

YEO7-01

A Curious Diversion

A One-Round D&D® LIVING GREYHAWK™

Yeomanry Regional Adventure

Version 1.1

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You have heard that the mines in the mountains are having problems with bandits, but what is that woman doing lying in the road? A one-round Yeomanry adventure for APLs 2 to 6.

Note: This adventure will be of particular interest to members and students of the Academy of Lore

Resources: *Dragon #315: "Greyhawk Regional Feats of Oerth"* [Erik Mona], *Dragon #319 "Greyhawk Feats: More Regional Feats of Oerth"* [Erik Mona], *Complete Adventurer* [Jesse Decker], *Races of the Dragon* [Gwendolyn F.M Kestrel].

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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For questions specific to this document and your region please e-mail your triad point of contact (POC) at POC@yeomanry.net. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important

information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the

following to these groups to help increase their chances of success:

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Yeomanry. Characters native to the Yeomanry pay one Time Unit per round, all others pay two Time Units per round.

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

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

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

ADVENTURE BACKGROUND

ABOUT THE YEOMANRY

The Yeomanry is situated in a valley between the Jotens and the Tors in the southwest corner of the Sheldomar Valley. The moderately sized realm is nearly surrounded by the Crystalmists and its spurs, though its eastern border with Keoland is generally regarded as the eastern bank of the Javan across from the county of Cryllor. Its border continues south to where the great river enters the Hool Marshes and the lands of the Sea Princes. The climate is hot nearly year-round in the central valley, though the temperature moderates as one approaches the foothills, particularly in late fall and winter. The Yeomanry is a land populated primarily by freemen farmers, who are mostly a Suel-Flan mix.

The Yeomanry is one of the few representative democracies in the Flanaess. Any citizen of majority, who has carried the spear for the nation, either now or in the past, is eligible to elect a spokesman on his behalf from his community who serves in the Council of Common Grosspokesmen in Loftwick.

The people of the Yeomanry are rural, cloistered folk with little exposure to either foreigners or magic. They are religious and superstitious, yet reservedly friendly to travelers. Many Yeomen have served in the Militia and are stout defenders of their homes.

You can learn more about the Yeomanry at its official website: <http://www.yeomanry.org>.

REGION/CITY/LOCATION

Little Hills

The Little Hills form the eastern border of the Yeomanry, where the Jotens turn south to follow the course of the mighty Javan River. The hills are 'little' only in comparison to the mighty Jotens that loom above them. Considerable numbers of demihumans dwell in the Little Hills, along with communities of humans. The Hillmen and dwarves who populate the Little Hills are known for their ferocity in battle and have been employed in Keoland as mercenaries for centuries. The city of Longspear, in the foothills of the Little Hills, is an active trade center and guards the northeastern-most point of the Yeomanry League.

BACKGROUND

The Academy of Lore discovered an estate that they have dated to the time before the settlement of the Yeomanry. The site consists of several small huts, a temple and a manor house. The huts and the manor house have been excavated and several artifacts have been placed into storage for further study by the Academy of Lore.

The primary researcher is a bard, Imalas Gerantan. The site is not terribly important to the academy, because the probability of a small isolated manor estate having some far reaching cultural significance is small. Imalas contends that the lord of the estate had some contact with the elements of the Baklunish Empire that helped cause the end of the Suloise Empire.

Up to this point all of Imalas' theories have been unfounded. She has discovered a passage beneath the temple at the dig site that has odd markings that she can't attribute to any of the normal gods worshiped by the local inhabitants dating to the era of her find. She has gone to the University at Loftwick to confer with her colleagues and has had some exciting leads. The passage beneath the temple may contain some references to the Flan God, Vecna.

While Imalas was conferring with her colleagues at the Academy of Lore, a group attacked the dig site. This group was led by a blonde man named Krodeen. Under the direction of Krodeen, the upper level of the temple was searched and the lower level was opened up to reveal a shrine to Vecna. The proper rites were conducted to reconsecrate the structure to Vecna and the blond man departed giving the command to protect the site until his return while continuing to restore the temple.

Gerantan left Loftwick bound for the dig site with a load of supplies. The journey was without event until she was a few miles from the site. A group of bandits, who are new converts to The Whispered One, attacked her with the intent of scaring her away. They beat her into what they had deemed unconsciousness and left her for dead, taking the supplies.

