dedicated to Nerull. Here they find few things of note, except for an idol of Nerull, a shrine, and frescos depicting the slaughter of innocents. There is nothing of value in the room.

(If players ask for a description, use your imagination but keep in mind that some players do have an aversion to gruesome details.)

## Conclusion

Upon exiting the caves, the characters will note that none of the ghosts of the Silent Valley are manifesting. If

any character has *see invisibility* running, they'll see the ghosts present on the Ethereal plane. Unbeknownst to them, it will take a few days before they release and return to their rest.

If the characters return to the Mourning Tower, they will find that Lord Maeryn is still there. He tells them that he has been irrevocably tied to the Mourning Tower. It saddens him that rest is denied to him, but says he will make the best of it, and as such will guard against further intrusions by those who seek to abuse the souls of the fallen soldiers.

Once back at the Monastery of the Caretakers, Denai will want to hear the full story. They are especially intrigued by the presence of Lord Maeryn. They will have more questions about the ghost than the PCs can answer. When they hear about the presence of a shrine of Nerull as well as the black sphere and the letter they will be worried. A group of members will immediately set out to destroy the shrine and to see if the PCs might have overlooked anything. If none of the PCs can read the letter, one of the clerics will cast a *comprehend languages* and provide the PCs with a translation.

If the PCs destroyed the demons and drove off, killed or captured Taurgern without significant help the Caretakers will be most grateful. They will earn the Favor of the Caretakers, which can be used as a favor with the Eliastairi, the Established Temple of Pelor or the Samryntar as described in the Divine Spellcasting Document. This favor can also be spent for one-time access to several items as described on the AR. Members of the Eliastairi, the Established Temple of Pelor or the Samryntar are offered a special reward. They are granted an honorary membership of the Caretakers as well as the invitation to participate in a special ritual. The effects of these are described on the AR. Of course, if the Caretakers had to do most of the work, the PCs will not earn this favor.

Tavann and Lihranthin are presumed dead and lost. Though their true fate remains unknown, perhaps forever. Relg eventually recovers and joins the Caretakers. The characters will probably return to Tem'Sethental to bring this news to the villagers there. Here, Sariven will thank the characters and offers them sort of a reward. The PCs, who voluntarily helped Relg, will be introduced to Arithmail Moonflower. Arithmail offers his help in crafting certain items for the characters.

## The End

## Campaign Consequences

This module has "Campaign Consequences"; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the backstory and campaign all information requested is vital.

Please send your answers to the Sunndi regional Team at [madfox@planet.nl](mailto:madfox@planet.nl) as soon as possible. General comments about the module are also welcomed at this address.

1. How did they treat Lord Maeryn?
2. Did the PCs find the corpse of Caernan? If so, what did they do with it?
3. Did the PCs capture Taurgern alive or not? If he died, what did they do with his corpse?
4. Did the PCs destroy the sphere?
5. What did the PCs report to the Caretakers? Did they show the letter?

## 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 3: Undead Attack

Defeating the undead attackers

APL2	120 xp
APL4	180 xp
APL6	240 xp
APL8	300 xp
APL 10	360 xp
APL 12	420 xp

### Encounter 6: When Night Falls

Defeating the ghost of Caernan

APL2	90 xp
APL4	150 xp
APL6	210 xp
APL8	270 xp
APL 10	330 xp
APL 12	370 xp

### Encounter 7: Signs of Darkness

Defeating Taurgern and his cronies

APL2	150 xp
APL4	210 xp

APL6	270 xp
APL8	330 xp
APL 10	390 xp
APL 12	450 xp

#### Discretionary role-playing award

APL2	90 xp
APL4	135 xp
APL6	180 xp
APL8	225 xp
APL 10	270 xp
APL 12	315 xp

#### Total possible experience:

APL2	450 xp
APL4	675 xp
APL6	900 xp
APL8	1125 xp
APL 10	1350 xp
APL 12	1575 xp

## Treasure Summary

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may

attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

#### Encounter 1: A Haunting Cry

Looting the unconscious Relg:

All APLs: Loot: 9 gp; Coin: 0 gp; Magic: 0 gp

#### Encounter 5: A Place of Mourning

Taking the components of the *augery* spell:

All APLs: Loot: 2 gp; Coin: 0 gp; Magic: 0 gp

#### Encounter 6: Signs of Darkness

Looting Caernan's corpse:

APL 2: Loot: 0 gp; Coin: 50 gp; Magic: 291 gp  
 APL 4: Loot: 0 gp; Coin: 100 gp; Magic: 374 gp  
 APL 6: Loot: 0 gp; Coin: 150 gp; Magic: 374 gp  
 APL 8: Loot: 0 gp; Coin: 50 gp; Magic: 707 gp  
 APL 10: Loot: 0 gp; Coin: 50 gp; Magic: 957 gp  
 APL 12: Loot: 0 gp; Coin: 100 gp; Magic: 957 gp

#### Encounter 7: Signs of Darkness

Looting Taurgern:

APL 2: Loot: 3 gp; Coin: 50 gp; Magic: 32 gp  
 APL 4: Loot: 3 gp; Coin: 50 gp; Magic: 190 gp  
 APL 6: Loot: 3 gp; Coin: 50 gp; Magic: 340 gp  
 APL 8: Loot: 3 gp; Coin: 50 gp; Magic: 540 gp  
 APL 10: Loot: 3 gp; Coin: 50 gp; Magic: 1123 gp  
 APL 12: Loot: 3 gp; Coin: 50 gp; Magic: 2123 gp

Looting Taurgern's Room:

APL 2: Loot: 45 gp; Coin: 0 gp; Magic: 0 gp  
 APL 4: Loot: 70 gp; Coin: 0 gp; Magic: 0 gp  
 APL 6: Loot: 111 gp; Coin: 0 gp; Magic: 0 gp  
 APL 8: Loot: 161 gp; Coin: 0 gp; Magic: 0 gp  
 APL 10: Loot: 231 gp; Coin: 0 gp; Magic: 0 gp  
 APL 12: Loot: 322 gp; Coin: 0 gp; Magic: 0 gp

#### Total Possible Treasure

APL 2: Loot: 50 gp; Coin: 100 gp; Magic: 323 gp

APL 4: Loot: 75 gp; Coin: 150 gp; Magic: 564 gp  
APL 6: Loot: 116 gp; Coin: 200 gp; Magic: 714 gp  
APL 8: Loot: 166 gp; Coin: 100 gp; Magic: 1247 gp  
APL 10: Loot: 236 gp; Coin: 100 gp; Magic: 2080 gp  
APL 12: Loot: 327 gp; Coin: 150 gp; Magic: 3080 gp

### Total Allowed Treasure

APL 2: 450 gp  
APL 4: 650 gp  
APL 6: 900 gp  
APL 8: 1300 gp  
APL 10: 2300 gp  
APL 12: 3300 gp

## Items for the Adventure Record

**Favor with Sariven:** This favor can be spent for one-time access to:

- One of the following wands: *daylight*, *detect magic*, *levitate*, *mage armor* or *see invisibility*. All at minimum arcane caster level.
- Or one of the following items: *boots of elvenkind*, *brooch of shielding*, *cloak of elvenkind* or *eyes of the eagle*.

**Favor with the Caretakers of the Mourning Tower:** This favor counts as a favor with either the Eliastair, the Established Temple of Pelor or the Samryntar as can be decided when spending it.

In addition, when spent for this specific purpose, it will grant one-time access to one of the following items:

- One of the following weapon enhancements: *bane (undead)*, *ghost touch* or *merciful*.
- One of the following armor enhancements: *ghost touch*, +2 or +3
- *Circlet of blasting* (major or minor) or *helm of comprehend languages and read magic*.

Members of the Eliastair, the Established Temple of Pelor and the Samryntar gain meta-regional access to the items mentioned above and need not spend the favor for this. They may use this favor once to gain access to one of these items from a Core scenario.

**Taugern's Spellbook:** Taugern's spellbook contains the following spells. The complete spellbook must be bought at higher APLs (each APL contains the spells from previous APLs):

APL 2 – *comprehend languages*, *magic missile*, *protection from good*, *ray of enfeeblement*, *shield*, *shocking grasp*; Cost 300 gp.

APL 4 – *detect undead*, *mage armor*, *scorching ray*, *tasha's hideous laughter*; Cost +300 gp (total 600 gp).

APL 6 – *false life*, *haste*, *lightning bolt*, *resist energy*, *see invisibility*; Cost +550 gp (total 1150 gp).

APL 8 – *blindness/deafness*, *dispel magic*, *enervation*, *slow*; Cost +600 gp (total 1750 gp).

APL 10 – *cloud kill*, *dominate person*, *hold person*, *greater invisibility*; Cost +850 gp (total 2600 gp).

APL 12 – *chain lightning*, *feeblemind*, *repulsion*, *wall of force*; Cost +1100 gp (total 3700 gp).

