



MANIFESTING: A TALE

CREDITS

Design:	Angel Leigh McCoy
Editing:	Jesse Decker
Web Production:	Sue Cook
Web Development:	Mark Jindra
Graphic Design:	Sean Glenn, Cynthia Fliege

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Manifesting: a Tale is a DUNGEONS & DRAGONS adventure for four 3rd-level characters. It presents a greater challenge to lower-level characters, but the adventure will work as written for those PCs. For groups higher than 3rd level, read the “Scaling the Adventure” sidebar on the next page. The adventure is easily adapted to any campaign setting that has room for a small, unusually shaped keep and includes psionics. This adventure encourages interaction with NPCs in order to solve a mystery. Read through it completely and make sure you have everything you need before you begin.

PREPARATION

With the release of the *Psionics Handbook* for the DUNGEONS & DRAGONS game, players have seven new class options. Undoubtedly, many excited players will immediately create a psion or psychic warrior or begin taking levels in one of the new classes with an existing character. In anticipation of this, we offer you this adventure to dramatize the transition from a traditional party of adventurers into one that includes a psionic character.

This adventure presumes that at least one player character has just multiclassed into a psionic class and spotlights that PC. The adventure’s plot provides an in-game storyline to describe how and why the character suddenly began to manifest psionic abilities.

You, the DM, need a copy of the *Psionics Handbook*, the *Player’s Handbook*, and the *Dungeon Master’s Guide* to use this adventure. We have set aside player information in shaded boxes. Read or paraphrase these sections aloud to your players when appropriate. Unshaded boxes contain important information and instructions intended to help you when running this adventure. Most of the NPCs in this adventure are given only abbreviated stat blocks, since combat is unlikely to result. DMs who have a combat-prone group should generate complete stat blocks for any NPC that they think the PCs are likely to fight.

BACKGROUND

Lord Prisius rules a small fiefdom off the main trade routes. His elaborate fortress stands on a hill overlooking his people’s farms. Many have heard of the fortress’ odd architecture. Giant gargoyles sit atop the walls. Massive statues stand as sentinels at the corners of the outer walls. A mishmash of styles and shapes forms the structure itself, as if the builders had added rooms and towers in a haphazard moment of childish hysteria. Indeed, Lord Prisius has a rather remarkable architect

Scaling the Adventure

Although designed for 3rd-level characters, this adventure is suitable for cautious groups of 1st or 2nd level. Higher level groups will still find the mystery challenging, but the combat with Lord Prisius will have to be adjusted. Simply raise the psion's level to be an appropriate challenge for high level PCs. Remember that since the PCs will probably have a chance to rest before and after the encounter with Prisius, that he can have a CR 1 or 2 higher than the party's level.

in his court: his daughter. Melina designed the fortress in stages over a decade, beginning when she was eight years old. She named her creation, "Dream." The residents in the area call it "Melina's Dream." Cartographers have abbreviated it, over time, to Melinas.

Lord Prisius' domain has enjoyed relative peace and prosperity for over ten years. Recently, however, tragedy struck. Prisius' daughter disappeared. One night, she happily announced to her father that she had accepted the proposal of one of her suitors, the son of a neighboring lord. The next morning she did not come down for breakfast, and no one has reported seeing her since.

Prisius has offered a reward to anyone who can find and return his daughter to him.

The truth has a much more sinister slant. Prisius didn't want to lose his daughter. He dedicated his entire life to her and never thought she would leave him. He has locked her up within the

walls of the castle and intends to keep her there until she gets over this marriage nonsense. In the meantime, her fiancé has come searching for her. Prisius plays the role of grieving father, while advancing the rumor that the fortress has become sentient. He plans to frighten away anyone who would take his daughter from him; he's even willing to kill those who discover his secret.