The areas of interest utilized in the adventure are: the Little Hills, ruins of an ancient estate, and a temple dating back several millennia.

The adventure ties into the pre-existing stories in the Yeomanry through the infiltration and conflict with the Scarlet Brotherhood in YEO3-01 *Guard Dogs*, YEO 3-03 *Sticks and Stones*, YEO 4-05 *Whispers of Deceit*, YEO5-01 *Attack Dogs*, YEO 5-05 *Into the Scarlet Flames*, and YEO 6-02 *Seeking Scarlet Glory*. The adventure also ties into the presence of Vecna worshipers in the Yeomanry from YEO 5-06 *Broken Spear*.

ADVENTURE SUMMARY

Introduction: The PCs are traveling across the Yeomanry from Fort Baxter to Fort August. Rumor has it that guards are needed for supply trains to the iron mines in the Jotens. Along the road the PCs spy a female Flan human in the road with a broken lute lying at her side.

Encounter 1: The party revives the woman to discover that she is a Dustdigger working on an archeological site. She has been ambushed by a group of men. They knocked her unconscious and took all of the artifacts that she had recovered. She would like the PCs to help her locate the supplies.

Encounter 2: The party can attempt to find the trail of the thieves. If they can track the ambushers, they will see a few thugs in the woods. The party can prepare an ambush to attack the group in the woods; if the party does not find the tracks proceed to Encounter 3

Encounter 3: If the PCs do not discover the thugs in the woods and ambush them, the thugs ambush the party looking for an additional score of some ripe travelers.

Encounter 4: The party goes back to the archeology site. On the way, they can ask question of Imalas Gerantan about the site and what discoveries have been found.

Encounter 5: The party arrives at the site to see that there has been someone disturbing it. There are boxes

and crates in disarray, and Imalas says that the site has been disturbed.

Encounter 6: After investigation all clues indicate that the perpetrator has withdrawn to the shaft and a cave. The lift is booby-trapped to fail by the group that razed the workers' encampment in-order to catch anyone unaware coming to the site.

Encounter 7: In the temple are a thief and a couple of henchmen. If the booby-trapped lift was used, they set up to ambush the party. If the party manages to go down without tipping off thieves, they will catch them looting the temple.

Conclusion: If the party succeeds at breaking up the smuggling ring, they will get the Favor of the Academy of Lore. If they take the thieves prisoner, they will learn that the smuggling ring was working for a man known to him only as Krodeen. Regardless of the way the PCs handle the situation, the next day, the party receives a note saying, "Go back to your farm. You ought not meddle in the affairs of your betters."

PREPARATION FOR PLAY

Is This a Military Adventure?

As Yeoman officials do NOT consider the events of this adventure important to the defense of the Yeomanry, members of any branch of the Yeoman military may NOT count the TUs spent on this adventure toward any annual TU commitment required by their enlistment.

Is This a Dustdigger Adventure?

As this adventure does significantly involve archaeological matters, students in the Academy of Lore may count this adventure toward any TUs they must spend per year in study. See individual certificates for more details.

Is this a Promotion Worthy Adventure?

Heroic deeds in the name of the Yeoman military are NOT possible in this adventure.

Have all of the players make Spot and Listen checks prior to the start of the adventure. These Spot and Listen checks are to avoid the ambush in Encounter 3.

INTRODUCTION

The brisk wind and the misty rain makes you long for the pleasant comforts of the inn you stayed in last night, but, as one that longs for excitement and a means to gain wealth, you know that the inn is not a possibility until you find a way to gather up some hard won gold. As the rain drops from your hood and into your tunic, you seem to wonder what possessed you to head toward Fort August. The promise of regular meals and a weekly paycheck for

escorting mining caravans sounded good. The chill of early spring in the mountains has you rethinking that decision.

In front of you, you see what appears to be a woman lying in the road. A broken lute is lying beside her and tatters of cloth and some pieces of wood seem strewn about her.

Prompt the party for what they intend to do. If they choose to do nothing and ride on past the woman proceed to Encounter 3 where they are ambushed on the road by the group of brigands.

ENCOUNTER 1: BREATHE

Have the PCs make spot and heal checks. A check of DC 15 for the spot or a heal check of DC 10 allows for the PCs to determine that the woman lying in the road is breathing.