**Ghostoil:** This clear oil has a slight tint of gray, and strange, wispy forms seem to swirl through it. When applied to a weapon, ghostoil allows it to affect incorporeal creatures normally for the next 2 rounds. One flask of ghostoil contains enough liquid to coat one weapon of Large size or smaller. Applying ghostoil to a weapon of any size is a full-round action.

Craft Alchemy (DC 25); Market Price 50 gp; Source *Arms and Equipment Guide*.

### Members of the Established Temple of Pelor, the Eliastair and the Samryntar only:

**Membership of the Caretakers:** Members of the *Temple of Pelor*, the *Olven Faiths*, the *Samryntar* and the *Sunndian Army* will treat a Caretaker with great respect, granting a +2 circumstance bonus on Diplomacy checks with people from those groups if they are aware of your affiliation.

In addition to this, you can participate in a special ritual that allows you to tap into the powers of the Silent Valley. Completing this ritual costs 1 TU and 1000 gp, and it can be performed ONLY after a Sunndi regional (note it down on a MIC). For it to have any effect, you will need a Wisdom of 11 or higher. Once the ritual is performed you can cast *remove fear* once per day as a spell like ability as a 1<sup>st</sup> level caster. This ritual can be performed only once per character.

### Item Access

APL 2:

*eyes of the eagle* (Adventure, DMG)

ghostoil (Regional, A&E)

*pearl of power*, 1<sup>st</sup> level (Adventure, DMG)

*wand of ray of enfeeblement* (Adventure, CL 1, 20 charges, as per the spell in the PHB).

APL 4:

*vestment of resistance* +1 (Adventure, function and price similar to the cloak of resistance, vestment slot)

*wand of magic missile* (Adventure, CL 3, 20 charges, DMG)

APL 6:

*pearl of power, 1<sup>st</sup> level* (Adventure, DMG)

APL 8:

*brooch of shielding* (Adventure, DMG)

*gloves of arrow snatching* (Adventure, DMG)

*wand of magic missile* (Adventure, CL 5, 20 charges, DMG)

APL 10:

*cloak of resistance +2* (Adventure, DMG)

*vestment of resistance +2* (Adventure, function and price similar to the cloak of resistance, vestment slot)

APL 12:

*ring of counterspells* (Adventure, DMG)

*ring of protection +2* (Adventure, DMG)

## Appendix 1

### APL 2

#### Encounter 3: When Night Falls

☞ **Ghouls, human (2):** CR 1; Medium undead; HD 2d12; hp 13 each; Init +2; Spd 30 ft.; AC 14 (12 touch, 12 flat-footed); Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite); Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0/+0 melee (1d3 plus paralysis, claw); SA Ghoul fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

*Skills and Feats:* Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.

**Ghoul Fever (Su):** Disease – bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

**Paralysis (Ex):** Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

*Possessions:* None.

☞ **Skeletons, boar (3):** CR 1; Medium undead; HD 3d12; hp 20 each; Init +5; Spd 40 ft.; AC 13 (11 touch, 12 flat-footed); Base Atk +1; Grp +3; Atk +3 melee (1d8+3, gore); Full Atk +3 melee (1d8+3, gore); SQ Immunity to cold, DR 5/bludgeoning, undead traits, darkvision 60 ft.; AL NE; SV Fort +1, Ref +2, Will +3; Str 15, Dex 12, Con -, Int -, Wis 10, Cha 1.

*Skills and Feats:* -; Improved Initiative.

*Possessions:* None.

#### Encounter 6: Trail of Souls

☞ **Caernan:** Male ghaist; CR 3; Medium undead; HD 4d12+3; hp 29; Init +3; Spd 30 ft.; AC 17 (12 touch, 14 flat-footed); Base Atk +2; Grp +5; Atk +5 melee (1d8+3 plus paralysis, bite); Full Atk +5 melee (1d8+3 plus paralysis, bite) and +3/+3 melee (1d4+1 plus paralysis, claw); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL NE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16.

*Skills and Feats:* Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +9, Spot +8 (+13 due to *eyes of the eagle*); Multiattack, toughness.

**Ghoul Fever (Su):** Disease – bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

**Paralysis (Ex):** Those hit by a ghaist's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis.

**Stench (Ex):** Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes.

*Possessions:* *Pearl of power (1<sup>st</sup> lvl)*, *eyes of the eagle*.

#### Encounter 7: Signs of Darkness

☞ **Taurgern:** Male human Wiz1; CR 1; Medium humanoid (human); HD 1d4+1; hp 5; Init +2; Spd 30 ft.; AC 12 (12 touch, 10 flat-footed); Base Atk +0; Grp -1; Atk -1 melee (1d4-1/19-20/x2, dagger) or +3 ranged (1d8/19-20/x2, light crossbow); AL NE; SV Fort +1, Ref +2, Will +4; Str 8, Dex 14, Con 12, Int 16, Wis 10, Cha 10.

*Skills and Feats:* Concentration +8, Craft (alchemy) +7, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (religion) +7, Spellcraft +7; Iron Will, Skill focus (concentration).

*Spells Prepared* (3/2; base DC = 13 + spell level): 0<sup>th</sup> — *acid splash*, *daze*, *resistance*, 1<sup>st</sup> — *magic missile*, *shield*.

*Possessions:* 2 Daggers, light crossbow, 20 bolts, spellbook, spell component pouch, *scroll of mage armor* (2), *scroll of color spray*, *scroll of comprehend languages*, *wand of ray of enfeeblement* (20 charges, CL 1).

☞ **Dretches (2):** CR 2; Small outsider (chaotic, extraplanar, evil, tanar'ri); HD 2d8+4; hp 13 each; Init +0; Spd 20 ft.; AC 16 (11 touch, 16 flat-footed); Base Atk +2; Grp -2; Atk +4 melee (1d6+1, claw); Full Atk +4/+4 (1d6+1, claw) and +2 melee (1d4, bite); SA Spell-like abilities; SQ DR 5/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance 10 to acid/cold/fire, telepathy 100 ft.; AL CE; SV Fort +5, Ref +3, Will +3; Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

*Skills and Feats:* Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2, Survival +0; Multiattack.

**Spell-like Abilities (Sp):** 1/day – *scare* (DC 12), *stinking cloud* (DC 13).

*Possessions:* None.

## Appendix 2

### APL 4

#### Encounter 3: When Night Falls

☛ **Shadow (1):** CR 3; Medium Undead (Incorporeal); HD 3d12; hp 19; Init +2; Spd Fly 40 ft. (good); AC 13 (13 touch, 11 flat-footed); Base Atk +1; Grp -; Atk +3 melee (1d6 Str); Full Atk +3 melee (1d6 Str); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

*Skills and Feats:* Hide +8, Listen +7, Search +4, Spot +7; Alertness, Dodge.

**Strength Damage (Su):** The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduces to Strength 0 by a shadow dies. This is a negative energy effect.

**Create Spawn (Su):** Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

**Skills:** Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks.

\*A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

☛ **Skeletons, leopard advanced 5 HD (3):** CR 3; Medium Undead; HD 5d12; hp 32; Init +9; Spd 40 ft.; AC 18 (16 touch, 12 flat-footed); Base Atk +4; Grp +7; Atk +9 melee (1d6+3 Bite); Full Atk +9 melee (1d6+3 bite) and +4/+4 melee (1d3+1, claw); SQ Darkvision 60 ft., immunity to cold, DR 5/bludgeoning, undead immunities; AL NE; SV Fort +1, Ref +7, Will +4; Str 16, Dex 22, Con -, Int -, Wis 10, Cha 1.

*Skills and Feats:* -; Improved Initiative.

#### Encounter 6: Trail of Souls

☛ **Caernan:** Male human ghost Sor3; medium undead; HD 3d12; hp 21; Init +2; Spd 30, fly 30 (perfect); AC 17 (17 touch, 15 flat-footed); Base Atk +1; Grp -; Atk +3 melee touch (1d4 wisdom drain, touch); Full Atk +3 melee touch (1d4 wisdom drain); SA Manifestation, wisdom drain; SQ Rejuvenation, incorporeal, +4 turn resistance; AL NE; SV Fort +2, Ref +4, Will +5; Str 8, Dex 14, Con -, Int 12, Wis 13, Cha 21.

*Skills and Feats:* Bluff +11, Concentration +6 (+10 when casting on the defensive), Knowledge (arcana) +7, Spellcraft +7, Spot +1 (+6 due to *eyes of the eagle*);

Combat Casting, Eschew Materials, Spell Focus (Evocation)

**Wisdom Drain (Su):** The touch of Caernan drains 1d4 wisdom. On a successful touch attack Caernan heals 5 points of damage to itself.

**Rejuvenation (Su):** If Caernan is destroyed roll a DC 16 Level check (d20+3). If successful, Caernan will reform in 2d4 days. If his corpse is given a proper burial Caernan will not reform.

*Spells Prepared* (6/7; base DC = 15 + spell level): 0<sup>th</sup>— *daze, detect magic, message, resistance, touch of fatigue*; 1<sup>st</sup>— *color spray, mage armor, magic missile*.

