

IUZ3-05

Obsession

A one-Round D&D LIVING GREYHAWK[®]
Iuz's Border States Meta-Regional Adventure

Version 1

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Sometime you just have to have that all-important thing to make your collection complete. Of course you also must start somewhere to have a collection. Such is this case. An adventure for character levels 7th – 16th. This adventure uses the D&D 3.5e rules.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. 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.

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 three 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.

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

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

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the 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

	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	

with different CRs are added separately.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. 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. Three or four, or sometimes even five 1st-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.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a 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 Meta-Regional adventure, set in Iuz's Border States. Characters native to the Iuz's Border States pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventure Background

In 505 CY Iuz was imprisoned beneath Castle Greyhawk by many of the most important beings of Oerth; the mad Archmage Zagyg, St. Cuthbert, and four hero deities: Heward, Murlynd, Keoghtem, and Kelanen the Prince of Swords. Sixty-five years had passed before the unlikely trio of Lord Robilar, Quij (Robilar's cohort), and Riggby, Patriarch of Boccob, freed Iuz. Upon Iuz's release from imprisonment, Archmage Tenser, Archmage Bigby, and a powerful fighter going by the name of Neb Retnar appeared and begun battling the enraged demi-god. The trio that released Iuz joined the battle also. Iuz was nearly killed in this conflict. From this encounter he desired nothing more than to gain revenge on those that attempted to destroy him as well as those that imprisoned him. Out of those who freed Iuz, Riggby is the only one not hidden by magic, so is the only real chance for Iuz to catch one of his targets of obsession.

To this date, Iuz has always had one of his Bonehart diviners' scrying the whereabouts of Riggby. Learning that Riggby would soon be traveling to Furyondy to speak with King Belvor, Iuz has set plans in motion to capture Riggby's soul and have it brought to him in Dorakaa. Iuz has sent out one of his most deadly lesser Boneharts, Maskaleyne, a vampire mage, with a black diamond infused with the *soul bind* spell created by Old Wicked himself specifically to entrap Riggby's soul. Maskaleyne, using his enhanced domination abilities and servitude vampire minions, has created a vast network of loyal and dominated individuals in Furyondy, the Shield Lands, and Veluna in order to set the stage for Riggby's capture.

Three days ago, fiendish and undead agents of Iuz under the command of Maskaleyne attacked Riggby's traveling companions and entourage on the River Att between Free Borough and Worlende. Several of Riggby's entourage were dominated and turned on their master. In the end, Riggby was defeated and his soul captured by Maskaleyne.

There is a drawback to Iuz's plan. When Riggby's soul entered the black diamond infused with the *soul bind* spell, it prevented the gem from magical transportation by any means. This has forced Maskaleyne to travel through the heart of Furyondy and into the Horned Lands to get back to Dorakaa.

Adventure Summary

Introduction: A sending spell reaches the ears of the PCs, asking them to assemble within the next twenty-four hours at the Terlisean Tavern in the town of Terlisean in the County of Crystalreach in Furyondy.

Encounter 1: The PCs arrive in Terlisean and can explore the small riverfront town as well as the tavern where they are to meet their contact.

Encounter 2: A middle-aged Suel man meets the PCs and explains that agents of Iuz have stolen the soul of Riggby, Patriarch of Boccob. Riggby's entourage was attacked on the Att River two days ago just Northeast of the little town Pantern in the Barony of Littleberg. The Viscounty of the March reports a trail of dead bodies and undead going from province border to province border. A small fishing village on the Crystalreach River about two days ride from Terlisean was found destroyed and their barges stolen. The night ferryman was killed here in Terlisean and rose as an undead. Witnesses saw two barges entering the Veng River heading for the Nyr Dyv. The Suel man has arranged a boat for the PC to travel towards the Nyr Dyv in hopes of finding the agents of Iuz that have stolen the soul of Riggby.

Encounter 3: Taking the boat, the PCs go down the Veng River towards the Nyr Dyv. Approaching the Ritensa River junction, two barges are found beached on a trail south of Ringstone in the Horned Lands. Some undead have been left in the barges to deal with anyone investigating them.

Encounter 4: Picking up the trail of the Maskaleyne and heading north the PCs pass near Ringstone, a large red tower. Hundreds of humanoids in poor military dress patrol the area.

Encounter 5: Continuing along the trail north and avoiding patrols, the PCs come across a slain armored knight. One of the dominated Knights of Holy Shielding had broken free of Maskaleyne's grasp and was slain. The knight has risen as a ghost that now patrols the area, seeking to destroy the evil that has slain him. The PCs can gain knowledge from this knight on Maskaleyne, Maskaleyne's servants and the vessel that houses Riggby's soul.

Encounter 6: Molag is under siege by the forces of Furyondy and the trail is lost in the churned up earth. The PCs happen across a sergeant that provides information. A trap disarmer nearby spring a trap that gates in a demon. The sergeant asks for help and retrieves reinforcements.

Encounter 7: Leaving Molag behind, the PCs now head north towards Dorakaa on the Skull Trail and the Long March. Patrols of humanoids are numerous with two encampments of orc tribes along the march.

Encounter 8: The Long March just before the PCs arrive at the Devouring Bridge is where the PCs will catch up to Maskaleyne and battle for the soul of Riggby.

Conclusion: The PCs return to Furyondy and discover Riggby's Soul Gem was a magical decoy and the real one lies in the Lands of Iuz.

Introduction

A breath on the wind has reached your ears with ill-favored news: "The Patriarch of Boccob, Riggby, has been slain in the Kingdom of Furyondy. Travel to the Terlisean Tavern in the Crystalreach immediately. Magical travel reimbursement."

Hhorlyn 'the Informant,' an agent of the Drinkers, has contacted the PCs with a *sending* spell. Hhorlyn will wait 24 hours for all of the PCs to show up at the Terlisean Tavern before meeting with any of them. How the PCs arrive is up to them, but encourage haste. Note that PCs may begin wherever they like, and certainly could be close enough to Terlisean to make it there within a few hours.

Encounter One

Unless the PC has traveled in Furyondy, they will not be too familiar with Terlisean. Once there the PCs can explore the small town.