ADVENTURE SYNOPSIS

If the PCs decide to accept the challenge of finding Melina, they enter into a nest of familial intrigue. Prisius allows them to stay at the fortress while they pursue their investigation. He, of course, maintains his role as worried father. Prisius chooses the PCs because he thinks they'll fail to uncover the truth, and he does whatever he can to make sure he's right. When Melina attempts to contact the PCs through shouting for help and using her *remote view* power, Prisius plays up his staff's belief that the fortress has become haunted.

Immediately, the PCs begin to meet the players in the intrigue. A chambermaid warns them that the fortress is cursed. She claims to see things move. Other characters offer various theories for the whispers and the moving objects. As the PCs explore the odd fortress, they begin to experience strange things themselves. They encounter odd inhabitants, each with a piece of the puzzle.

The fortress has a series of rooms all surrounded by hidden corridors. This makes the walls seem extremely thick at thresholds and around corners. Observant characters, especially dwarves, might notice that the walls seem unusually thick. Characters can make a Spot check (DC 25) to notice the unusually thick walls. Dwarves can apply their racial bonus to notice unusual stonework to this check. A Knowledge (Architecture) check (DC 15) also reveals the unusually thick walls. The main entrances to the secret passages within the walls are in Lord Prisius' sitting room and in the stables. The secret doors require a Search check (DC 20) to find. They are secured by average locks, which can be opened by the key Prisius keeps with him at all times or by a successful Open Lock check (DC 25). If asked about these doors, Prisius informs the PCs that the passageways have decayed and that they have become hazardous.

When Melina was small, she used to play in the hidden hallways. They've grown dusty and unused, until recently, when Prisius locked Melina inside them. Now, she roams the secret passageway, using her *remote view* power to observe her father and hoping to see someone who will help her.

You can easily get the PCs to Melinas by dropping the information that Prisius has offered a reward to anyone who finds his daughter and returns her home. They may hear about this offer through a traveling bard, by finding a scroll, or from local residents when they pass through the area.

ENCOUNTERS

Refer to the map of the Melinas fortress for the following encounters. The PCs may explore the fortress and area at will, speak with the NPCs that congregate there, and pursue their investigations without structure. Though the encounters are numbered, they do not need to progress in any particular order. Each encounter corresponds to a location or NPC within the adventure.

Melinas (thorp): Conventional; AL CN; 40 gp limit; Assets 60 gp; Population 30 adults; Isolated (human 97, halfling 2, dwarf 1).

Authority Figure: Lord Malrenn Prisius, male human Psi5

Important Characters: Wondo Brecken, male human Ftr5 (captain of the guard); Lady Melina Prisius, female human Psi6 (missing daughter); Dame Dyra Prisius, female human Psi1/Ari3 (Melina's senile grandmother); Jacobius Kranshup, male human Ari4

(Melina's fiancé); Horonimo Prisius, male human Brd3 (Melina's cousin); Cora Sir, female human Com6 (household manager); Prittina Larsha, female human Com1 (chambermaid); Lance Larsha, male human Com6 (stable manager); Ossal Larsha, male human Com1 (stableboy); Madam Griva, female dwarf Com9 (cook).

Front Gate

As the heroes approach Melinas, read or paraphrase the following text.

The road leads directly to a large, wooden gate set in a protective wall. Inside the walled area, beyond the gate, you see the roofs of Melina's Dream, an odd fortress designed by a child. Even from this vantage, you realize that the architecture of the fortress makes little sense. A haphazard mishmash of shapes and angles, curves and corners, it does indeed resemble a child's pile of blocks. Thick-headed gargoyles keep watch from the gables. Giant statues peer over the walls, their gazes cast either outward toward distant lands, or downward toward you. These stone men and women, courtiers and heroes, further lend the fortress an air of whimsy.

As you approach the front gates of Melina's Dream, also known as Melinas for short, a guard looks down from atop the wall. Human, he has a long, swaying mustache and graying hair. He calls a greeting, stuttering, "Ho th-th-there! S-s-state your b-b-business."