As you approach you see a large purple bruise on the forehead of the woman lying in the road. Scattered splinters of wood and scraps of burlap litter the ground. Tracks and signs of a struggle are easily seen.

Imalas Gerantan is at 1 hit point with nonlethal damage equal to APL (2 nonlethal at APL 2, 4 nonlethal at APL 4, 6 nonlethal at APL 6).

After reviving Imalas Gerantan, she will answer the following questions for the PCs.

Who are you?

I am Imalas Gerantan. I am a researcher at the Academy of Lore working on an archeological site in the Little Hills.

What happened to you?

I was on my way back to the archeological site and I was set upon by a group of thugs. They attacked me from out of nowhere, and I guess that they stole all of the supplies and my notes on the archeological site.

What was stolen?

I had a crate full of various supplies, mainly food stuffs. And the packhorse that was carrying it. And of course my notes on the site are missing too, which are so important to me.

Do you need any help?

I would be very grateful if you all would be willing to escort me back to the dig site. It is about a day's journey up the road and about two miles from the road on the left. I can't offer you any material compensation, but I would be in your debt.

Would you like us to get your items back?

Of course, if you can! I would be so grateful.

What can you tell us about your archeological site?

The site was discovered a few months ago and seems to be a small fortified estate for some lord or thane during the time before the Suel Migration into the Yeomanry.

Where is the site located?

It is about a day's journey up the road and about two miles from the road on the left.

What kind of discoveries have you found to this point?

The huts seem to be the dwellings of several serfs or hirelings. There is a larger structure that was either a hall for gatherings or the dwelling of the local thane. The area is not too clear to indicate which it may be. There is a temple to some deity or it may be to the Old Faith, we are not sure which it may be. Just before I left to get supplies we discovered a shaft that leads down to a cavern beneath the temple. Some of the symbols and etchings are quite disturbing. They indicate that someone may have been using the site at some time in more recent history as a location to gather and worship the Master of the Spider Throne.

A DC 10 Knowledge Religion check will indicate to the PCs that Gerantan speaks of Vecna but will not say his name to avoid attracting his attention. If a PC says his name, she will shush them and discourage them from doing it further.

Who did you leave back at the site to safeguard it until your return?

I left several day laborers that I had hired as well as an aspiring Dustdigger and a couple of students from the University at Loftwick.

ENCOUNTER 2: ON THE RUN

The party may make search checks of the area to notice the tracks of Gerantan's attackers. The DC of the search to discover the tracks is 15. Any one with the Track feat may make a survival check DC 20 to follow the tracks (just one check is necessary, as they have not moved along very far). **If the tracks are unable to be followed proceed to Encounter 3.**

You search for a few moments and discover the tracks lead to a well worn game trail. There are several small offshoots that lead to small depressed regions that give a perfect view of the road...views that are prime locations to launch an ambush. As you maneuver down the game trail a little ways, you see several pack horses tethered to nearby trees. Your quarry must not be far now. Watching carefully as you move a little further on, you catch a glimpse of steel and see a group that appears to be watching over the road. From your vantage, it seems that they are poised to ambush the next travelers on the road.

Allow the party a couple of minutes to formulate a plan. They catch the glimpse of them at 120 feet away. If they wish to get closer than 120 feet from the nearest ambusher, have them make opposed Move Silently and Hide checks if to try to avoid detection. Once the ambushers see the PCs, they will attack. They can not be negotiated with.

Development: Refer to DMs Map #1 for this encounter. Use the statistics for the NPCs, and the Development notes, as presented in Encounter 3 for this combat.

After this encounter ends, proceed on to Encounter 4: Great Gig in the Sky.

ENCOUNTER 3: TIME

As you travel down the road you make your way to a bend in the road. A small rise is to your left and sparse trees to your right. The air is still here and you get the feeling that you are being watched.

Have the PCs make spot or listen checks, If they are successful they may take an action in the surprise round. Otherwise all are surprised as the ambush begins.

	Listen DC	Spot DC
APL 2	15	15
APL 4	16	16
APL 6	18	18

Imalas Gerantan is in no condition to help the PCs for this encounter, or any of the other encounters of the adventure. If the PCs ask, following combat, she will employ her skill to cast *Cure Light Wounds*. She has 3 of these spells left available to her. Under no circumstances will she enter combat even to rescue a downed PC; she is well aware that she is not too healthy and is not equipped to enter into combat. She is not able to use her bard song ability, as her lute is broken beyond repair. In the event that someone has cast *Make Whole* or provided her with a lute somehow, she will be willing to use her bard song ability to *Inspire Courage*.