👑 **Terlisean (small town)**; Conventional; AL N; 800gp limit; Assets 3,900gp; Population 1,300; Mixed (79% human, 9% halfling, 5% elf, 3% dwarf, 2% gnome, 1% other); Authority Figure(s): Mayor Harlequin Seth, human (Oeridian) War 2/Ari 5, AL LN, hp 37; Constable O'loff Stronghands, human (Suel) Ftr 3, AL N, hp 27; Brandar, human (mixed), Cleric of Heironeous 7th, AL NG, hp 52.

Located at the edge of the County of Crystalreach on the Crystal River and 35 miles southeast of Heldarn, Terlisean is important trading post and supply center. Goods arrive in Terlisean from the south by ships that dock on the riverfront. They then travel to Heldarn and beyond, supplying the County.

Terlisean is an unwallled town of an oddly gentle atmosphere, given it is only two days away from the summer home of Iuz, The Horned Society. The town has some criminal elements: cutpurses, charlatans, and a small thieves' guild, as well as small underground gambling halls in the southern districts. A garrison of 150 people is drawn from the local folk (War 1, hp 6) to serve as militia and town watch. The people that make up the town watch are not exactly known for their honesty.

Once the PCs decide to go to the Terlisean Tavern, which is easy to find, as it is at the intersection of the two major streets in town, read the following:

The Terlisean Tavern is a two-story brown brick building with a black thatch roof. Over the double door is a hanging sign of a tankard and a bed. Inside

the Tavern is a bustle of people, smoke hangs heavy to the ceiling, and the noise of the clank and clatters and voices is of a moderate level. Several waitresses are rushing about serving orders, and the bartender is filling drinks.

Amidst the crowd of locals, some other noteworthy characters stand out. A wizened, deeply tanned Oeridian man sits on the bottom step leading upstairs smoking a pipe, apparently in deep thought. Two gnomes are arguing with several halflings at a large rectangular table near the bar. Finally, a Suel man in merchant garb sits lazily at a table laden with many empty mugs, deep into his cups.

The Terlisean Tavern is small compared to most city taverns, consisting of only two floors. The first floor contains the tavern, kitchen, and cellar; while the second floor hosts 6 rooms for rent. There are two bartenders tending bar and six barmaids hustling tables.

The Suel man that is into his cups is a well-known minor merchant named Petrenek from Heldarn, a town slightly to the north of Terlisen. Petrenek is a human man with thinning black hair and a pencil mustache. Dressed conservatively, he also owns a tavern in Heldarn called the Heroes Rest Tavern and is known for his generosity to fellow merchants and Military personnel, whom he allows to stay free of charge. Petrenek is in Terlisean because he has had some trouble with a shipment arriving here to be transported to Heldarn. The boat carrying the shipment was attacked and sunk by the forces of Iuz on the Crystalreach River. However, Petrenek is putting on a ruse; he is not deep into his cups, just appearing to be. Actually, he is a Shadowclaw of Iuz posing as a merchant in the area. Hearing of the attack on Riggby, Petrenek traveled to the most logical escape route from Furyondy within his area of influence to cause a distraction and to keep tabs on activities following Riggby's death.

The two gnomes are from the Herrifen family from Heldarn and sit at table near the bar discussing (arguing) a defaulted loan from several halfling borrowers from Terlisean. They will allow the PCs to join in on their conversation if the PCs offer sound wisdom in helping them regain the defaulted loan from the halflings, whom lost it all (200 gp) gambling.

The wizened Oeridian man sitting on the steps is Hhorlyn. He will not talk to anyone, looking to be in deep thought, just glancing occasionally around the barroom. Once the PCs have settled and ordered food or drinks he will have the barmaids give them a message to go to room 3 to "discuss the ways of Boccob." He will then head upstairs himself.

The following rumors or general information can be learned talking to the bar staff or locals:

- This morning one of the ferrymen on the Crystalreach River was found dead. Some say he rose from the dead in service to Old Wicked to corrupt our town.
- Some barges came from upriver sometime last night and burned several supply ships docking here.

Encounter Two

Taking the note from the barmaid, the PCs have traveled up to room 3 of the Terlisean Tavern. The door is ajar.

Entering the room, you notice the wizened Oeridian man sits in a chair leaning against the wall opposite the door. He gestures for you to take a seat. Speaking in an old tired voice the Oeridian man address you, "I have been informed of your heroic actions through an organization that opposes the Old One. Sit; we have much to discuss and little time to act. Riggby, Patriarch of Boccob, has been slain three days hence on the Att River in the Barony of Littleberg. A trail of death was found leading from the assault point through the Viscounty of the March to the Crystalreach River. Less than a day ago several barges and a ferryman were destroyed here in Terlisean. This trail heads towards the Veng River and the Nyr Dyv. We have found proof that Iuz is behind this attack and would like you to pursue the attackers and recover Riggby's soul if possible. We have arranged the barge Coastal Vagrant to take you downriver, leaving when you are ready. Questions?"

Hhorlyn looks to be a wizened old man, but is wearing a disguise. PCs can make a Spot check (DC 35) to notice the disguise. Hhorlyn is of mixed Suel/Oeridian decent and is around 30 years of age. When not in disguise he stands tall, some 6 ft. and has grey eyes and black hair with some grey. He is known as "the Informant" in the organization since he has many ties to underground activities in the borders of Iuz's lands.

🔮 **Hhorlyn:** Male human Rog 6/ Wiz 9.

Hhorlyn will answer questions with the following information:

- Riggby's entourage was attacked on the Att River three days ago just Northeast of the little town of Pantarn in the Barony of Littleberg. The Viscounty of the March reports a trail of dead bodies and lurking undead going from province border to province border. A small fishing village on the Crystalreach River about two days ride from

Terlisean was found destroyed and several barges missing. The night ferryman was killed here in Terlisean and rose as an undead. Witnesses saw two barges entering the Veng River heading south for the Nyr Dyv.

- A report from the organization on the attack site suggests that an attack came from within Riggby's entourage and barge workers. Further investigations proved that minions of Iuz directed the attack and that many people involved in the attack were under mind controlling effects.
- Wounds delivered by weapons killed most of those found dead; however, some had been drained of life.
- One soul spoken to reported that a tall man wearing heavy cloaks produced a fist-sized black gem that seemed to suck the very essence from Riggby's dying body.
- Attempts have been made to magically locate the gem holding Riggby's soul through divination but all have failed so far. A divination indicated that the gem cannot magically travel, meaning the minions of Iuz are traveling overland toward their destination.

Hhorlyn will repay any travel expenses made to magically arrive in Terlisen at this point.