Around its periphery, the Melinas fortress has a 20-foot-tall, three-foot-thick, stone wall lined on the interior by raised, wooden platforms. A single guard stands on the platform beside the front gate. Spotters, young teens hired for the job, post themselves at each of the wall's five corners. They watch the surrounding hills for any sign of approaching threat.

When the characters arrive at the fort, the first person they meet is the guardsman, Wondo Brecken. Brecken (LG male human Ftr5) has guarded Melinas for more than 20 years. He has become almost a part of the family and would defend any family member to the death. He particularly adores Melina and considers her like a niece. Her disappearance has rattled him and made him overly gruff. He knows that Lord Prisius has offered a reward to anyone who can find Melina, however, so he politely welcomes anyone interested in that.

He personally escorts the adventurers into the fortress and stays with them until Lord Prisius arrives to speak to them.

Brecken has a gruff attitude, but he ultimately means well. He takes himself and his duties seriously. In his mind, he must do everything in his power to protect his lord and the noble family members. He has lived with these strange people for over two decades. He understands and accepts them. Brecken has one quirk that stands out. He stutters.

This crotchety old guard talks to himself more than he talks to anyone else in the fortress. He spends most of his time herding the spotters and keeping them alert. He practices his fighting techniques and trains some of the younger boys and men. Brecken doesn't believe in ghosts or in haunted fortresses. He doesn't have a superstitious bone in his body.

Initial Reaction: Indifferent

He expects to receive a ransom note for Melina at any time, and he freely shares this opinion with the heroes if they ask. "B-b-brigands took her!" he proclaims loudly.

Friendly (DC 15): Information.

Brecken reveals items #1 and #2 in the "Secrets of Melinas" sidebar on page 4.

Helpful (DC 30): Information.

Brecken reveals items #4 in the "Secrets of Melinas" sidebar on page 4.


1. Open-air Courtyard

This courtyard and the first interior room of the fortress came before all the rest. Melina designed these two areas at the age of eight. She chose which games would be represented in the tile flooring, which trees they would plant, and which play equipment they would install. Much of the play equipment has long since fallen apart or simply been removed when Melina outgrew it; however, marks of its previous presence still show in anchor hooks, iron braces upon the walls, and traffic patterns worn into the flooring.

Horonimo Prisius (male human Brd3, Int 8) sits in the courtyard writing his newest play. He intends to dramatize Melina's disappearance for the stage. Melina's cousin is eccentric and flamboyant. He stays in the fortress by the grace of his Uncle Prisius.

When the players enter the courtyard, read or paraphrase the following text.

A large statue of a sleeping cat lies in this



open-air courtyard. You can easily imagine a child playing upon the cat's back, sitting astride it, sliding down its tail, or crawling up between its ears. The floor's old tiles create several children's games, the colors, once bright and cheerful, have dulled over the years. Trees grow in the courtyard's corners—two apple trees perfect for climbing, a cherry tree, and a pear tree. Several tables and wooden benches provide seating. At one such table, a middle-aged man sits hunched over some parchment. He dips his pen in the inkwell, ponders, then writes. He has dashed a dark smear of the ink across his cheek. Thin and birdlike, he carries himself with a flamboyance that screams bard. Red and gold garb match the large, scarlet feather flowing from his puffy hat. "Hmmm," he ponders. Then, with the drama of an actor, he proclaims, "Why dost thou steal my daughter?!"

Brecken leaves the heroes in Horonimo's company and goes to inform Lord Prisius that he has visitors.