APL 2 (EL 4)

➤ **Erishelle:** female human Sor 2; hp 8; Appendix 1.

➤ **Thug (3):** male human Ftr 1; hp 11; Appendix 1.

APL 4 (EL 6)

➤ **Erishelle:** female human Sor 4; hp 15; Appendix 2.

➤ **Thug (3):** male human Ftr 2; hp 20; Appendix 2.

APL 6 (EL 8)

➤ **Erishelle:** female human Sor 6; hp 23; Appendix 3.

➤ **Thug (3):** male human Ftr 4; hp 36; Appendix 3.

Development: If the PCs manage to capture any of the thugs or their leader, they will gain no useful knowledge as the group fears betraying their master more than anything that the PCs could do to them. Death, on several levels, would be preferable to their apparent failure. The notes belonging to Imalas can be found in Erishelle's pocket.

ENCOUNTER 4: GREAT GIG IN THE SKY

As you finish the battle, you see the familiar tracks of several pack horses. The tracks seem to be leading back away from the road, towards a worn game trail. You also see a crate of food stuffs beneath a bush. The lid is ajar and there are a couple of half eaten hard tack biscuits on top of it.

The party may question Imalas Gerantan some more to get a few more answers to their questions, or may choose to go back and revive the woman if they neglected to do so earlier. If the PCs are just now taking the time to question Imalas further, you can find the information she knows in Encounter 1.

If the PCs did not revive Gerantan or something has happened to her before they could get the location of the dig site from her, they will be forced to resort to extreme means to get the information necessary to continue the adventure. If she is dead, *Speak with Dead* will allow the PCs to get the information from her. Otherwise, the PCs must get the information from her in order to complete the adventure. If they do not, proceed to the conclusion and read the "Failure to Catch the Hook" section.

ENCOUNTER 5: MONEY

Following the directions that you were given by Imalas, you head to the dig site. When you arrive, you see a picket line of horses and a group of neatly arrayed tents. Past the tents and to your left, you see a grid of poles that are numbered. Next to the grid of poles you see the foundation and a deteriorated stone corner of a sizable structure. Beyond that is a seamless stone structure with stairs going up to a doorway. No one is in the camp.

Allow the PCs to question Gerantan (if she is with them) about the site. If they search for tracks, they will find many tracks, as this site has been a work in progress for several months. No odd tracks to be found however, nor any tracks that seem out of place.

The grid is what appears to be an area where there were single family huts no larger than 20 feet square. There were several huts in the 150 foot square region.

The deteriorated corner of a structure is what can best be described as a manor house or meeting hall. It is uncertain as to what the structure was used for. Further investigation is needed to determine the exact nature.

The seamless stone structure appears to be a temple. A passage leading to beneath the main floor has been discovered and that is where the signs and symbols to the Master of the Spider Throne were discovered.

The crew that she left here was to leave the temple alone and examine the grid for artifacts until she returned. The presence of no one here has her more than a little concerned and she wonders if maybe something in the temple has awoken to cause problems.

ENCOUNTER 6: US AND THEM

As you enter the structure, you see a dark stone room dominated by a great white stone altar. Just beyond the altar, stands a large scaffold with what seems to be a rudimentary pulley-and-weight operated lift or elevator.

Allow the PCs to investigate the room to their paranoia's content and make their way down the shaft as they will. The lift is perfectly safe. A Knowledge (Architecture & Engineering) check DC 15 will confirm that it is in perfect working order. Imalas Gerantan will not go with the PCs any further than the top level because she suspects danger for which she is not properly equipped. For the hallway see DM Map #2. Once the PCs have made it down, read the following. They will need a light source to see anything here.

Descending the 20 feet to the next level finds you in an ornately carved hall. The dark walls are covered with etchings detailing the glory and ascendancy of the Master of the Spider Throne. Some of the etchings seem lifelike depicting the gruesome rites to the dark god.

Any PC stating that they are actively searching the hall for traps may make Search checks to attempt to discover the trap

APL 2 (EL 2)

✦ **Bricks from Ceiling:** CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20.