Should the PCs not choose to take the barge provided and seek other means to follow Maskaleyne minions, they may do so. Two things to remember, first divination spells can target the soul gem only if a caster level check (DC 35) succeeds; second the trail begins at the southern portion of the Horned Lands where the stolen barges have been abandoned. If the PCs travel by land and follow the river south consult table 9-5 and 9-6 of the PHB p164 for overland travel and Appendix C and D.

Encounter Three

The PCs are on a chase to catch mission. Many variables may come into factor starting with this encounter. Every encounter after this affects the chase. Consult Appendix C for rules of the chase and the map route the minions of Iuz are taking.

Once the PCs have gone to the docks and boarded the barge "Coastal Vagrant" read the following:

As you board the Coastal Vagrant, the captain greets you, "Good day mates, I am Rendell, captain of this vessel. I have been asked and paid to take the lot of you to the Nyr Dyv. I have room for your group and some animals, if you have the desire to bring the pack beasts into the Nyr Dyv. Gather what you need and we shall depart."

Rendell has room for the PCs and four large animals or six medium animals in addition to the PCs. The rest of his room on the barge is taken up with trade goods and barge workers.

☛ **Rendell:** Male human (Baklunish) Com 6.

The PCs will travel 2 days on the Veng River before coming across two barges beached just miles before the Nyr Dyv.

You have traveled two days on the Veng River towards the Nyr Dyv through moderate fog. The trip has been damp from the cold autumn weather and relatively boring. The only exception is the occasional stop by a Furyondian Royal Naval patrol ship.

Allow the PCs to speak with the Royal Navy during a stop. The PCs can learn the following:

- The Royal Navy has increase patrols of the Veng River since King Belvor announced the war against Molag, capital city of the Horned Lands.
- No strange ships or occurrences have been reported in weeks. Ships that are not familiar to the Navy are stopped and the crew questioned. Sometimes the vessel is also searched.

In the shadow of dawn, miles before reaching the Ritensa River junction, a crew mate with a spy glass spots the site of two barges are beached on the north riverbanks of the Horned Lands. One of the vessel smolders in the dim light from the horizon.

These barges are the stolen barges taken by Maskaleyne and his dominated minions. Maskaleyne has left several dominated minions slain and raised as undead lurking in and around the barges for any pursuers. These creatures can be described as wearing either the livery of Knights from Furyondy, Veluna, Verbobonc, and the Shield Land or vestments of Heironeous, Boccob, St. Cuthbert, Rao, and Tritheron.

APL 8 (EL 9)

☛ **Spectre (2):** hp 46, 44; see MM.

APL 10 (EL 11)

☛ **Spectre (4):** hp 48, 46, 44, 42; see MM.

APL 12 (EL 13)

☛ **Spectre (6):** hp 50, 48, 46, 44, 42, 40; see MM.

☛ **Mohrg (2):** hp 92, 90; see MM.

APL 14 (EL 15)

☛ **Wraith, Dread (1):** hp 48, 46, 44, 42; see MM.

☛ **Shadow, Greater (3):** hp 58; see MM.

☛ **Spectre (6):** hp 50, 48, 46, 44, 42, 40; see MM.

☛ **Mohrg (2):** hp 92, 90; see MM.

Tactics: The undead that have daylight aversion (all but the Morghs) are hiding in the non-smoldering barge. Anyone entering on that barge will be subject to attacks from these undead through the floors and walls of the barges. The Mohrgs are hiding in the captain forecandle of the non-smoldering barge.

Treasure: Found in or around the barges is some treasure from the fallen souls that were dominated and destroyed. APL 8 Ioun Blade (worth 525gp to each PC), Ioun Stone of Resistance (worth 167gp to each PC); APL 10 Ioun Stone (dusty rose) (worth 417gp to each PC) and APL 8; APL 12 Strand of Prayer Beads (lesser) (worth 800gp to each PC) and APL 8 and 10; APL 14 Figurine of Wondrous Power (golden lions) (worth 1375gp to each PC) and APL 8, 10 and 12.

Development: Maskaleyne and his minions have left these barges here under the cover of fog 24 hours ago. They then traveled north on a trail south of Ringstone in the Horned Lands and continued to head towards Molag. Being late autumn, the days are short, the nights are long, and the sky is usually overcast with thick dark clouds, allowing Maskaleyne and his minions to travel much of the day. At Ringstone, Maskaleyne picked up beasts and wagons to speed up travel for his minions; consult Appendix D for land speed movement. PCs will need to Track Maskaleyne from this point with haste to catch up to him. Maskaleyne's group (six corporeal creatures) can be tracked to the trail road heading towards Ringstone if the PCs succeed a Survival check (DC 12). Once on the trail, the tracking check increases (DC 17). If the PCs do not have tracking ability, a trail north of the barges about one mile that heads West (towards Furyondy) and North (further into the Horned Lands) can be found with a Survival check (DC 10) but then they will have to determine their own destination from this point.

Once the chase begins by land determine the land speed of the PCs consulting table 9-5 and 9-6 of the PHB p164 and appendix C (examples on appendix D). Remember to include PC weight and equipment (including mounts equipment) when determining the speed of a mount. The PCs as a group moves at the slowest speed rate.

Encounter Four

Once the PCs have found the trail or are tracking Maskaleyne and his minions, they will pass dangerously close to Ringstone.

Pursuing the minions of Old Wicked, you have traveled into the Horned Lands, also known as Iuz's summer home. Traveling for days through wet cold weather, avoiding the almost non-existing small patrols, a sight catches your eyes. A large fortified castle of stone streaked with reddish-gold veins loom high on the horizon. There seems to be little activity in the area.

Ringstone is a fortified Castle that houses the Uroz Orc Tribe. This castle is known for its ability of summoning fire elementals of all sizes; PCs succeeding a Knowledge (arcana) (DC 25) or Knowledge (history) (DC 20) will know this fact.

The Uroz Orcs control the area around Ringstone and send consistent patrols to the Veng River to report Furyondian Navy activity. Patrols near the castle tend to be light and sparse. Around 300 Uroz Orcs rotate patrols at the Veng River or conduct raids into the Shield Lands, while the other 200 or so Uroz Orcs guard and patrol the area around Ringstone.

Unless the PCs draw attention to themselves they should be able to bypass any patrols with ease in lightly foggy conditions.