Horonimo's mother is Lord Prisius' sister. Thus, Horonimo believes himself truly noble in all senses, by virtue of his relationship to Lord Prisius. He takes pride in that. Furthermore, he believes himself to be a much better playwright than he actually is. Horonimo spends most of his time happily oblivious to the sadness of others. He looks at tragedy with an analytical eye, searching for something he can draw from it to use in his plays. The only person he really cares about in his life is himself. He takes extremely dramatic airs if he feels he himself has been injured. Nevertheless, Horonimo wouldn't hurt a fly. He watches the events unfold and writes about them. He doesn't perpetrate them. "Ah, ah, ah!" Horonimo proclaims upon seeing the PCs. "The heroes have arrived!" He blatantly follows them around, watching them and taking notes. He must portray them exactly right in his play, you see.

Horonimo actually knows a great deal though he's not quite clever enough to put two and two together. Getting him to reveal what he knows provides the PCs with a challenge. Horonimo doesn't purposefully hide things, he just doesn't always realize their significance. Furthermore, he doesn't trust strangers. He believes they are all out to steal his ideas and write a better play.

Initial Reaction: Unfriendly

Indifferent (DC 15): Information.

Horonimo will reveal items #1 through #6 in the

Secrets of Melinas

1. Melina accepted Jacobius Kranshup's proposal the evening prior to her disappearance.

2. Melina's mother died when she was very young, leaving only her and her father. She and her father are very close.

3. Dame Prisius hasn't quite overcome her senility since she locked herself in a section of the secret passages ("A" on the map). She wasn't found for almost two days. By that time, she had lost her mind. She never recovered.

4. Melina and Ossal Larsha, the stableboy, had recently become friends. She had begun teaching him to read and write.

5. Lord Prisius has never made a secret of the fact that he hates Jacobius Kranshup.

6. Over the years, the fortress and surrounding farms have lost some prosperity. The fortress is in need of repairs, and many farmers have moved on to areas closer to the trade routes. Prisius' fortune has taken a heavy blow as a result.

7. After his wife's death, Lord Prisius gave Melina anything she wanted. His life revolved completely around his daughter.

8. Melina and Jacobius planned to move to the city where Jacobius could pursue his medical studies at the college there.

9. When alone in his room, Lord Prisius has been heard talking, apparently believing that his vanished daughter can hear him. The other residents of the household fear that their Lord's grip on reality is slipping.

10. Cora Sir, the household manager, has long carried a torch for Lord Prisius. He, however, has never shown her any affection beyond that of Lord to loyal serf.

11. Lord Prisius once declared in front of several people that Melina would never marry. He believed it. He denied that she would ever consider leaving her home, and him.

12. Secret passageways exist all over the fortress.

"Secrets to Melinas" sidebar. However, unless asked directly about an item in the sidebar, he must succeed at an Intelligence check (DC 15) to realize that the information is important and share it.

Friendly (DC 25): Information.

Horonimo will reveal items #1 through #8 in the "Secrets to Melinas" sidebar. However, unless asked

directly about an item in the sidebar, he must succeed at an Intelligence check (DC 15) to realize that the information is important and share it.

Helpful (DC 40): No further information

2. Main Hall (EL variable)

Once the players have finished their first encounter with Horonimo, read or paraphrase the following.

Brecken returns and beckons you into the main hall. The main hall holds all the trappings of a lord's receiving area. Tables line the outer edges, awaiting courtiers and feasts. Banners hang from the high ceilings, their markings revealing Lord Prisius' political and religious affiliations. The lord's table stands at the far end of the room with a giant chair in place at its center point. A row of panels hides the entrance to the kitchen and several banquet tables designed to hold heaping bowls of food before serving.

Lord Prisius stands near his table with Brecken, the guard, just behind him. He holds his head high and his shoulders straight. A touch of wear steals some of the richness from his clothing, but there's no doubting the nobility in the tilt of Lord Prisius' head. "Greetings, travelers," he begins, his voice deep and resonant. "Come and share a drink with your host. I am Lord Prisius, overseer of these lands. And who might you be?" He gestures, and Cora Sir emerges from behind the panels, carrying a pitcher and a tray of silver goblets.