*Possessions:* *Pearl of power* (1<sup>st</sup> lvl), *eyes of the eagle, vestment of resistance* +1.

#### Encounter 7: Signs of Darkness

☛ **Taugern:** Male human wizard3; Medium humanoid (human); HD 3d4+3; hp 12; Init +2; Spd 30; AC 12 (12 touch, 10 flat-footed); Base Atk +1; Grp +0; Atk +0 melee (1d4-1/19-20/x2, dagger) or +4 ranged (1d8/19-20/x2, light crossbow); Full Atk 0 melee (1d4-1/19-20/x2, dagger) or +4 ranged (1d8/19-20/x2, light crossbow); AL NE; SV Fort +3, Ref +4, Will +6; Str 8, Dex 14, Con 12, Int 16, Wis 10, Cha 10.

*Skills and Feats:* Concentration +10, Craft (alchemy) +8, Knowledge (arcana) +9, Knowledge (geography) +4, (history) +9, Knowledge (local) +9, Spellcraft +11; Iron Will, Skill Focus (Concentration), Spell Focus (evocation).

*Spells Prepared* (4/3/2; base DC = 13 + spell level): 0<sup>th</sup>— *acid splash, daze, ray of frost, resistance*; 1<sup>st</sup>— *magic missile, ray of enfeeblement, shield*; 2<sup>nd</sup>— *scorching ray, tasha's hideous laughter*.

Ψ Because of Spell Focus (Evocation), the base DC against these spells is 14 + spell level.

*Possessions:* 2 Daggers, light crossbow, 20 bolts, spellbook, spell component pouch, *cloak of resistance* +1, *scroll of mage armor* (2), *scroll of color spray*, *scroll of comprehend languages*, *wand of magic missile* (20 charges, CL 3), *wand of ray of enfeeblement* (20 charges, CL 1).

☛ **Dretches, advanced 4 HD (2):** CR 3; Small Outsider (chaotic, extraplanar, evil, tanar'ri); HD 4d8+8; hp 26 each; Init +0; Spd 20 ft.; AC 16 (11 touch, 16 flat-footed); Base Atk +4; Grp +1; Atk +6 melee (1d6+1, claw); Full Atk +7/+7 melee (1d6+1, claw) and +2 melee (1d4, bite); SA Spell-like abilities; DR 5/cold iron or



good, darkvision 60 ft., immunity to electricity and poison, resistance 10 to acid/cold/fire, telepathy 100 ft.; AL CE; SV Fort +6, Ref +4, Will +4; Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 12.

*Skills and Feats:* Hide +11, Listen +7, Move Silently +7, Spot +7, Search +4, Survival +0; Multiattack, Weapon Focus (claw).

**Spell-like Abilities (Sp):** 1/day – *scare* (DC 13), *stinking cloud* (DC 14). Caster level 4<sup>th</sup>.

*Possessions:* None.

## Appendix 3

### APL 6

#### Encounter 3: When Night Falls

☛ **Shadows (2):** CR 3; Medium Undead (Incorporeal); HD 3d12; hp 19; Init +2; Spd Fly 40 ft. (good); AC 13 (13 touch, 11 flat-footed); Base Atk +1; Grp -; Atk +3 melee (1d6 Str); Full Atk +3 melee (1d6 Str); SA Create Spawn, Strength damage; SQ Darkvision 60 ft., Incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

*Skills and Feats:* Hide +8\*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

**Strength Damage (Su):** The touch of a shadows deals 1d6 points of Strength damage to a living foe. A creature reduces to Strength 0 by a shadow dies. This is a negative energy effect.

**Create Spawn (Su):** Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

**Skills:** Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks.

\*A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

☛ **Zombies, dire boar (3):** CR 2; Large Undead; HD 7d12+3; hp 49; Init -1; Spd 40 ft., AC 17 (touch 8, flat-footed 17); Base Atk +3; Grp +16; Atk +12 melee (1d8+9 Slam); Full Atk 12 melee (1d8+9 Slam); SA none; SQ Single actions only, DR 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +2, Will +5; Str 29, Dex 8, Con -, Int -, Wis 10, Cha 1.

*Skills and Feats:* -, Toughness.

**Single Actions Only (Ex):** Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts to charge.

#### Encounter 6: Trail of Souls

☛ **Caernan:** Male human ghost Sor5; medium undead; HD 5d12; hp 35; Init +2; Spd 30, fly 30 (perfect); AC 18 (18 touch, 16 flat-footed); Base Atk +2; Grp -; Atk +4 melee (1d4 wisdom drain, touch); Full Atk +4 melee (1d4 wisdom drain, touch); SA Manifestation, frightful moan, draining touch (wisdom); SQ Rejuvenation, incorporeal, +4 turn resistance; AL NE; SV Fort +2, Ref +4, Will +6; Str 8, Dex 14, Con -, Int 12, Wis 13, Cha 22.

*Skills and Feats:* Bluff +14, Concentration +8 (+12 when casting on the defensive), Knowledge (arcana) +9, Spellcraft +9, Spot +1 (+6 due to *eyes of the eagle*); Combat Casting, Eschew Materials, Spell Focus (Invocation)

**Frightful Moan (Su):** A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 18 Will save or become panicked for 2d4 rounds.

**Wisdom Drain (Su):** The touch of Caernan drains 1d4 wisdom. On a successful touch attack Caernan heals 5 points of damage to itself.

**Rejuvenation (Su):** If Caernan is destroyed roll a DC 16 Level check (d20+5). If successful, Caernan will reform in 2d4 days. If his corpse is given a proper burial Caernan will not reform.

*Spells Prepared* (6/8/6; base DC = 16 + spell level): 0<sup>th</sup>— *detect magic, flare, mage hand, message, resistance, touch of fatigue*, 1<sup>st</sup>— *color spray, mage armor, magic missile, shocking grasp*, 2<sup>nd</sup>— *blindness/deafness, tasha's hideous laughter*.

Ψ Because of Spell Focus (Invocation), the base DC against these spells is 17 + spell level.

*Possessions:* *Pearl of power (I<sup>st</sup>)*, *eyes of the eagle, vestment of resistance*+1.

#### Encounter 7: Signs of Darkness

☛ **Taugern:** Male human Wiz5; Medium humanoid (human); HD 5d4+5; hp 18; Init +2; Spd 30; AC 12 (12 touch, 10 flat-footed); Base Atk +2; Grp +1; Atk +1 melee (1d4-1/19-20/x2, dagger) or +5 ranged (1d8/19-20/x2, light crossbow); Full Atk +1 melee (1d4-1/19-20/x2, dagger) or +5 ranged (1d8/19-20/x2, light crossbow); AL NE; SV Fort +3, Ref +4, Will +7; Str 8, Dex 14, Con 12, Int 17, Wis 10, Cha 10.

*Skills and Feats:* Concentration +12, Craft (alchemy) +8, Knowledge (arcana) +11, Knowledge (geography) +8, Knowledge (history) +11, Knowledge (local) +11, Spellcraft +13; Iron Will, Skill Focus (concentration), Spell Focus (evocation).

*Spells Prepared* (4/4/3/2; base DC = 13 + spell level): 0<sup>th</sup>— *acid splash, daze, daze, ray of frost*, 1<sup>st</sup>— *burning hands*<sup>W</sup>, *mage armor, magic missile* (2); 2<sup>nd</sup>— *false life, scorching ray, tasha's hideous laughter*, 3<sup>rd</sup>— *haste, lightning bolt*<sup>W</sup>.

Ψ Because of Spell Focus (evocation), the base DC against these spells is 14 + spell level.

*Possessions:* 2 Daggers, light crossbow, 20 bolts, spellbook, spell component pouch, *cloak of resistance* +1, *pearl of power* (1<sup>st</sup> level), *scroll of mage armor* (2), *scroll of color spray*, *scroll of comprehend languages*, *scroll of see invisibility* (2), *scroll of resist energy*, *potion of cure light wounds*, *wand of magic missile* (20 charges, CL 3), *wand of ray of enfeeblement* (20 charges, CL 1).

☛ **Jovocs (2):** CR 5; Small Outsider (Chaotic, Evil, extraplanar, tanar'ri), HD 4d8+18; hp 36; Init +2; Spd 30ft.; AC 16 (touch 13, flat-footed 14); Base Atk +4; Grp +1; Atk +6 melee (1d3+1, Claw); Full Atk +6/+6 melee (1d3+1, Claw) and +1 melee (1d4, bite); SA none; SQ Aura of Retribution, DR 5/silver, Fast Healing 5, Outsider Traits, SR 13, Summon Tanar'ri, Tanar'ri traits; AL CE; SV Fort +7, Ref +6, Will +4; Str 12, Dex 15, Con 16, Int 7, Wis 10, Cha 7.

*Skills and Feats:* Hide +8, Listen +7, Search +3, Sense Motive +3, Spot +7; Toughness.