ALL APLs (EL 10)

- 👉 **Uroz Orc Sergeant Ftr7:** hp 49; see appendix A.
- 👉 **Uroz Orc Soldiers Ftr2 (10):** hp 12 each; see appendix A.
- 👉 **Uroz Orc Scout Rog4:** hp 16; see appendix A.

Development: Should the PCs cause trouble with any patrols around Ringstone, the castle will be alerted to the presence of PCs activities and patrols will increase. The increased patrols will reduce the PCs overall speed by 50% for a 24-hour period. Should the PCs not have mounts, they will run across a human merchant on the road just north of Ringstone that is willing to sell light and heavy horses as well as ponies and riding dogs at 150% the price listed in the PHB.

Encounter Five

Continuing north along the trail which turns into a road while avoiding patrols, the PCs come across a slain armored knight. One of the dominated Knights of Holy Shielding had broken free of Maskaleyne grasp and was slain. The knight has risen as a ghost that now patrols the

area, seeking to destroy the evil that has slain him. The PCs can gain knowledge from this knight on Maskaleyne, Maskaleyne's servants, and the vessel that houses Riggyb's soul.

Traveling north on a solid dirt road towards Molag, capital city of the Horned Lands, the fog lightens somewhat to nothing more than a mist that clings to the earth. Ahead of you, slightly off to the left of the road, lies an armored figure. As you approach, a ghostly image arises from the armor. The tall translucent figure wearing ghostly full plate with heraldry of the Shield Lands, raises the visor of his helm, revealing a human face with a deep scar running down his left cheek, brown damp hair that covers his forehead, and light dim glowing blue eyes.

The ghostly image is that of Sir Jaklen Flairlen, who is confused about his current plight and cannot leave this evil land to pursue the minions of Iuz. Maskaleyne had duped Sir Jaklen through domination and now Sir Jaklen is bound to his place of death until his bodily remains is returned to the Shield Lands. Sir Jaklen is non-hostile unless the PCs openly wear a badge or heraldry of Iuz, in which case he will attack the PC. Otherwise, he will converse with the PCs about his plight.

All APLs (EL 13)

👉 **Sir Jaklen, male ghost Ftr 11:** see appendix A.

Sir Jaklen will relate the following information to the PCs:

- 👉 I became a Knight of the Holy Shielding during the Greyhawk Wars and fought in the retaking of the Shield Lands with the Furyondians.
- 👉 Two weeks ago, after spending a tour on the borders fighting the Uroz Orcs and other fiendish creatures, I decided to take a vacation. I am not certain of the reasons for the decision, but it was a compelling idea.
- 👉 Traveling to Verbobonc, I teamed up with many good souls to escort a cleric of Boccob to Furyondy's capital, Chendl. I do not know the reason for this action, it just felt like the right thing to do.
- 👉 The route traveled was up the Att River. However, a three-fold battle broke out during the journey one day just before dawn when several incorporeal undead arose through the barge, while arrows were shot from cover on the northern riverbanks and many of the travelers on the barge began attacking the cleric of Boccob and his personal entourage. A rage built up inside of me and I join the attack on the cleric, feeling somehow my life was in danger. In

the end many people died including the cleric. Eight others, including myself, survived the battle. A tall man wearing heavy cloaks appeared almost as soon as the fighting stopped. He knelt down next to the dead cleric and produced a large black gem (1 foot diameter) and muttered a prayer or spell. He handed the gem to a pale-faced elf and the disappeared.

- The eight of us, joined now by four other cloaked figures, traveled two days forced march at night and under overcast conditions to a small riverside village. There, two barges were commandeered and we traveled back towards the Shield Lands down the Crystalreach River.
- Departing the Veng River, we entered the Horned Lands where several of the men were left to guard the barges. The remaining of six of us traveled for half a day and picked up horses and wagons to speed travel. The cloaked man reappeared to negotiate a deal with the Uroz Orcs, and began to travel with us. Again we traveled by night. However, after a day of travel, I had come to my senses and before I knew it I was besieged and left here as a bound soul. Fortunately for me I possessed a ghost touch weapon, which I have been using regularly to slay goblinoids looking to loot my corpse.
- I attempted to follow the troops of Iuz to the north through Molag and towards Dorakaa via the Devouring Bridge, but for some reason could not leave this place. I feel it is the evil of the land that is binding me here where my corpse lay and the desire for vengeance. Perhaps if you sought vengeance for me and my remains were return to my homeland afterwards, I could seek serenity.

Should the PCs offer to return Sir Jaklin remains to the Shield Lands, he will let them take his remains on their return trip after the chase has concluded and vengeance served. Returning the body of Sir Jaklin to the Knights of Holy Shielding will earn the PCs their gratitude.

Encounter Six

Following Maskaleyne's trail, the PCs enter the war torn area of Molag.

For quite some time you have seen smoke on the horizon and have heard the sounds of battle carried on the wind. As you crest a small hill, you see the capital of the Horned Lands, Molag, less than one mile away. The city is not extremely large: about one and one half miles across, but it bears large 30-foot tall stonewalls. A large army, bearing the standards of Furyondy, camps south of the city and lays siege upon

the eastern gates of Molag. Patrols are many and the sounds of battle come from the eastern gates. A Furyondian patrol led by a dwarf heads towards your group.

Approaching Molag, the PCs will be intercepted by some troops of Furyondy. Sergeant Dhueng Flarflinger with his troops will approach the PCs. Dhueng is a dwarf that enlisted in the Furyondian army to get payback on the forces of Iuz. His troops are in charge of watching the southern road. He will be interested in knowing what the PCs are doing here and why they are not serving in the war to defeat the minions of Iuz.

- **Sergeant Dhueng Flarflinger:** Male dwarf Ftr 5.
- **Furyondian Soldiers (12):** Male humans, Ftr 2.

Once the PCs have answered Dhueng, and convinced him of their intentions (Diplomacy DC 10 or Bluff DC 15), he will let them pass. If the PCs ask about some wagons that might have pass through here in the last 24 hours, he will mention that a Furyondian Knight with horses and two wagons passed through here not long ago with supplies for the northern forces fighting Orcs on the Long March. The Long March is a rough trail that runs from Molag Skull Trail to the Skull Trail north of the Devouring Bridge in the Lands of Iuz.

Just as the PC are finished talking with Dhueng, a Furyondian soldier attempting to disarm a trapped chest 60 feet behind Dhueng fails disarming and the trap gates in a demon. Seeing this Dhueng asks for the PCs help keeping the demon occupied while he goes for reinforcements. Dhueng men scatter to the winds fleeing from the demon.