The main hall serves as the dining room and gathering place. Long tables and warm fireplaces accommodate social events. Lord Prisius treats the heroes with great respect. He maintains a noble and strong bearing throughout the conversation, letting the slightest sadness show through only when speaking of his daughter's disappearance. Prisius confirms the reward, and offers to let the PCs stay in the fortress' guest rooms, if they would like. At the bare minimum, he invites them to dinner. All in all, Prisius proves a hospitable host. He has a vested interest in getting the PCs to like him. After all, he's responsible for his own daughter's disappearance.

Prisius knows all of the information contained in the "Secrets of Melinas" sidebar, but he reveals only items #1–#5. PCs can make a Sense Motive check, opposed by Prisius' Bluff check, to realize that Prisius is withholding information about his daughter's abduction.

Lord Prisius tries to convince the players that the fort is haunted. He uses detect thoughts to discretely monitor the progress of the investigation, and he explains away the sounds within the walls and the manifestation of Melina's *remote view* power (if he becomes aware of it) as part of the haunting. In addition, he uses *matter agitation*, and *far hand* to manufacture further evidence of haunting.

Development (EL 5): Once the PCs begin to suspect that Melina is trapped within the castle walls, Prisius realizes that they will eventually discover his deeds and attacks. Prisius will attack early rather than wait—he does not want to face his daughter in a psionic duel without the benefit of surprise.

Lord Prisius, Male human Psi5: CR 5; Medium-size humanoid; HD 5d4+10; hp 24; Init +1 (Dex); Spd 30 ft.; AC 16 (Inertial Armor +4, Dex +1, ring +1); Atk: +3 melee (1d8+1 shortspear), +4 ranged (1d8 masterwork lt. crossbow); SQ Psionics; AL NE; SV Fort +3, Ref +2, Wil +2; Str 12, Dex 12, Con 14, Int 10, Wis 8, Cha 16

Skills: Bluff +11, Diplomacy +11, Concentration +10, Knowledge (Psionics) +8, Psicraft +8; **Feats:** Inertial Armor, Dodge, Psionic Dodge

Psionic Combat Modes: *Ego whip, mind blast, empty mind, thought shield, mental barrier, intellect fortress, tower of iron will.*

Psionic Powers: (15 pp) *Far hand, telepathic projection, burst, elfsight; charm person, spider climb, matter agitation; detect thoughts, brain lock*

Possessions: Key to secret passages, *ring of protection +1*, masterwork light crossbow, 20 bolts, masterwork shortspear, *crystal capacitor* [1].

3. Kitchens

The kitchens stand to the back of the fortress with a private exit leading to the livestock pens. This exit has an arch over the threshold—several stairs climb up, then go back down on the other side. Anyone asked says this serves to keep the animals from wandering into the kitchen, but the real reason is that it allows someone in the secret passage to pass under the archway created by the stairs.

4. Dame Dyra Prisius' chamber

This bedroom belongs to an old lady who has collected mountains of mementos in her life. Family portraits line the walls, and the antique furniture is of the highest quality. Dame Prisius (human female Psi1/Ari3) spends most of her time in her room. The aging woman is quite senile, and any encounter with her should leave the PCs confused if not frustrated. She

begins all encounters with a friendly attitude, and she knows secrets #1–8 in the “Secrets of Melinas” sidebar. However, she is rarely aware of her surroundings and therefore cannot reveal much information to the PCs.

5. Lord Prisius’ sitting room

Lord Prisius and Melina shared this sitting room. It attaches to their personal bedrooms, and has entrances to both the hidden hallways and to Prisius’ private room.

Other NPC Encounters

The following NPCs move throughout the Fort. Each description includes their most likely location, but the DM should feel free to adjust the locations of the NPCs based on the time at which the encounter takes place. It’s important that the players have a sense of the fort’s inhabitants moving about their daily lives.