**Aura of Retribution (Su):** This effect is always active in a 30-foot spread centered on the jovoc. Whenever the creature takes damage from any source, every non-tanar'ri within the aura immediately takes an equal amount of damage. A DC 15 Fortitude save halves the damage.

Regardless of the source of the damage to the jovoc, the damage dealt to non-tanar'ri by this effect is not subject to negation or reduction because of resistance, immunity, damage reduction, spell resistance, or the like.

**Fast Healing (Ex):** A jovoc regains lost hit points at the rate of 5 per round. Fast Healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the jovoc to regrow or reattach lost body parts.

## Appendix 4

### APL 8

#### Encounter 3: When Night Falls

☞ **Wraiths (2):** CR 5; Medium Undead (Incorporeal); HD 5d12; hp 32; Init +7; Spd Fly 60 ft. (good); AC 15 (touch 15, flat-footed 12); Base Atk +2; Grp -; Atk +5 melee (1d4 plus 1d6 Constitution drain, touch); Full Atk +5 melee (1d4 plus 1d6 Constitution drain, touch); SA Constitution drain, create spawn; SQ Darkvision 60 ft., Daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL CE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

*Skills and Feats:* Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-fight, Combat Reflexes, Improved Initiative.

**Constitution Drain (Su):** Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. On each such successful attack, the wraith gains 5 temporary hit points.

**Create Spawn (Su):** Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawns are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Unnatural Aura (Su):** Animals, whether wild or domesticated can sense the unnatural presence of a wraith at a distance of 30-feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

**Daylight Powerlessness (Ex):** Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

☞ **Skeletons, dire bear (3):** CR 6; Large Undead; HD 12d12; hp 78; Init +6; Spd 40 ft., AC 19 (touch 11, flat-footed 17); Base Atk +6; Grp +20; Atk +16 melee (2d4+10, Claw); Full Atk +16/+16 melee (2d4+10, Claw) and +11 melee (2d8+5, Bite); SA none; SQ Darkvision 60 ft., Immunity to Cold; DR 5/Bludgeoning, Undead Immunities; AL NE; SV Fort +4, Ref +6, Will +8; Str 31, Dex 15, Con -, Int -, Wis 10, Cha 1.

*Skill and Feats:* Improved Initiative.

#### Encounter 6: Trail of Souls

☞ **Caernan:** Male human ghost Sor7; medium undead; HD 7d12; hp 49; Init +3; Spd 30, fly 30 (perfect); AC 19 (19 touch, 16 flat-footed); Base Atk +3; Grp -; Atk +5 melee (1d4 wisdom, touch); Full Atk +5 melee (1d4 wisdom, touch); SA Manifestation, draining touch (wisdom), frightful moan; SQ Rejuvenation, incorporeal, +4 turn resistance; AL NE; SV Fort +3, Ref +8, Will +7; Str 8, Dex 16, Con -, Int 12, Wis 13, Cha 22.

*Skills and Feats:* Bluff +16, Concentration +10 (+14 when casting on the defensive), Knowledge (arcana) +11, Spellcraft +11, Spot +1 (+6 due to *eyes of the eagle*); Combat Casting, Eschew Materials, Lightning Reflexes, Spell Focus (Evocation).

**Frightful Moan (Su):** A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 19 Will save or become panicked for 2d4 rounds.

**Wisdom Drain (Su):** The touch of Caernan drains 1d4 wisdom. On a successful touch attack Caernan heals 5 points of damage to itself.

**Rejuvenation (Su):** If Caernan is destroyed roll a DC 16 Level check (d20+7). If successful, Caernan will reform in 2d4 days. If his corpse is given a proper burial Caernan will not reform.

*Spells Prepared* (6/8/8/5; base DC = 16 + spell level): 0<sup>th</sup>— *acid splash, detect magic, flare, mage hand, message, resistance, touch of fatigue*, 1<sup>st</sup>— *burning hands<sup>ψ</sup>, mage armor, magic missile, ray of enfeeblement, shocking grasp*, 2<sup>nd</sup>— *blindness/deafness, scorching ray, tasha's hideous laughter*, 3<sup>rd</sup>— *dispel magic, fireball<sup>ψ</sup>*

<sup>ψ</sup> Because of Spell Focus (Evocation), the base DC against these spells is 18 + spell level.

*Possessions:* *Pearl of power* (1<sup>st</sup> lvl), *gloves of arrow snatching, eyes of the eagle, vestment of resistance* +1.

#### Encounter 7: Signs of Darkness

☞ **Taugern:** Male human Wiz7; Medium humanoid (human); HD 7d4+7; hp 28; Init +2; Spd 30; AC 13 (13 touch, 11 flat-footed); Base Atk +3; Grp +2; Atk +2 melee (1d4-1/19-20/x2, dagger) or +5 ranged (1d8/19-20/x2, light crossbow); AL NE; SV Fort +4, Ref +5, Will +8; Str 8, Dex 14, Con 12, Int 17, Wis 10, Cha 10.

*Skills and Feats:* Concentration +14, Craft (alchemy) +8, Knowledge (arcana) +13, Knowledge (geography) +12, Knowledge (history) +13, Knowledge (local) +13, Spellcraft +15; Greater Spell Focus

(evocation), Empower spell, Iron Will, Skill Focus (concentration), Spell Focus (evocation).

*Spells Prepared* (4/5/4/3/1; base DC = 13 + spell level): 0<sup>th</sup>— *acid splash*, *detect magic*, *touch of fatigue*, *ray of frost*; 1<sup>st</sup>— *burning hands*<sup>Ψ</sup>, *mage armor*, *magic missile* (2), *shield*; 2<sup>nd</sup>— *blindness/deafness*, *false life*, *resist energy*, *scorching ray*; 3<sup>rd</sup>— *dispel magic*, *haste*, *lightning bolt*<sup>Ψ</sup>; 4<sup>th</sup>— *enervation*.

Ψ Because of Greater Spell Focus (Evocation), the base DC against these spells is 15 + spell level.

*Possessions*: 2 Daggers, light crossbow, 20 bolts, spellbook, spell component pouch, *brooch of shielding*, *cloak of resistance* +1, *pearl of power* (1<sup>st</sup> level), *scroll of mage armor* (2), *scroll of color spray*, *scroll of comprehend languages*, *scroll of see invisibility* (2), *scroll of resist energy*, *potion of cure moderate wounds*, *wand of magic missile* (20 charges, CL 5), *wand of ray of enfeeblement* (20 charges, CL 1).

➤ **Babaus, advanced 9 HD (2)**: CR 8; Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri); HD 9d8+63; hp 105; Init +1; Spd 30 ft.; AC 20 (touch 10, flat-footed 19); Base Atk +9; Grp +19; Atk +14 melee (1d8+6, Claw); Full Atk +14/+14 melee (1d8+6, Claw) and +12 melee (1d8+3, bite); SA sneak attack +2d6, spell-like abilities; SQ DR 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, fire 10, SR 14, telepathy 100 ft.; SV Fort +11, Ref +6, Will +7; Str 30, Dex 10, Con 24, Int 14, Wis 13, Cha 16.

*Skills and Feats*. Climb +22, Disable Device +12, Disguise +13, Escape Artist +12, Hide +20\*, Listen +20\*, Move Silently +20\*, Open Lock +10, Search +22\*, Sleight of Hand +12, Survival +1, (+3 following tracks), Use Rope +1 (+3 with bindings); Power Attack, Cleave, Multiattack, Improved Bull Rush.

**Sneak Attack (Ex)**: A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

**Spell-Like Abilities**: At will—*darkness*, *dispel magic*, *see invisibility*, *greater teleport* (self plus 50 pounds of objects only). Caster level 9<sup>th</sup>.

**Protective Slime (Su)**: A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapons hardness does not reduce this damage. A magic weapon may attempt a DC 20 Reflex save to avoid taking this damage. A creature that strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapons takes this damage as well, but can negate the damage with a DC 20 Reflex save.

**Skills**: Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks.

## Appendix 5

### APL 10

#### Encounter 3: When Night Falls

☛ **Spectres (2):** CR 7; Medium Undead (incorporeal); HD 7d12; hp 45; Init +7; Spd Fly 80 ft. (perfect); AC 15 (touch 15, flat-footed 13); Base Atk +3; Grp -; Atk +6 melee (1d8 plus energy drain, touch); Full Atk +6 melee (1d8 plus energy drain, touch); SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL CE; SV Fort +2, Ref +5, Will +7; Str -, Dex 26, Con -, Int 14, Wis 14, Cha 15.

*Skills and Feats:* Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks); Alertness, Blind-fight, Improved Initiative.

**Energy drain (Su):** Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. For each such negative level bestowed, the spectre gains 5 temporary hit points.