APL 8 (EL 10)

- **Bebilith:** hp 150; see MM p42.

APL 10 (EL 11)

- **Retriever:** hp 135; see MM p46.

APL 12 (EL 14)

- **Nalfeshnee:** hp 175; see MM p45.

APL 14 (EL 17)

- **Marilith:** hp 216; see MM p44.

Dhueng will return 10 minutes after the combat begins with reinforcements to help the PCs. If the battle is not over, the reinforcement troops take over the battle for the PCs and defeat the demon.

Encounter Seven

Leaving Molag behind, the PCs head north towards Dorakaa on the Skull Trail and the Long March. Patrols of humanoids are numerous with two encampments of orc tribes along the march.

Leaving Molag behind, you head north on the Skull Trail. The road ahead of you is relatively clear, with the exception of a Furyondian Military patrol. After a few days of relative quiet you leave the Skull Trail behind and enter the dirt trail known as the Long March. Every fifteen to twenty miles you see empty shacks or campsites. After another day of travel a small village lies ahead of you just left of the trail. As you approach closer, you notice it is not a village, but an encampment of orcs.

Two encampments of orcs lie on the Long March about two days apart from one another. The PCs can circumvent both encampments by going around at the cost of 25% of movement for each encampment.

This encampment is that of Zalgend and the next one that of Trystenn.

👑 **Zalgend (encampment)**; Conventional; AL CE; 200gp limit; Assets 900gp; Population 100; Goblinoid (90% orc, 8% half-orc, 2% other); Authority Figure(s): Garrison Commander Tu'Roothe, half-orc Ftr6 / Clr6, AL CE, hp 94.

The Zalgend encampment hosts a mean lot of orcs, most being very cruel but obedient to their commander. The commander of Zalgend always brings his pet trolls when dealing with outsiders. He is used to dealing with bandits and other shady individuals looking to head north. He is willing to deal with the PCs if they are disguised as merchants or if they offer a large bribe (300 gp or greater) and bow to his presence. Otherwise, he will release his trolls to kill off the PCs; if that don't work, then the Orcs get their turn.

If the PCs are foolish to start a battle here, use the statistics for the orc patrols in Encounter 4 and two trolls with a +8 strength bonus and +30 hit points each from the Monster Manual. Replace orcs as there are killed until 100 are defeated or the PCs dead. The leader will rely on his troops to kill or capture the PCs.

👑 **Trysteen (encampment)**; Conventional; AL CE; 200gp limit; Assets 900gp; Population 100; Goblinoid (90% orc, 8% half-orc, 2% other); Authority Figure(s): Garrison Commander Ro'Groth, Orc Ftr9, AL CE, hp 85.

The Trystenn encampment is far less ruthless than the Zalgend encampment. However, they know how to spot out spies, traitors, or others using disguises. The commander is highly susceptible to large bribes of non-monetary nature (Magical Items worth 300 gp or greater).

If the PCs are foolish to start a battle here, use the statistics for the Orc patrols in encounter 4, replace orcs as there are killed until 100 are defeated or the PCs dead. The leader will rely on his troops to kill or capture the PCs.

Encounter Eight

It is an 10-day journey from Molag to the Devouring Bridge for Maskaleyne and his troop by horse and wagon. Their troop continues to move at a 28 miles per day, meaning that the PCs should be able to catch up to Maskaleyne's troop somewhere on the Long March (most likely in-between encampments) and battle for the soul gem.

At APL 8, 10 and 12 the PC will encounter Maskaleyne during daylight. Read the following:

Ahead on the horizon two covered wagons moves steadily north on the Long March. The first wagon appears to have an armored driver. The second wagon two heavily cloaked figures.

At APL 14, the PC will encounter Maskaleyne just after dusk or during night. Read the following:

Moving onward, you hear the faint sounds of horses and wagons ahead of you. The sounds are not more than 100 feet and continue to get closer.

Maskaleyne is not present in APL 8, 10, or 12 as he teleports away during the daylight hours and returns at night. He has charged his devil and dominated minions with the protection of Riggby's soul.

APL 8 (EL 11)

👉 **Keiron, Knight of the Hart Ftr 11:** see appendix A.

APL 10 (EL 13)

👉 **Keiron, Knight of the Hart Ftr 11:** see appendix A.
👉 **Barbed Devil:** hp 126: see MM.

APL 12 (EL 15)

👉 **Keiron, Knight of the Hart Ftr 13:** see appendix A.
👉 **Ice Devil:** hp 147: see MM.

APL 14 (EL 17)

➤ **Maskaleyne, vampire Mag 14:** see appendix A.

➤ **Keiron, Knight of the Hart Ftr 15:** see appendix A.

Tactics: At APL 8, 10, & 12 the devil(s) are using a *Major Image* spell to make it appear that the second wagon has a heavily cloaked driver and passenger. The devils are in the back of the covered wagons guarding the gem and will fight anyone to the death using their abilities to the fullest. The Knight of the Hart is under a domination effect from Maskaleyne (14th level caster) and will also defend the wagons and gem from attackers, as he was instructed.

At APL 14, it will be dusk or later and Maskaleyne will be present, as he occasionally enjoys fighting those that offer a challenge. He will show no mercy on the PCs. Maskaleyne will order his minions (The Knight of the Hart) to destroy the PCs, while he attempts to dominate the low-willed PCs (fighter and rogue types) to attack their friends. Once two dominate attempts have been made on the PCs, Maskaleyne will begin casting offensive spells on the non-dominated PCs. Should Maskaleyne be defeated and forced into gaseous form, he has a *contingency* spell that teleports him to one of his coffins in the lands of Iuz taking all of his gear with him (even if not in his possession).

Once the battle is over, the PC can find the soul gem in one of the wagons along with some other magical trinkets, gems and coins. When the gem is found the PCs will receive another *sending* spell message from Hhorlyn (who has been scrying on the PCs) to destroy the gem to free Rigby's soul. However when the gem is destroyed, Rigby's soul is not contained within but the focus of the redirection is revealed.