NPC	Primary Location	Initial Attitude	Secrets Known
Lord Prisius	Main Hall	Hostile	#1–5 (all)
Melina Prisius	Trapped	Helpful	#1–12
Dame Dyra Prisius	Dame’s room	Indifferent	#1–8
Horonimo Prisius	Courtyard	Indifferent	#1–8
Wondo Brecken	Gate	Indifferent	#1, 2, 4
Cora Sir	Kitchen	Unfriendly	#1–11
Prittina Larsha	Doll room	Indifferent	#1–4
Lance Larsha	Stables	Indifferent	#1–8
Ossal Larsha	Stables	Indifferent	#1–10
Madam Griva	Kitchen	Indifferent	#1–11
Jacobius Kranshup	Guest Room	Unfriendly	#1–6, 8

6. Melina’s bedroom

This room, obviously Melina’s, is filled with gifts from her father. Allow players an Intelligence check (DC 15) to realize that many of the gifts (clothes and small items) would be more appropriate for a young girl, but would hold less appeal to a woman readying herself for marriage.

7. Lord Prisius’ bedroom

Players only gain access to this room if Lord Prisius escorts them. Prisius has kept this room scrupulously clean of evidence of his misdeeds, so the PCs find nothing here.

8. Doll room

A leftover from when Melina was a child, this room holds a huge number of dolls. The dolls come in all shapes, sizes and materials. A table in the center, with four chairs around it, offers a place for studying or reading comfortably.

9. Gallery

This long, wide corridor holds portraits of the Prisius family, including Melina’s mother, grandparents, Melina herself, and Lord Prisius.

10. Guest room

This room has three large beds in it.

11. Guest room

This room has three large beds in it. When Jacobius Kranshup heard of Melina’s acceptance and sudden disappearance, he made straight for her home. Although Jacobius and Prisius despise each other, Prisius has let him stay at the fort to keep Jacobius mollified. If he could manage it, Prisius would lay the disappearance at Jacobius’ feet, but he has been unable to think of a way to manufacture sufficient evidence.

Jacobius (human male, Ari4, Heal +10) is tired, worried, and suspicious of outsiders. He was hoping to leave for a nearby city with Melina to begin studying the healing arts, but now he fears that Melina will never be found. He would help any investigation if asked, but he has few skills that would help.

Initial Reaction: Unfriendly

Indifferent (DC 15): Information.

Jacobius shares secrets #1–6 from the “Secrets of Melinas” sidebar.

Friendly (DC 25): Information.

Jacobius shares secret #8 from the “Secrets of Melinas” sidebar.

Helpful (DC 40): Nothing further

Manifestation

Melina is trapped in the secret passage until the PCs free her. She attempts to contact the PCs as soon as she knows they’re in the fort. She periodically uses her *remote view* power to spy on her father, hoping for an opportunity to reveal herself to outsiders. Since she observes her father frequently, she knows that he’s expecting visitors on the day the PCs arrive. She quickly sees the PCs and from then on attempts to use her *remote view* power on the group. She also yells for help whenever she thinks the

PCs are close to the walls. Unfortunately for Melina, the strangely shaped walls of the fort cause her muffle her attempts to get help—rather than cries for help, the PCs hear only faint, disembodied moaning.

Preserving the sense of mystery is important to this adventure. The plot depends on psionics being new to the adventurers, and Melina's *remote view* power not being easily recognized for what it is. DMs who wish to capitalize on the atmosphere of this adventure should roll the Intelligence and Remote View checks that the PCs make to notice Melina viewing them secretly, then describe the effects of the power as a ghostly manifestation. Lord Prisius furthers the intrigue and atmosphere of the adventure by causing other ghostly effects with his own psionic powers, especially far hand and matter agitation. DMs should be creative when describing the effects of the psionic powers.