APL 4 (EL 4)

✦ **Collapsing Column:** CR 4; mechanical; touch trigger (attached); no reset; Atk +15 melee (6d6, stone blocks); Search DC 20; Disable Device DC 24.

APL 6 (EL 6)

✦ **Spiked Blocks from Ceiling:** CR 6; mechanical; location trigger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 20.

ENCOUNTER 7: BRAIN DAMAGE

An additional 100 feet down the hallway, your path is blocked by a black velvet cloth. On the other side, you hear the sounds of ritual chanting.

If the PCs avoided/disarmed the trap in Encounter 6 it is possible for them to surprise the worshipers of Vecna. The noise created by the trap alerts the cultists of the approach of the PCs. If the cultists are surprised, modify the following box text as necessary.

Moving aside the curtain, a grisly vision of the rites conveyed upon the hallway walls has come to life. The area is littered with the remains of the torture of the archeological expedition. Several cultists stand ready for your approach. A man at the altar smiles at you and says, "It looks as if my lackeys didn't do such a great job clearing the area of people that like to meddle. Never mind, you will be a welcome addition to our offerings to The Maimed Lord."

APL 2 (EL 5)

➤ **Toval:** male human Exp 4; hp 24; Appendix 4.

➤ **Initiate (2):** male human Ftr 1/Rog 1; hp 14; Appendix 1.

APL 4 (EL 7)

➤ **Toval:** male human Exp 4; hp 24; Appendix 4.

➤ **Initiate (3):** male human Ftr 1/Rog 3; hp 24; Appendix 2.

APL 6 (EL 9)

➤ **Toval:** male human Exp 4; hp 24; Appendix 4.

➤ **Initiate (3):** male human Ftr 1/Rog 5; hp 35; Appendix 3.

CONCLUSION

CONCLUSION: MENACE THWARTED

The battle done, you inform Imalas that the threat has been ended, and she comes down to join you and to see what has transpired. As she looks over what is left of the cultists, she recognizes the one you know as their leader. "Toval! You wretch! Death you deserve for the death of your fellows." She turns back to the party, "He was a student at the University and eager to come on this expedition. We now know why. Adventurers you have my gratitude for avenging the death of my companions and clearing the site of these horrid men. Call on me when you find yourselves back in Loftwick."

Development: If the PCs capture any of the servants of Vecna, Imalas suggest that they are turned in to the proper authorities for judgment. She suspects that there is more to what has happened than what is immediately apparent.

A few days later you receive a note slipped beneath your door. It says simply, "You have caused me a minor set back. Stay on your farm and meddle in the affairs of your betters no more." It is signed with a flowing scripted "S".

Characters receive both the **Favor of the Academy of Lore** and the **Enmity of S** for this ending.

CONCLUSION: FAILURE TO CATCH THE HOOK

You follow the road to Fort August to find that the work to be had pays just enough to pay for your meals. A few days of standing guard and watching wagons deliver supplies to the miners and iron to the government. You wonder what may have transpired if you would have looked to the woman in the road more closely.

Characters receive **NEITHER** the **Favor of the Academy of Lore** nor the **Enmity of S** for this ending.

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 3

Deal with the Ambushers.

APL 2: 120 xp.

APL 4: 180 xp.

APL 6: 240 xp.

Encounter 6

Subvert the Trap/Maneuver into the Temple.

APL 2: 60 xp.

APL 4: 120 xp.

APL 6: 180 xp.

Encounter 7

Defeat the Worshipers of Vecna

APL 2: 150 xp.

APL 4: 210 xp.

APL 6: 270 xp.

Story Award

Revive Imalas Gerantan.

APL 2: 30 xp.

APL 4: 30 xp.

APL 6: 30 xp.

Discretionary Roleplaying Award

APL 2: 90 xp.

APL 4: 135 xp.

APL 6: 180 xp.

Total possible experience

APL 2: 450 xp.

APL 4: 675 xp.

APL 6: 900 xp.

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes

per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

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

Encounter 3:

APL 2: L: 154 gp, C: 0 gp, M: *Potion of Cure Light Wounds* x 3 (13 gp), *Ring of Protection* +1 (167 gp).

APL 4: L: 191 gp, C: 0 gp, M: *Chain Shirt* +1 x 3 (313 gp), *Potion of Cure Light Wounds* x 4 (17 gp), *Ring of Protection* +1 (167 gp), *Wand of Grease* (63 gp).