Treasure: [APL 8](#) Steadfast Boots (worth 500gp to each PC) and 58gp of assorted coins and gems per PC; [APL 10](#) Amulet of Health (+2) (worth 333gp to each PC), 158gp of assorted coins and gems per PC, and the magic item from [APL 8](#); [APL 12](#) Adamantine Dwarven Waraxe (worth 252gp to each PC), 5gp of assorted coins and gems per PC and the magic items from [APL 8](#) and [10](#); [APL 14](#) Periapt of Wisdom (+4) (worth 1333gp to each PC) 297gp of assorted coins and gems per PC and the magic items from [APL 8](#), [10](#) and [12](#);

Development: This soul gem is under a permanent nondetection spell (DC 35). This gem is a decoy gem that uses Rigby's soul gem as a focus for location through divination spells. Maskaleyne set this gem on a route of destruction through Furyondy to distract from the route of Rigby's real soul gem.

Should the Knight of the Hart domination effect be canceled or the body of the knight returned to the Order

of the Hart with equipment in tow, the PCs will earn the recognition of the Order of the Hart.

Conclusion

Once the PCs return to Furyondy and speak to Hhorlyn, whether they succeeded or failed read the following:

The trip back to Furyondy is not without hazards, but nothing your group could not handle. Returning to Terlisean in the County of Crystalreach you meet with Hhorlyn once again and tell of your journey into the Horned Lands.

After hearing your tale Hhorlyn speaks, "I am sorry my friends, but the minions of the Old One has pulled the wool over our eyes. The soul gem we sought was a decoy cleverly disguised as a focus locator redirecting the location of the real soul gem to the decoy's location. We have just learned through powerful divinations where the real soul gem lies, that my friend is Dorakka, capital city of the Lord of Pain. Our organization thanks you for your efforts and may call upon your services in the near future to aid in the recovery of Rigby's soul. Plans are in the works. Until that time, my friend, farewell." With those words spoken Hhorlyn fades from view.

The End

Experience Point Summary

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

Encounter Three

Defeating the Undead

APL8 270 xp; APL10 330 xp; APL12 390 xp; APL14 450 xp

Encounter Six

Defeat the Demon

APL8 330 xp; APL10 330 xp; APL12 420 xp; APL14 510 xp

Encounter Eight

Defeating Maskaleyne troops

APL8 330 xp; APL10 390 xp; APL12 450 xp; APL14 510 xp

Story Award

Catching up to Maskaleyne troops

APL8 95 xp; APL10 135 xp; APL12 155 xp;

APL14 165 xp

Discretionary roleplaying award

APL8 100 xp; APL10 135 xp; APL12 160 xp;
APL14 165 xp

Total possible experience:

APL8 1125 xp; APL10 1320 xp; APL12 1575 xp;
APL14 1800xp;

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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Three:

APL 8: L: 0 gp; C: 0 gp; M: 692 gp

APL 10: L: 0 gp; C: 0 gp; M: 417 gp

APL 12: L: 0 gp; C: 0 gp; M: 800 gp

APL 14: L: 0 gp; C: 0 gp; M: 1375 gp

Encounter Seven:

APL 8: L: 0 gp; C: 58 gp; M: 500 gp

APL 10: L: 0 gp; C: 158 gp; M: 333 gp

APL 12: L: 0 gp; C: 5 gp; M: 253 gp

APL 14: L: 0 gp; C: 297 gp; M: 1333 gp

Total Possible Treasure

APL 8: L: 0 gp; C: 58 gp; M: 1192 gp - Total: 1250 gp

APL 10: L: 0 gp; C: 158 gp; M: 1942 gp - Total: 2100 gp

APL 12: L: 0 gp; C: 5 gp; M: 2995 gp - Total: 3000 gp

APL 14: L: 0 gp; C: 297 gp; M: 5703 gp - Total: 6000 gp

Special

☛ **Gratitude of the Knights of Holy Shielding:** For returning the body of one of their order, you have earned the respect of the Knight of Holy Shielding and have gain recognition among their members.

☛ **Gratitude of the Furyondian Military:** For aiding the Furyondian Military, General Saxon of the Furyondy military has arranged with the church of Heironeous to have a *raise dead* spell cast on the PC or an ally for free or a *resurrection* spell at 50% cost. Cross this favor off when used.

☛ **Recognition of the Knights of the Hart:** For rescuing a Knight of the Hart under the influence of a domination effect from a Bonehart of Iuz, you have gained the recognition of the Knights of the Hart.

Items for the Adventure Record

☛ **Ioun Blade:** This *+1 dagger* can hold any one *ioun stone* in a special socket in its pommel. As long as the wielder holds the ioun blade, any stone held in the pommel affects her as if it were spinning around her head normally. Placing or removing an *ioun stone* from

the socket is a move action that provokes an attack of opportunity.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *fabricate*, *Market Price:* 6,302 gp; *Cost to Create:* 3,302 gp + 240 XP.

☛ **Ioun Stone of Resistance (+1):** These ioun stones (usually burnt orange in color) possess all the features of a standard ioun stone. Ioun stones of resistance offer magic protection in the form of a +1 to +5 resistance bonus

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *resistance*, caster level must be 3 times that of the ioun stone's bonus; *Market Price:* 2,000 gp (+1).

☛ **Steadfast Boots:** These thick and heavy iron-toed boots help keep the wearer from getting knocked down. Someone wearing steadfast boots cannot be tripped or pushed back by a bull rush. As long as the wearer carries a melee weapon that is one handed and Medium-size or larger, she also counts as being set against a charge. The weapon does not have to have reach.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *bull's strength*, *Market Price:* 6,000 gp.

Item Access

APL 8: Ioun Blade (6302 gp), Ioun Stone of Resistance (2000 gp), Steadfast Boots (6000 gp)

APL 10: Ioun Stone (dusty rose) (5000 gp), Amulet of Health (+2) (4000 gp) and all APL 8 Items

APL 12: Adamantine Dwarven Waraxe (3030 gp), Strand of Prayer Beads (lesser) (9600 gp) and all APL 8&10 Items

APL 14: Periapt of Wisdom (+4) (16000 gp), Figurine of Wondrous Power (golden lions) (16500 gp) and all APL 8, 10 & 12 Items

Appendix A: Creature Feature

Encounter 4

👉 **Orc Sergeant Ftr7:** CR 7; Medium humanoid (goblinoid); HD 7d10+14; hp 60; Init +1; Spd 20ft.; AC 17 (touch 11, flat-footed 16); Base Atk +7; Grp +9; Atk +11 melee (1d8+5/19-20, longsword) or +8 ranged (1d6/x3, composite short bow); Full Atk +11/+6 melee (1d8+5/19-20, longsword) or +8/+3 ranged (1d6/x3, composite short bow); SQ Darkvision 60ft.; AL LE; Fort +7, Ref +3 Will +2; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 10.