Melina Prisius: Female human Psi6 (seer); Medium-size humanoid; HD 6d4+12; hp 28; Init +0; Spd 30 ft.; AC 10; Atk: +1 melee (1d34–1 subdual, unarmed); SQ Psionics; AL NE; SV Fort +4, Ref +2, Wil +8; Str 8, Dex 10, Con 14, Int 12, Wis 16, Cha 13

Skills: Listen +12, Spot +12, Psicraft +11, Knowledge (Psionics) +11, Remote View +11, Intuit Direction +12; **Feats:** Scribe Tattoo, Inner Strength (taken twice), Extend Power

Psionic Combat Modes: *Mind thrust, mind blast, psychic crush, empty mind, thought shield, mental barrier, tower of iron will.*

Psionic Powers: (23pp) *Know direction, inkling, far hand, control shadow, detect psionics, combat precognition, create sound, object reading; darkvision, clairaudience/clairvoyance; remote view.*

Possessions: Key to secret passages, *ring of protection +1*, masterwork light crossbow, 20 bolts, masterwork shortspear, *crystal capacitor* [1].

Melina roams the hidden corridors, unable to leave them. She cannot break through the locks Prisius has placed on the hidden doors. She uses her psionics to do whatever she can to make the heroes aware that she is there. More often than not, especially early in the adventure, these should resemble ghostly occurrences.

Wooden doors: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18; hidden behind tapestries; Spot DC 18.

Melina's primary communication comes in the form of cries for help. She can hear the murmur of voices through the walls, though she cannot understand them. When she shouts within the confines of the secret passages, her voice echoes and takes on a ghostly distance. Those on the other side of the wall cannot pinpoint its origin. The cries sound like the moans and howls of a ghost.

CONCLUSION

Because Prisius stops at nothing to keep his daughter with him, the PCs face a grim decision regarding his fate. Once they discover Melina and free her from the fortress' inner walls, Prisius attempts to kill them, one by one or in a final, insane attack.

Once freed and safe, Melina recognizes the PCs for their bravery. She offers to mentor the psionic character and rewards them all with the treasure her father promised them. Determine the amount and nature of the treasure based on your campaign's needs.

Before the heroes leave the area, Melina invites them to a final feast at which she toasts them. If Jacobius' ghost still exists, one of the PCs may spot him standing protectively just behind Melina's chair.

If the characters have successfully completed the adventure, read or paraphrase the following text.

The smell of spiced lamb drifts up from the steaming dish at the center of the table. Melina looks around at each of you and smiles. "You," she says, lifting her glass, "have seen me through my darkest hour. I don't know that my thanks will ever suffice, but I have to express them. I wish you could stay in our little hamlet. Please know that you will always find a safe haven here, food for your bellies, and a soft bed for your rest."

A flicker of movement from the corner of your eye catches your attention. A small head peers out from behind a curtain on the other side of the room. The head resembles Melina. It's the doll! It nods and then emerges fully from behind the curtain. For a brief moment, it seems to float there, but then a twinkle-eyed, smiling face appears. You realize that Horonimo has the doll and thought to make a joke. He grins at you all and says, "I thought perhaps you'd like to take the doll with you – as a souvenir!"