**Create spawn (Su):** Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Unnatural aura (Su):** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

**Sunlight powerlessness (Ex):** Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

☛ **Skeleton, Dire Tiger (3):** Large undead; HD 16d12; hp 104; Init +7; Spd 40; AC 20 (12 touch, 18 flat-footed); Base Atk +8; Grp +20; Atk +15 melee (2d4+8, claw); Full Atk +15/+15 melee (2d4+8, claw) and +10 melee (2d6+4, bite); Space/Reach 10 ft./ 5 ft.; SQ Immunity to cold, DR 5/bludgeoning; AL NE; SV Fort +5, Ref +8, Will +8; Str 27, Dex 17, Con -, Int -, Wis 10, Cha 10

*Skills and Feats:* Improved Initiative.

#### Encounter 6: A Trail of Souls

☛ **Caernan:** Male human ghost Sor9; CR 11; Medium undead; HD 9d12; hp 63; Init +3; Spd 30 ft., fly 30 ft. (perfect); AC 19 (19 touch, 16 flat-footed); Base Atk +4;

Grp -; Atk +3 melee (1d4 wisdom drain, touch); Full Atk +3 melee (1d4 wisdom drain, touch); SA Manifestation, frightful moan (DC 20), horrific appearance (DC 20), draining touch (wisdom); SQ Darkvision 60 ft., undead, rejuvenation, incorporeal, +4 turn resistance; AL NE; SV Fort +5, Ref +10, Will +10; Str 8, Dex 16, Con -, Int 12, Wis 14, Cha 22.

*Skills and Feats:* Bluff +18, Concentration +12 (+16 when casting defensively), Knowledge (arcana) +13, Spellcraft +13, Spot +2 (+7 due to *eyes of the eagle*); Combat Casting, Eschew Materials, Greater Spell Focus (Evocation), Spell Focus (Evocation), Lightning Reflexes.

**Frightful Moan (Su):** A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 20 Will save or become panicked for 2d4 rounds.

**Horrific Appearance (Su):** Any living creature within 60 feet that views Caernan must succeed on a DC 20 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage and 1d4 points of Constitution damage.

**Wisdom Drain (Su):** The touch of Caernan drains 1d4 wisdom. On a successful touch attack Caernan heals 5 points of damage to itself.

**Rejuvenation (Su):** If Caernan is destroyed roll a DC 16 Level check (d20+9). If successful, Caernan will reform in 2d4 days. If his corpse is given a proper burial Caernan will not reform.

*Spells Prepared* (6/8/8/7/5; base DC = 16 + spell level): 0<sup>th</sup> — *acid splash, detect magic, flare, light, mage hand, message, resistance, touch of fatigue*; 1<sup>st</sup> — *burning hands*<sup>Ψ</sup>, *mage armor, magic missile, ray of enfeeblement, shocking grasp*<sup>Ψ</sup>; 2<sup>nd</sup> — *blindness/deafness, melf's acid arrow, scorching ray, tasha's hideous laughter*; 3<sup>rd</sup> — *dispel magic, fireball*<sup>Ψ</sup>, *ray of exhaustion*; 4<sup>th</sup> — *confusion, ice storm*.

Ψ Because of Greater Spell Focus (Invocation), the base DC against these spells is 18 + spell level.

*Possessions:* *Pearl of power* (1<sup>st</sup> lvl), *gloves of arrow snatching, eyes of the eagle, vestment of resistance* +2.

#### Encounter 7: Signs of Darkness

☛ **Taurgern:** Male human Wiz9; CR 9; Medium humanoid (human); HD 9d4+9; hp 36; Init +2; Spd 30 ft.; AC 13 (13 touch, 11 flat-footed); Base Atk +4; Grp +3; Atk +3 melee (1d4-1/19-20/x2, dagger) or +6 ranged (1d8/19-20/x2, light crossbow); Full Atk +3 melee (1d4-1/19-20/x2, dagger) or +6 ranged (1d8/19-20/x2, light

crossbow); AL NE; SV Fort +6, Ref +7, Will +10; Str 8, Dex 14, Con 12, Int 20, Wis 10, Cha 10.

**Skills and Feats:** Concentration +16, Craft (alchemy) +10, Knowledge (arcana) +17, Knowledge (geography) +17, Knowledge (history) +17, Knowledge (local) +17, Knowledge (nobility) +8, Spellcraft +19; Empower spell, Greater Spell focus (evocation), Iron Will, Skill Focus (concentration), Spell focus (enchantment), Spell focus (evocation)

**Spells Prepared** (4/6/5/4/3/2; base DC = 15 + spell level): 0<sup>th</sup>— *acid splash*, *detect magic*, *touch of fatigue*, *ray of frost*; 1<sup>st</sup>— *burning hands*<sup>ψ</sup>, *mage armor*, *magic missile* (2), *ray of enfeeblement*, *shield*, 2<sup>nd</sup>— *blindness/deafness*, *false life*, *resist energy*, *scorching ray*, *tasha's hideous laughter*<sup>‡</sup>; 3<sup>rd</sup>— *haste*, *hold person*<sup>‡</sup>, *lightning bolt*<sup>ψ</sup>; 4<sup>th</sup>— *greater invisibility*, *enervation*, *scorching ray* (empowered); 5<sup>th</sup>— *cloudkill*, *dominate person*<sup>‡</sup>.

Ψ Because of Greater Spell Focus (Evocation), the base DC against these spells is 17 + spell level.

‡ Because of Spell Focus (Enchantment), the base DC against these spells is 16 + spell level.

**Possessions:** 2 Daggers, light crossbow, 20 bolts, spellbook, spell component pouch, *brooch of shielding*, *cloak of resistance* +2, *pearl of power* (1<sup>st</sup> level), *scroll of mage armor* (2), *scroll of color spray*, *scroll of comprehend languages*, *scroll of see invisibility* (2), *scroll of resist energy*, *potion of cure moderate wounds*, *wand of magic missile* (20 charges, CL 5), *wand of ray of enfeeblement* (20 charges, CL 1), *headband of intellect* +2.

➤ **Vrocks (2):** CR 9; Large outsider (chaotic, extraplanar, evil, tanar'ri); HD 10d8+70; Init +2; Spd 30 ft., fly 50 ft. (average); AC 22 (11 touch, 20 flat-footed); Base Atk +10; Grp +20; Atk +15 melee (2d6+6, claw); Full Atk +15/+15 melee (2d6+6, claw) and +13 melee (1d8+3, bite) and +13/13 melee (1d6+3, talon); Space/Reach 10 ft./10 ft.; SA Dance of ruin, spell-like abilities, spores, stunning screech; SD DR 10/good, darkvision 60 ft., immunity to electricity and poison, resistance 10 to acid/cold/fire, telepathy 100 ft.; SR 17; AL CE; SV Fort +14, Ref +9, Will +10; Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

**Skills and Feats:** Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (religion) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3; Cleave, Combat Reflexes, Multiattack, Power Attack.

**Spell-like Abilities (Sp):** At will – *mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day – *heroism*.

**Spores (Ex):** A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

**Stunning Screech (Su):** Once per hour a vrock can emit a piercing screech. All creatures within a 30-foot radius must succeed on a DC 22 Fortitude save or be stunned for 1 round.

## Appendix 6

### APL 12

#### Encounter 3: When Night Falls

☞ **Wraiths, dead (2):** CR 11; Large Undead; HD 17d12; hp 104; Init +13; Spd Fly 60 ft. (good); AC 25 (touch 25, flat-footed 16); Base Atk +8; Grp -; Atk +16 melee (2d6 plus 1d8 constitution drain, touch); Full Atk +16 melee (2d6 plus 1d8 constitution drain, touch); SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL CE; SV Fort +5, Ref +14, Will +14; Str -, Dex 28, Con -, Int 17, Wis 18, Cha 24.

*Skills and Feats:* Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness, Blind-fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

**Constitution drain (Su):** Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. On each such successful attack, the dread wraith gains 5 temporary hit points.

**Create Spawn (Su):** Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Lifesense (Su):** A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

**Unnatural Aura (Su):** Animals, whether wild or domesticated can sense the unnatural presence of a wraith at a distance of 30-feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

**Daylight Powerlessness (Ex):** Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

☞ **Skeleton, Dire Tiger (3):** CR 7; Large undead; HD 16d12; hp 104; Init +7; Spd 40; AC 20 (12 touch, 18 flat-footed); Base Atk +8; Grp +20; Atk +15 melee (2d4+8,

claw); Full Atk +15/+15 melee (2d4+8, claw) and +10 melee (2d6+4, bite); Space/Reach 10 ft./ 5 ft.; SQ Immunity to cold, DR 5/bludgeoning; AL NE; SV Fort +5, Ref +8, Will +8; Str 27, Dex 17, Con -, Int -, Wis 10, Cha 10

*Skills and Feats:* -; Improved Initiative.

#### Encounter 6: Trail of Souls

☞ **Caernan:** Male human ghost Sor11; Medium undead; HD 1d12; hp 77; Init +3; Spd 30, fly 30 (perfect); AC 19 (19 touch, 16 flat-footed); Base Atk +5; Grp -; Atk +9 melee (1d4 wisdom drain, touch); Full Atk +9 melee (1d4 wisdom drain, touch); SA Manifestation, frightful moan, horrific appearance, draining touch (wisdom); SQ Rejuvenation, incorporeal, +4 turn resistance, undead traits; AL NE; SV Fort +5, Ref +10, Will +11; Str 8, Dex 18, Con -, Int 12, Wis 14, Cha 22.