Skills and Feats: Hide -6, Listen +6, Move Silently -4, Profession (soldier) +8, Ride +3, Spot +7; Alertness, Combat Reflexes, Dirty Fighting, Hold the Line, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: masterwork chainmail, large steel shield, longsword +1, composite short bow, 20 arrows, alarm bell.

👉 **Orc Soldiers Ftr2 (10):** CR 2; Medium humanoid (goblinoid); HD 2d10+2; hp 17 each; Init +1; Spd 30ft.; AC 16 (touch 11, flat-footed 15); Base Atk +2; Grp +3; Atk +4 melee (1d8+1/19-20, longsword) or +3 ranged (1d6/x3, composite short bow); Full Atk +4 melee (1d8+1/19-20, longsword) or +3 ranged (1d6/x3, composite short bow); SQ Darkvision 60ft.; AL LE; Fort +4, Ref +1 Will +0; Str 13, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +3, Move Silently +1, Profession (soldier) +3, Spot +3; Alertness, Power Attack, Weapon Focus (longsword).

Possessions: chain shirt, small steel shield, longsword, composite short bow, 20 arrows.

👉 **Orc Scout Rog4:** CR 4; Medium humanoid (goblinoid); HD 4d6+4; hp 19; Init +3; Spd 30ft.; AC 16 (touch 13, flat-footed 16); Base Atk +3; Grp +3; Atk +6 melee (1d6/19-20, short sword) or +6 ranged (1d6/x3, composite short bow); Full Atk +6 melee (1d6/19-20, short sword) or +6 ranged (1d6/x3, composite short bow); SA Sneak attack +2d6; SQ Darkvision 60ft., evasion, uncanny dodge; AL LE; Fort +2, Ref +7, Will +2; Str 11, Dex 16, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Escape Artist +8, Hide +10, Intuit Direction +5, Listen +11, Move Silently +10, Profession (soldier) +6, Search +5, Sense Motive +7, Spot +11, Tumble +10; Alertness, Weapon Finesse (short sword).

Possessions: leather armor +1, short sword, composite short bow, 20 arrows.

Encounter 5:

Sir Jaklen, male ghost Ftr 11: CR 11; medium undead; HD 11d12; hp 92; Init +0; Spd 30 ft.; AC 13 (touch 13, flat-footed 11); Base Atk +11; Grp +14; Atk +17 (1d8+5, long sword 17-20/x2); Full Atk +17/+12/+7 melee (1d8+5, long sword 17-20/x2); SA Corrupting gaze, frightful moan, malevolence, manifestation, AL NG; SV Fort +10, Ref +5, Will +4; Str 17, Dex 14, Con -, Int 14, Wis 13, Cha 13.

Skills and Feats: Climb +7, Diplomacy +6, Handle Animal +9, Jump +7, Knowledge (geography) +4, Knowledge (local) +4, Knowledge (nobility and royalty) +4, Ride +8, Swim +3; Cleave, Greater Weapon Focus (longsword), Improved Critical (longsword), Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 Ghost Touch Longsword.

Encounter 8:

APL 8 & 10

👉 **Keiron, Knight of the Hart, human male Ftr 11:** CR 11; medium humanoid; HD 11d10+33; hp 103; Init +0; Spd 20 ft.; AC 19 (touch 12, flat-footed 19); Base Atk +11; Grp +15; Atk +18 (1d8+7, long sword 17-20/x2); Full Atk +18/+13/+8 melee (1d8+7, long sword 17-20/x2); AL NG; SV Fort +10, Ref +3, Will +4; Str 19, Dex 10, Con 16, Int 14, Wis 13, Cha 15.

Skills and Feats: Climb +7, Diplomacy +6, Handle Animal +9, Jump +7, Knowledge (geography) +4, Knowledge (local) +4, Knowledge (nobility and royalty) +4, Ride +8, Swim +3; Blind Fight, Cleave, Greater Weapon Focus (longsword), Hold the Line, Improved Critical (longsword), Leadership, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Adamantine Breastplate, Mithral Heavy Shield, +1 *Mighty Cleaving Longsword*, *Ring of Protection +2*.

APL 12

👉 **Keiron, Knight of the Hart, human male Ftr 13:** CR 13; medium humanoid; HD 13d10+39; hp 121; Init +0; Spd 20 ft.; AC 19 (touch 12, flat-footed 19); Base Atk +13; Grp +18; Atk +21 (1d8+10, long sword 17-20/x2); Full Atk +21/+16/+11 melee (1d8+10, long sword 17-20/x2); AL NG; SV Fort +11, Ref +4, Will +5; Str 20, Dex 10, Con 16, Int 14, Wis 13, Cha 15.

Skills and Feats: Climb +9, Diplomacy +7, Handle Animal +10, Jump +9, Knowledge (geography) +4,

Knowledge (local) +5, Knowledge (nobility and royalty) +4, Ride +9, Swim +4; Blind Fight, Cleave, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Hold the Line, Improved Critical (longsword), Leadership, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Adamantine Breastplate, Mithral Heavy Shield, +1 *Mighty Cleaving Longsword*, *Ring of Protection* +2.

APL 14

☛ **Keiron, Knight of the Hart, human male Ftr 15:** CR 13; medium humanoid; HD 15d10+45; hp 139; Init +0; Spd 20 ft.; AC 19 (touch 12, flat-footed 19); Base Atk +15; Grp +20; Atk +23 (1d8+10, long sword 17-20/x2); Full Atk +23/+18/+13 melee (1d8+10, long sword 17-20/x2); AL NG; SV Fort +12, Ref +5, Will +6; Str 20, Dex 10, Con 16, Int 14, Wis 13, Cha 15.

Skills and Feats: Climb +9, Diplomacy +7, Handle Animal +10, Jump +10, Knowledge (geography) +5, Knowledge (local) +5, Knowledge (nobility and royalty) +5, Ride +10, Swim +6; Blind Fight, Cleave, Combat Expertise, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Hold the Line, Improved Critical (longsword), Leadership, Mounted Combat, Power Attack, Spirited Charge, Ride-By Attack, Trample, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Adamantine Breastplate, Mithral Heavy Shield, +1 *Mighty Cleaving Longsword*, *Ring of Protection* +2.