APL 6: L: 191 gp, C: 0 gp, M: *Memento Magica* (1st Level), (125 gp), *Chain Shirt* +1 x 3 (313 gp), *Potion of Cure Light Wounds* x 4 (17 gp), *Ring of Protection* +1 (167 gp), *Cloak of Resistance* +1 x 3 (250 gp) *Wand of Grease* (63 gp).

Encounter 7:

APL 2: L: 266 gp, C: 0 gp, M: *Vest of Resistance* +1 (83 gp) *Potion of Blur* x2 (50 gp) *Potion of Cure Light Wounds* (4 gp), *Studded Leather* +1 (98 gp), *Everburning Torch* (8 gp).

APL 4: L: 588 gp, C: 0 gp, M: *Vest of Resistance* +1 (83 gp) *Potion of Blur* x3 (75 gp) *Potion of Cure Light*

Wounds (4 gp), *Studded Leather* +1 (98 gp), *Everburning Torch* (8 gp).

APL 6: L: 510 gp, C: 0 gp, M: *Short Sword* +1 x 3 (578 gp) *Vest of Resistance* +1 (83 gp) *Potion of Blur* x3 (75 gp) *Potion of Cure Light Wounds* (4 gp), *Studded Leather* +1 (98 gp), *Everburning Torch* (8 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 420 gp, C: 0 gp, M: 423 gp – Total: 843 gp (450 gp).

APL 4: L: 779 gp, C: 0 gp, M: 828 gp – Total: 1607 gp (650 gp).

APL 6: L: 701 gp, C: 0 gp, M: 1781 gp – Total: 2482 gp (900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Favor of the Academy of Lore:** For assisting Imalas Gerantan in her study of the estate, you have received an Influence Point with the Academy. You may use this Influence Point as one of the three necessary favors to join the Academy of Lore. Current members of the Academy may use this to make one item on this AR Access: Regional (please circle the one chosen immediately and mark this Favor as USED when you do).

☛ **Enmity of S:** For thwarting the establishment of a group of worshipers of Vecna, you have gained the enmity of a stranger.

Item Access

APL 2

•

APL 4 (Everything from APL 2 plus)

- *Mithral Chain Shirt* (Adventure, *Dungeon Master's Guide*)
- *Wand of Grease* (CL 1st; Adventure, *Dungeon Master's Guide*)

APL 6 (Everything from APL 2, 4 plus)

- *Memento Magica* (1st Level) (Adventure, *Races of the Dragon*)

APPENDIX I – APL 2

ENCOUNTER 3

ERISHELLE **CR 2**
 Female human sorcerer 2
 CN Medium humanoid (human)
Init +2; **Senses** Listen +2, Spot +2
Languages Common

AC 13, touch 13, flat-footed 11
 (+2 Dex, +1 deflection)
hp 8 (2 HD);
Fort +1, **Ref** +2, **Will** +4

Speed 30 ft. (6 squares)
Ranged light crossbow +4 (1d8/19-20x2)
Melee club +0 (1d6-1)
Base Atk +1; **Grp** +0
Atk Options Point Blank Shot, Precise Shot
Sorcerer Spells Prepared (CL 2nd):
 1st (5/day)—*Burning Hands* (DC 13), *Ray of Enfeeblement* (+4 ranged touch)
 0 (6/day)—*Acid Splash*, *Detect Magic*, *Light Mending*, *Read Magic*

Abilities Str 8, Dex 14, Con 12, Int 10, Wis 13, Cha 15
Feats Point Blank Shot, Precise Shot
Skills Concentration +6, Knowledge (Arcana) +5, Spellcraft +7,
Possessions Light Crossbow, Crossbow Bolts (20), Club, *Ring of Protection* +1.

THUG **CR 1**
 Male human fighter 1
 N Medium humanoid (human)
Init +1; **Senses** Listen +2, Spot +2
Languages Common

AC 15, touch 11, flat-footed 14
 (+1 Dex, +4 armor)
hp 11 (1 HD);
Fort +3, **Ref** +1, **Will** +2

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft;
Melee mwk scythe +5 (2d4+2/x4)
Ranged short bow +2 (1d6/x3)
Base Atk +1; **Grp** +3
Atk Options Power Attack

Abilities Str 15, Dex 13, Con 12, Int 10, Wis 14, Cha 8
Feats Power Attack, Toughness, Weapon Focus (Scythe)
Skills Climb +5, Jump +5, Ride +5
Possessions MW Chain Shirt, MW Scythe, Short Bow, Arrows (20), Backpack, 50 ft. Rope, *Potion of Cure Light Wounds*.