*Skills and Feats:* Bluff +20, Concentration +14 (+18 when casting on the defensive), Knowledge (arcana) +12, Spellcraft +12, Spot +2 (+7 due to *eyes of the eagle*); Combat Casting, Eschew Materials, Greater Spell Focus (Evocation), Lightning Reflexes, Spell Focus (Evocation).

**Frightful Moan (Su):** A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 21 Will save or become panicked for 2d4 rounds.

**Horrific Appearance (Su):** Any living creature within 60 feet that views Caernan must succeed on a DC 21 Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage and 1d4 points of Constitution damage.

**Wisdom Drain (Su):** The touch of Caernan drains 1d4 wisdom. On a successful touch attack Caernan heals 5 points of damage to itself.

**Rejuvenation (Su):** If Caernan is destroyed roll a DC 16 Level check (d20+11). If successful, Caernan will reform in 2d4 days. If his corpse is given a proper burial Caernan will not reform.

*Spells Prepared* (6/8/8/7/7/4; base DC = 16 + spell level): 0<sup>th</sup>— *acid splash, dancing lights, detect magic, flare, light, mage hand, message, resistance, touch of fatigue*, 1<sup>st</sup>— *burning hands*<sup>W</sup>, *mage armor, magic missile, ray of enfeeblement, shocking grasp*, 2<sup>nd</sup>— *blindness/deafness, mirror image, mel's acid arrow, scorching ray, tasha's hideous laughter*, 3<sup>rd</sup>— *dispel magic, fireball*<sup>W</sup>, *ray of exhaustion, slow*, 4<sup>th</sup>—



*confusion, fear, ice storm, 5<sup>th</sup>— cone of cold<sup>W</sup>, dominate person.*

Ψ Because of Greater Spell Focus (Evocation), the base DC against these spells is 18 + spell level.

*Possessions: Pearl of power (1<sup>st</sup> lvl), gloves of arrow snatching, eyes of the eagle, vestment of resistance +2.*

## Encounter 7: Signs of Darkness

❖ **Taurgern:** Male human Wiz11; Medium humanoid (human); HD 11d4+11; hp 44; Init +3; Spd 30; AC 16 (16 touch, 12 flat-footed); Base Atk +5; Grp +4; Atk +4 melee (1d4-1/19-20/x2, dagger) or +9 ranged (1d8/19-20/x2, light crossbow); Full Atk +4 melee (1d4-1/19-20/x2, dagger) or +9 ranged (1d8/19-20/x2, light crossbow); AL NE; SV Fort +5, Ref +8, Will +11; Str 8, Dex 18, Con 12, Int 20, Wis 10, Cha 10.

*Skills and Feats:* Concentration +18, Craft (alchemy) +10, Knowledge (arcana) +19, Knowledge (geography) +19, Knowledge (history) +19, Knowledge (local) +19, Knowledge (nobility) +12, Spellcraft +21; Empower spell, Greater Spell focus (evocation), Iron Will, Skill Focus (concentration), Spell Focus (enchantment), Spell Focus (evocation).

*Spells Prepared* (4/6/5/5/4/3/1; base DC = 15 + spell level): 0<sup>th</sup>— *acid splash, detect magic, touch of fatigue, ray of frost, 1<sup>st</sup>— burning hands<sup>W</sup>, mage armor, magic missile* (2), *ray of enfeeblement* (2); 2<sup>nd</sup>— *blindness/deafness, false life, resist energy, scorching ray, tasha's hideous laughter<sup>W</sup>*; 3<sup>rd</sup>— *dispel magic* (2), *haste, hold person, lightning bolt<sup>W</sup>*; 4<sup>th</sup>— *scorching ray (empowered), enervation* (2), *greater invisibility*; 5<sup>th</sup>— *lightning bolt<sup>W</sup>* (empowered), *dominate person<sup>W</sup>, feeblemind<sup>W</sup>*; 6<sup>th</sup>— *chain lightning<sup>W</sup>.*

Ψ Because of Greater Spell Focus (Evocation), the base DC against these spells is 17 + spell level.

¥ Because of Spell Focus (Enchantment), the base DC against these spells is 16 + spell level.

*Possessions:* 2 Daggers, light crossbow, 20 bolts, spellbook, spell component pouch, *brooch of shielding, cloak of resistance* +2, *pearl of power* (1<sup>st</sup> level), *scroll of mage armor* (2), *scroll of color spray, scroll of comprehend languages, scroll of see invisibility* (2), *scroll of resist energy, potion of cure moderate wounds, wand of magic missile* (20 charges, CL 5), *wand of ray of enfeeblement* (20 charges, CL 1), *headband of intellect* +2, *ring of counter spell* (contains scorching ray), *ring of protection* +2.

❖ **Hezrous (2):** CR 11; Large Outsider (Chaotic, Extraplanar, Evil, Tanar'ri); HD 10d8+93; hp 138; Init +0; Spd 30 ft.; AC 23 (touch 9, flat-footed 23); Base Atk

+10; Grp +19; Atk +14 melee (4d4+5, Bite); Full Atk +14 melee (4d4+5 bite) and +9/+9 melee (1d8+2, Claw); SA Spell-like abilities, stench, improved grab; SQ DR 10/good, Darkvision 60 ft., immunity to electricity and poison, resistance to acid/cold/fire 10, SR 19, telepathy 100 ft.; AL CE; SV Fort +16, Ref +7, Will +9; Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 18.

*Skills and Feats:* Climb +18, Concentration +22, Hide +13, Escape Artist +13, Intimidate +17, Listen +23, Move Silently +13, Search +15, Spellcraft +15, Spot +23, Survival +2 (+4 following tracks), Use Rope +0 (+2 with bindings); Blind-fight, Cleave, Power Attack, Toughness.

**Improved grab (Ex):** To use this ability, a hezrou must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Spell-like abilities:** At will—*chaos hammer* (DC 18), *Greater Teleport* (self plus 50 pounds of objects only), *Unholy blight* (DC 18); 3/day—*blasphemy* (DC 21), *gaseous form*. Caster level 13<sup>th</sup>.

**Stench (Ex):** A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other demons) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the aura. Creatures that successfully save cannot be affected again by the same hezrou's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes either condition from one creature. Creatures that have immunity to poison are unaffected and creatures resistant to poison receive their normal bonus on their saving throws.

**Skills:** Hezrous have a +8 racial bonus on Listen and Spot checks.

### The Silent Valley and the Mourning Tower at a Glance

In the north of Rieuwood, along the road between Pitchfield and Axebjerg lies a wide, gently sloped and lightly forested valley. Tall green trees reach into the sky. Sun rays break through the canopy shining upon the grassy undergrowth, giving the valley a nearly fey and gentle appearance.

Appearances deceive though, and any traveler who enters the valley quickly realizes there is something odd about it. Not a sound can be heard, but that of the wind rustling through the leaves. Not even the buzzing noise of insects shatters the silence that lies like a thick blanket over the land. Even the sounds made by the traveler and his companions seem somehow dampened. The constant sense of loss and sadness that seems to perpetuate the place adds to the feeling of unease. Then one comes upon the first grave markers and the traveler knows that he has entered more than just another valley.

#### Description

Sunndi is a landlocked country with hills blocking easy entrance to the north, east and the west and a vast swamp to the south. There are only a few passes that give easy access to the fertile central counties from lands to the north and the west. One of these passes lies entwined between the Hollow Highlands and the Glorioles. Its gentle slopes make it a natural road into Sunndi.

The slopes of the valley are not very steep, though near the Glorioles it can be quite rocky. The ground is relatively even, which makes it easy to ride upon even outside a road or path. The area is lightly forested, consisting mostly of tall silver barked trees common to Rieuwood. The undergrowth consists mostly of grass and shrubs. For some reason honeysuckle is especially abundant. The particular species seems to bloom nearly the whole year, giving the whole area a beautiful alluring fragrance during clear nights. At a first glance it all has an eternal aura, as if untouched by time.

Closer to the Glorioles the density of the trees lessen and there are more and more conifers, firs and juniper. The undergrowth becomes more abundant, though also more susceptible to the change of the seasons. During the summer and late autumn the grass and shrubs tend to be yellow and withered.

The whole valley would appear to be quite normal, were it not for the complete lack of animal sounds. Only the sound of the wind and now and then rain can be heard within the valley. Even the sounds a traveler

makes seem somehow dampened as if the whole valley is covered by fog (which is quite common in the wet season during the night and early morning). This is because there simply are no animals within the valley but even though there are no animals the forest seems to be in balance and lush in plant life.