APL 12 & 14

☛ **Maskaleyne, human male vampire Wizard 14:** CR 16; medium undead; HD 14d12; hp 90; Init +1; Spd 20 ft.; AC 34 (touch 18, flat-footed 30); Base Atk +7; Grp +12; Atk +12 (1d6+5, slam); Full Atk +12/+7 melee (1d6+5, slam); SA Blood drain, children of the night, dominate, create spawn, energy drain; SQ Alternate form, damage reduction, fast healing, gaseous form, resistances, spider climb, turn resistance, turn immunity, undead traits; AL CE; SV Fort +4, Ref +8, Will +11; Str 20, Dex 18, Con -, Int 20, Wis 15, Cha 16.

Skills and Feats: Concentration +21, Decipher Script +16, Knowledge (arcana) +16, Knowledge (geography) +16, Knowledge (history) +16, Knowledge (local) +16, Knowledge (nobility and royalty) +16, Spellcraft +16; Ability Focus (domination gaze), Combat Casting, Combat Reflexes, Extend Spell, Heighten Spell, Irresistible Gaze, Maximize Spell, Piercing Gaze, Scribe Scroll.

Possessions: *Ring of protection* +4, *amulet of fire resistance*, *wand of hold person* (5th level caster, 50 charges), *wand of maximized magic missile* (9th level caster, 50 charges), *helm of comprehending languages and reading magic*, *broom of animated attacks*, *dust of sneezing and choking*.

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple attempt. If it pins the foe, it drains blood, dealing 1d4 points of constitution drain each round the pin is maintained. On each successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed a Will save (DC 24) or fall instantly under the vampire's influence as though by a dominate person spell (caster level 12th). The ability has a range of 60 ft.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rise as a vampire spawn 1d4 days after burial.

If the vampire instead drains the victim's constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time, a vampire may have enslaved spawn totaling no more than twice its own hit dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a polymorph spell cast

by a 12th-level character, except the vampire does not regain hit points for changing form and must choose among the forms mentioned here. While in alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another form or until the next sunrise.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at a rate of 5 hit points per round.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a spider climb spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Turn/Rebuke Immunity (Ex): Through a wish spell Maskaleyne is immune to turning and rebuking attempts.

Undead Traits

Spells Prepared (4/6/5/5/5/4/3/2) base DC = 15 + spell level; 0 — *Detect magic* x2, *resistance* x2; 1st — *magic missile* x3, *ray of enfeeblement*, *shield*; 2nd — *resist energy*, *spectral hand* x2, *touch of idiocy*, *fox cunning*; 3rd — *haste*, *lightning bolt*, *fireball*, *slow*, *hold person* x2; 4th — *stoneskin*, *phantasmal killer*, *confusion*, *lightning bolt (heightened)*, *displacement (extended)*, *magic missile (maximized)*; 5th — *teleport*, *feeblemind*, *baneful polymorph*, *cloudkill*; 6th — *circle of death*, *disintegrate*, *fireball (maximized)*; 7th — *prismatic spray*, *finger of death*, *ice storm (maximized)*.

Appendix B: New Rules

Ability Focus [General]

Choose one of your special attacks. This attack becomes more potent than normal.

Prerequisite: Special attack.

Benefit: Add +2 to the DC for all saving throws against the special attack on which you focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new special attack.

Source Book: Savage Species

Irresistible Gaze [General]

Your gaze attack is more potent than normal.

Prerequisite: Gaze attack.

Benefit: Add +2 to the DC for all saving throws against the special attack on which you focus.

Special: The benefit of this feat stacks with the benefit provided by the Ability Focus feat (see above).

Source Book: Savage Species

Piercing Gaze [General]

Your gaze attack has a greater range than normal.

Prerequisite: Chr 15, Int 13, gaze special attack. Irresistible Gaze.

Benefit: Because of the sheer force of your presence, you add 30 feet to the range of your gaze attacks.

Source Book: Savage Species

Dirty Fighting [General]

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Base attack bonus +2

Benefit: Make a melee attack roll normally. If successful, you inflict an additional +1d4 point of damage. This feat requires the full attack action.

Source Book: Sword and Fist

Hold the Line [General]

You are trained in defensive techniques against charging opponents.

Prerequisites: Base attack bonus +2, Combat Reflexes.

Benefit: You may make an attack of opportunity against an opponent who charges you when he enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Source Book: Sword and Fist.

Appendix C: Map

This map details the movement of Maskaleyne troops through the lands of Furyondy, the Horned Lands, and finally into the Lands of Iuz. The PCs pick up the trail in Terlisean in the Kingdom of Furyondy about 48 hours behind Maskaleyne. The PCs' goal is to catch up to Maskaleyne before he gets to the Devouring Bridge. Each hex on the map represents 20 miles. Consult charts 9-5 and 9-6 of the PHB p 164 for movement speeds. For purposes of when the PCs start Maskaleyne troops are 42 miles ahead of the PCs (24 hours by barge). **Note:** Ringstone is the unlabeled Keep near the Veng Camps.



Appendix D: Maskaleyne Travel Route

Terlisean – 24 hours before the PCs arrive

Maskaleyne troops move 80 miles (42 miles per day) by barge downriver on the Veng River and depart on the southern edges of the Horned Lands south of Ringstone. PCs leave Terlisean 24 hours behind Maskeleyne (42 mile deficit if traveling by barge).

The Horned Lands

Leaving the Barges behind and traveling by foot 24 miles (at a speed of 30) in one day, Maskaleyne troops arrive at Ringstone and acquire mounts and reinforced wagons and head north. [Example: If the PCs are mounted (light warhorses 151-690 lb. Moving at 32) they should be able to make up 12 miles closing the gap to 30 miles].

Ringstone

Maskaleyne troops move north at a speed of 28 miles a day (heavy horse 201-600 lb.) until reaching Molag 4-1/2 days later. [Example: If the PCs are mounted (light warhorses 151-690 lb. Moving at 32) they should be able to make up 4 miles per day closing the gap and eventually catching up in 7 days].

Molag

Continuing through Molag, Maskaleyne troops continue north on the Skull Trail and Long March at a speed of 28 miles a day (heavy horse 201-600 lb.) until reaching the Devouring Bridge Molag 10 days later.

Devouring Bridge

Too late Maskaleyne troops got away.