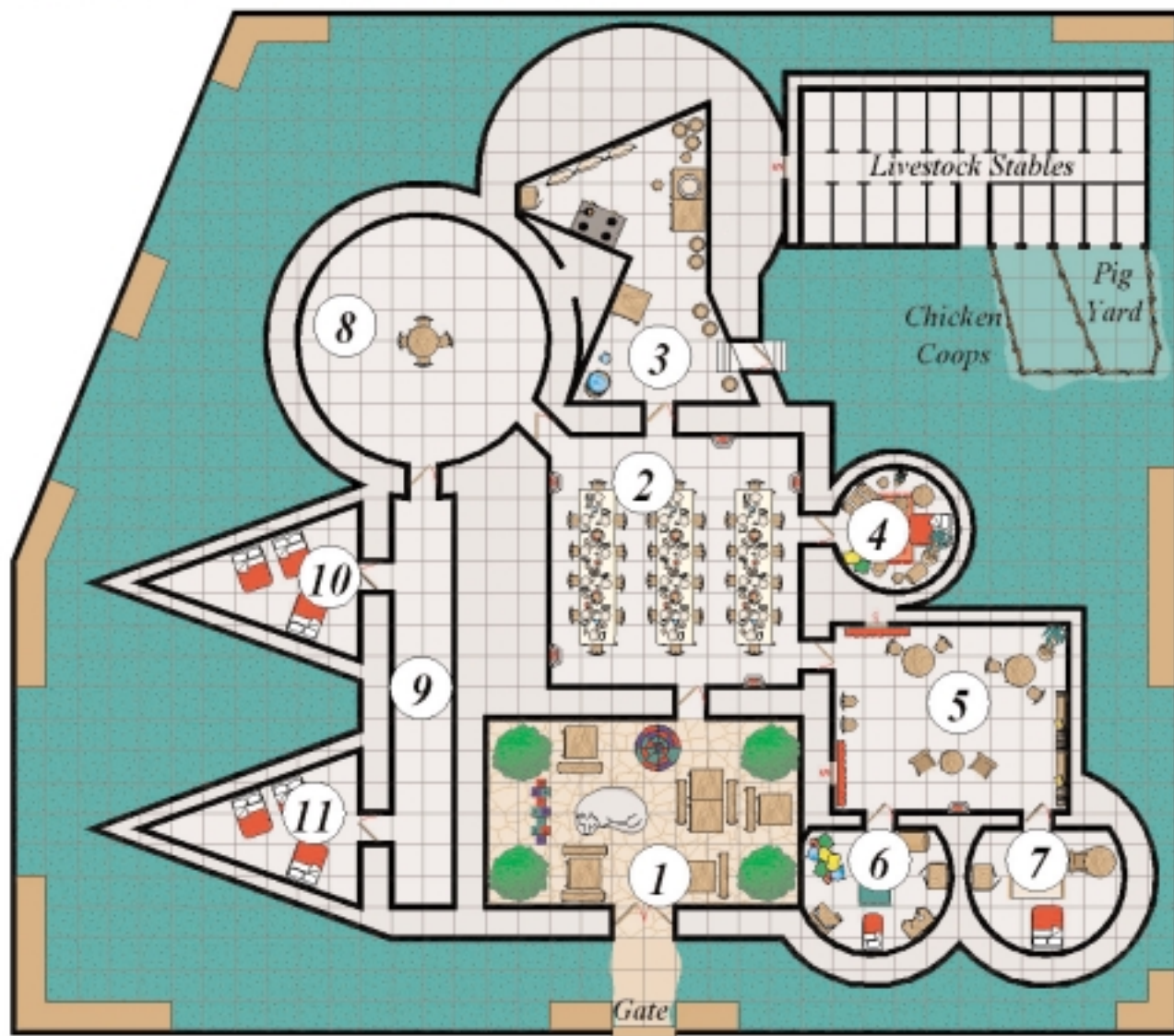
ABOUT THE AUTHOR

A corn-fed child originally from the Midwest, Angel Leigh McCoy grew up delving into fantasy and horror novels to escape the doldrums of long, hot summers. She won her first essay contest in 6th grade and has been writing ever since. As time passed, she studied French Literature at the University of Illinois in Champaign-Urbana and rediscovered the attractions of myth and magic.

Over the years, she has designed RPG material for White Wolf, Wizards of the Coast, FASA, West End Games, Chameleon Eclectic, and Pinnacle Entertainment. Angel currently haunts Seattle. Check out her latest projects at www.angelfire.com/ms/mccoy.

Melina's Dream

One square = 5 feet



Cartography by Ian Malcomson. Map created using *Campaign Cartographer*. Download a .FCW file from our website at <http://www.wizards.com/dnd/article1.asp?x=dnd/oa/oa20010202a,3>

Melina's Dream

One square = 5 feet