Added to this strange lack of animal life, is a feeling of deep melancholy that perpetuates the whole valley. Most people who enter the valley are quickly overcome by a solemn feeling that one feels so commonly when entering a holy structure. More sensitive people feel a sense of loss and melancholy as if the whole land is in mourning. At night the valley can suddenly be filled with strange noises as in contrast to the silence of the day. Travelers speak of the faint sounds of battle that can be heard in the distance, or the crying of the wounded or those left behind. While nights in the valley are restful, the dreams of most are haunted and strange, leaving the sleeper with a feeling of loss and sadness, though nobody ever remembers any details about the dreams. Elves are not immune to these haunting dreams, which also touch their reveries. Somehow their connection to the land makes them even more susceptible to the influence of the valley. In general they cannot stand to remain in the valley for long, which is why the elves abandoned it. Nobody has seen any actual apparitions though and no traveler has ever disappeared.

Of course, the many grave markers placed in remembrance of those who died during the Battle of Rieuwood (see below) at the place where their bodies were found add to this haunted feeling. There are hardly any grave markers at the border of the valley, but their number and density grows once one travels closer to the center near the Glorioles, until one gets the feeling of traveling through a graveyard, which is not far from the truth. At the far end of this graveyard, under the slopes of the Glorioles, one comes upon the 30 feet tall black tower. About 3 miles before that one already has passed the stone buildings of the nearby monastery.

#### The Mourning Tower

The black stone round tower is 40 feet high and it is apparently made out of one single piece of obsidian. Even if one examines the walls from nearby it looks like it just grew from the ground, not a seam can be found. At the door opening lays a large flat stone made

out of white marble. In this marble are etched and filled with silver the following words:

*In Remembrance of those who paid the ultimate price  
for their ideals of freedom and equality:  
Death*

#### *The Battle of Rieuwood, 583 CY*

The Mourning Tower consists of the ground floor and three upper stories. It is currently uninhabited and the rooms are empty and cold. It has clearly been built though to be used as a home and there are strong wooden doors and fireplaces. The outside doors are locked, but the Caretakers have the keys and since there is nothing worth stealing, they give the key to anyone willing to pay 1 gp security, which will be given back when the key is returned to the Caretakers. Around the tower within a few meters are three shrines dedicated to respectively Moradin (a small natural cave), Sehanine Moonbow (a stone circle that also functions as a moon calendar) and Pelor (a small white circular marble open building).

### **The Caretakers**

Near the tower about 3 miles (1 hour walking for humans) are the stone buildings of what now is a monastery. It is a beautiful piece of architecture and it fits in perfectly with the surroundings. Inside one seems to be far away from the Valley. There is a sensation of calmness and in the gardens one can hear birds sing and insects buzz.

The monastery is the living place of a small group of mostly humans that take care of the monument. They also help pilgrims who traveled to the area by providing with a place to sleep and eat as well as by providing spiritual council. The monastery is jointly held by a cleric of Moradin, Pelor and Sehanine Moonbow. Inside the monastery one can also find a small but growing library. The more famous books, are those that contain the names of all known people who died during the battle of Rieuwood (including the soldiers of the Great Kingdom) as well as their rank and origins. These books are known as the Book of Soldiers (and consists of multiple volumes).

### **History and Myths**

The history of the valley is a bloody one. Many a battle and skirmish has been fought between the defenders of Rieuwood or Sunndi and foreign invaders from the north. The most recent of these battles was the Battle of Rieuwood, which proved to be the end to a long war

of attrition that started 5 years before when Herzog Chelor of the Great Kingdom crossed the Greyflood River in 577 CY. It was here at this place that the much smaller army of Commandant Osson and his allies of Sunndian guerrilla forces humiliated the Glorioles Army of the Great Kingdom. In honor of this victory and in remembrance to those who gave their life the Mourning Tower was built.

Up until that time few people had paid much attention to the even older myths that surrounded the valley. Myths set so long ago that even the elves have forgotten much. When the tower was built though, using ancient magic that some people thought had been long lost, the strange effects started. This prompted a revival of interest in these old stories. Stories that tell that the valley was once a center of learning where the Flan of the kingdom of famous queen Ehliissa learned much of their magic under tutelage of the local grey elves. According to myths one of the many towers that dotted the place stood right where the Mourning Tower stands now. This might be true, since the Mourning Tower was built on the foundations of an ancient ruin, which had provided cover to Chelor's leaders during the Battle of Rieuwood. Stranger is the fact that nobody seems to remember who suggested the idea to build the tower in the first place or who actually built it. It makes one wonder why the tower was built: is it the cause of the haunted valley or is its presence coincidental?

### **Game Mechanics**

Most of the effects described above are purely role-playing. Elves, druids, wild animals and animal companions and familiars though feel highly uncomfortable in this place. Wild animals only enter under the cajoling of a good friend and even then they are skittish and act strangely (especially at night). Unless the wild animal, druid or elf succeeds at a DC 10 Will save during sleep the character will act as if shaken (see *Dungeon Master's Guide*) for the whole next day.

## Appendix 8

### The Caretakers of the Mourning Tower

**The Monastery of the Silent Valley:** Thorp; magical; AL NG; 40 gp limit; Assets 960 gp; Population 48; Mixed (human 32, dwarf 8, elf 4, gnome 2, halfling 1, half-orc 1).

**Other name(s):** Monastery of the Vigilant, Monastery of the Free, Caretakers of the Mourning Tower.

*Authority figure(s):* Abbot Cael “Thunderhammer” Samryntar, male dwur (Priest of Moradin, Ftr2/Clr9); Abbot Danai Tyrnin, female human (Priestess of Pelor, Clr11); Abbot Seventhlerin Esterivan, female elf (Priestess of Sehanine Moonbow, Clr13); Durnin “Fireaxe” Samryntar, male dwur (Assistant to Cael Samryntar, Ftr4/Clr3); Jevin Darlan, (Assistant to Danai Tyrnin, Rgr1/Drd7); and Darthentar Lonraneth, (Assistant to Seventhlerin Esterivan, Wiz8).

*Important Temples:* As a monastery dedicated to the memory of those who fell in the great battle of the Rieuwood, this place harbors a shrine for each of the major races who fought in it.

Underneath the monastery, a special cavernous shrine was built in dedication to **Moradin**. The garden, walled on all sides by a thick, stone wall, houses a small silent shrine to **Sehanine Moonbow**, whilst a shrine to **Pelor** has been dedicated inside an open-roofed building adjacent to the garden.

The shrines have been created to give pilgrims, seeking to honor the memory of the fallen a place to meditate and pay homage to the dead. Though entry is not forbidden to anyone, the monks and priests present in the monastery guide visitors.

The Monastery of the Silent Valley houses a small community of monks, clerics, and pilgrims whose purpose is to maintain the place that honors the memories of those fallen in the battle of the Rieuwood.

Aside from maintaining a growing library which lists the names and descriptions of all those who fought, on either side, in the battle the Rieuwood, they also make regular trips to the Mourning Tower which sits at the center of the Silent Valley.

Such trips have multiple purposes for the caretakers. One of these purposes is to maintain the Mourning Tower itself and the three shrines situated around it. Although the structures require little care themselves, the caretakers make sure the structures remain clean, orderly and well tended.

Another goal is often to guide pilgrims to and from the shrines at the Mourning Tower. Many people of all

races spend the night around these towers in quiet solitude and meditation.

Last, but not least, their purpose is to celebrate and remember the freedom for which so many Sunndians gave their lives for.

#### The Monastery

The monastery itself is actually a large compound, roughly 150 by 100 feet in total, not counting the four or five outlying farm fields. A large stonewall surrounds the compound and keeps the monastery safe from the elements and whatever dangers the Silent Valley might hold.

Entering through the north and main gate's pair of thick, wooden doors visitors enter a small serene courtyard. A small stable to the left is able to house about twelve horses, though the monastery already keeps four horses at all times.

Across from the main gate, visitors are guided into the main hall that provides access to the rest of the monastery. The west wing holds the offices as well as the library, whilst the east wing provides entry to the residents' sleeping quarters and the mess hall. Continuing straight onwards leads on into the inner garden which holds the shrine to Sehanine. From the garden entry is also gained to the shrines of Pelor and Moradin.

#### The Library

When entering the library, one quickly notices how the room is too large for its contents. Many bookshelves remain unfilled. It doesn't take one long to realize though that the rows are being filled quickly. Several writing tables are cluttered with papers as monks write in names and descriptions of all those who have fallen in the battles.

#### Moradin's Shrine - *Earth's Glory*

The shrine dedicated to Moradin is actually located underneath the monastery grounds. Excavated by skilled dwarven engineers, they dug a circular tunnel into the rocky ground underneath the monastery.

The entrance to the tunnels is located in the monastery gardens from where it follows a large circular path down into the earth. At its end, fifty feet under the ground, lies a hollowed out cavern. There, in a plain cavern, one can find a simple stone altar along with eight clan shields, symbolizing the clans that fought in the battle of the Rieuwood.

### **Pelor's Shrine – The Sun's Caress**

The shrine built in honor to Pelor is actually a small circular plaza surrounded by nine large marble columns. The circular plaza holds an altar at its center, along with several simple, marble benches spread out around it. Incense burners are spaced evenly on the plaza and burn at all times. It is said that the incense purifies the mind and calms the soul when inhaled, though there is no real proof of this effect.

### **Sehahine's Shrine – *The Peaceful Dream***

Sehahine's shrine sits in the center of the monastery gardens and is actually a small, circular gazebo, surrounded by plants growing down over its side. Finding the entrance takes some effort, but once one enters the gazebo, all sights and sounds of the outside world are blocked out. Strangely enough, there is no altar here. The floor however, is intricately carved with sylvan symbols representing peace, freedom, and celebration.

This has the effect that elves who spend their four-hour meditation here will be free of the effect of the Silent Valley's mournful aura during that time. Instead, they are given visions of all the good that came from the battle for freedom in which so many lost their lives.

## Appendix 9: New Rules Items

### **Jovoc**

(From Monster Manual II, page 58)

**Small Outsider (Chaotic, Extraplanar Evil, Tanar'ri)**

**Hit Dice:** 4d8 + 18 (36 hp)

**Initiative:** +2

**Speed:** 30 ft. (6 squares)

**AC:** 16 (+1 Size, +2 Dex, +3 Natural), touch 13, flat-footed 14

**Base Attack/Grapple:** +4/+1

**Attack:** Claw +6 melee (1d3+1)

**Full Attack:** 2 claws +6 melee (1d3+1) and bite +1 melee (1d4)

**Face/Reach:** 5 ft./5 ft.

**Special Attacks:** *Summon Tanar'ri*

**Special Qualities:** Aura of retribution, DR 5/silver, darkvision 60 ft., immune to electricity and poison, resistance to acid 10, cold 10, fire 10, telepathy 100 ft., fast healing 5

**Saves:** Fort +7, Ref +6, Will +4

**Abilities:** Str 12, Dex 15, Con 16, Int 7, Wis 10, Cha 7

**Skills:** Hide +8, Listen +7, Search +3, Sense Motive +3, Spot +7

**Feats:** Toughness (x2)

---

**Climate/Terrain:** Any land and underground

**Organization:** Solitary, pair, or gang (3-4)

**Challenge Rating:** 5

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 5-8 HD (Small); 9-12 (Medium)

These vicious little black-hearted fiends were born to create strife. Their ability to inflict the damage they take on others makes them invaluable in the front lines of tanar'ri armies. A unit of jovocs can absorb repeated blows and spells from the enemy and still survive to exact a punishing revenge.

A jovoc is a 4-foot tall, bloated, hairless creature of humanoid shape. It resembles the bruised and battered corpse of a gnome left too long to decay in the heat of summer, and the stench that emanates from its rough skin lends credence to this impression. Its skin is dark blue or black, and its eyes are vacant, black pools. Each of the creature's long arms end in a three-fingered hand with long red fingernails, forever stained the color of blood.

### **Combat**

Jovocs are not especially intelligent, but they are quick and experienced ambushers who know how to use their small size to best effect. Years of training and experience have taught them how to take advantage of their aura of retribution and fast healing abilities. They often adopt a hit-and-run strategy, jumping into a group of enemies to do as much damage as possible, then dashing off for a few rounds to heal.

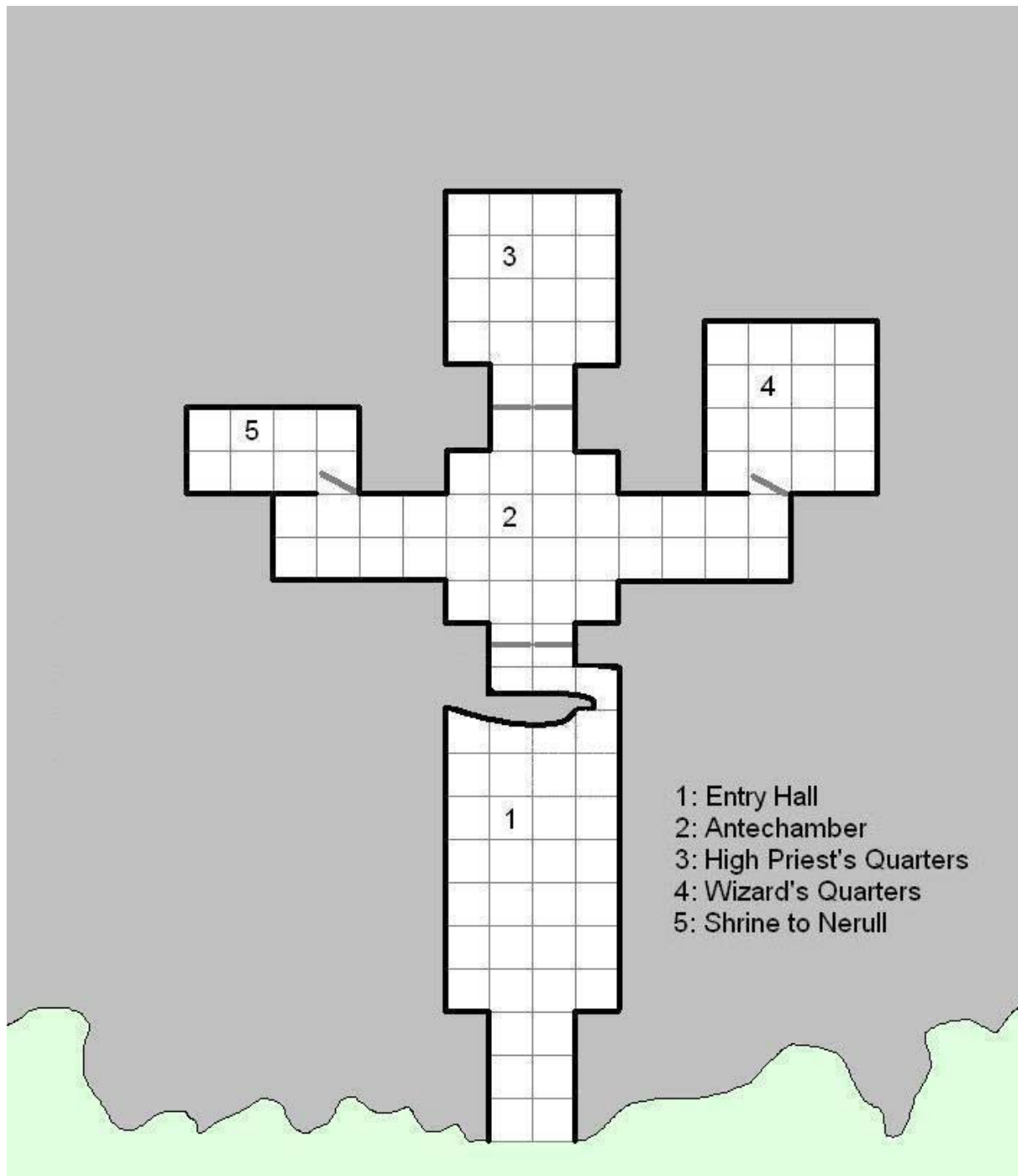
Alternatively, jovocs fighting in pairs or trios can utilize their favorite tactic. Lurking just beyond reach of their enemies (preferably concealed by darkness, a wall, or some other barrier), they begin to attack one another, automatically hitting with each swing. These attacks deal full damage not only on the jovocs, but also on anyone caught in their aura of retribution. After following a round or two for their fast healing ability to close their wounds, the creatures begin to claw and bite one another again.

**Aura of Retribution (Su):** This effect is always active in a 30-foot spread centered on the jovoc. Whenever the creature takes damage from any source, every nontanar'ri within the area immediately takes an equal amount of damage. A successful Fortitude saving throw (DC 15) halves the damage. Regardless of the source of the damage to the jovoc, the damage dealt to nontanar'ri by this effect is not subject to negation or reduction because of resistance, immunity, damage reduction, spell resistance, or the like.

**Fast Healing (Ex):** A jovoc regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the jovoc to regrow or reattach lost body parts.

**Summon Tanar'ri (Sp):** Once per day, a jovoc can attempt to summon another jovoc with a 25% chance of success.

DM's Aid 1:  
The Caves of Darkness



## Player's Handout 1

### The Wizard's Letter

Torlanden,

Everything seems to be progressing fine. According to my calculations, it will only be a little while longer until the Orb of Dranak'tan has completed its task. However, shortly after you left here, I noticed a strange occurrence within the sphere itself.

From what you've explained, the Orb should be drawing the essence of the spirits towards it and it seems to be doing this as intended. But every now and then, it seems the flow of energy is blocked in some way. I have not yet discovered what is causing this, but my thoughts are that something, or someone, is blocking our efforts in the Valley.

I have decided to reinforce the ritual which you performed and it seems to be strengthening the Orb. To be sure everything is ready for Wicchrys, I will perform this ritual every night until then. The combined strength of the Orb and the ritual should drain the last remaining strength of whatever is interfering with our efforts.

Your faithful servant,  
Taurgern