ENCOUNTER 7

TOVAL **CR 3**
 Male human expert 4
 NE Medium humanoid (human)
Init +6; **Senses** Listen -1, Spot -1
Languages Common, Ancient Flan

AC 16, touch 12, flat-footed 14
 (+2 Dex, +4 armor)
hp 24 (4 HD);
Fort +3, **Ref** +4, **Will** +6

Speed 30 ft. in studded leather armor (6 squares), base movement 30 ft.;
Melee mwk light mace +4 (1d6)
Ranged sling +5 (1d4)
Base Atk +3; **Grp** +3
Combat Gear Acid Flask (2), Tanglefoot Bag (3),

Abilities Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 16
Feats Improved Initiative, Iron Will, Toughness
Skills Appraise +8, Bluff +10, Climb +7, Disable Device +8, Forgery +8, Knowledge (Religion) +8, Knowledge (Local: Sheldomar Valley) +8, Search +8,
Possessions combat gear plus Antitoxin (2), MW Light Mace, Sling, Sling Bullets (10), +1 *Studded Leather Armor*, Grappling Hook, Rope, *Everburning Torch*, Backpack, 10 Sacks, Chalk, Salt (1lb.), *Potion of Cure Light Wounds*, *Vest of Resistance* +1.

INITIATE **CR 2**
 Male human fighter1/rogue 1
 NE Medium humanoid (human)
Init +6; **Senses** Listen +3, Spot +3
Languages Common

AC 16, touch 12, flat-footed 14
 (+2 Dex, +4 armor)
hp 14 (2 HD);
Fort +3, **Ref** +4, **Will** +1

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;
Melee mwk short sword +5 (1d6+2/19-20x2) or mwk short sword +3 (1d6+2/19-20x2) and mwk short sword +3 (1d6+1/19-20x2)
Ranged mwk light crossbow +4 (1d8/19-20x2)
Base Atk +1; **Grp** +3
Atk Options Two Weapon Fighting, Sneak Attack (+1d6)

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8
SA sneak attack +1d6
SQ Trapfinding
Feats Improved Initiative, Two-weapon Fighting, Weapon Focus (Short Sword)

Skills Balance +3, Bluff +3, Climb +6, Disable Device +6, Escape Artist +4, Jump +6, Listen +3, Open Lock +8, Spot +3, Tumble +7, Use Rope +6
Possessions MW Chain Shirt, MW Light Crossbow, Crossbow Bolts (20), MW Short Sword (2), MW Thieves' Tools, *Potion of Blur*

APPENDIX 2 – APL 4

ENCOUNTER 3

ERISHELLE CR 4

Female human sorcerer 4
CN Medium humanoid (human)
Init +2; **Senses** Listen +1, Spot +1
Languages Common

AC 17, touch 17, flat-footed 15
(+2 Dex, +1 deflection, +4 *Mage Armor*)

hp 15 (4 HD);

Fort +2, **Ref** +3, **Will** +5

Speed 30 ft. (6 squares)

Ranged mwk light crossbow +5 (1d8/19-20x2)

Melee club +1 (1d6-1)

Base Atk +2; **Grp** +1

Atk Options Point Blank Shot, Precise Shot

Combat Gear *Wand of Grease*

Sorcerer Spells Known (CL 4th):

2nd (4/day)—*Scorching Ray* (+4 Ranged Touch)

1st (7/day)—*Burning Hands* (DC 14), *Mage Armor* ‡, *Ray of Enfeeblement* (+4 Ranged Touch)

0 (6/day)—*Acid Splash* (+4 Ranged Touch), *Detect Magic*, *Light*, *Mending*, *Ray of Frost* (+4 Ranged Touch), *Read Magic*

‡ Already cast

Abilities Str 8, Dex 14, Con 12, Int 10, Wis 13, Cha 16

Feats Point Blank Shot, Precise Shot, Skill Focus (Concentration)

Skills Concentration +11, Knowledge (Arcana) +7, Spellcraft +9,

Possessions combat gear plus Club, MW Light Crossbow, Crossbow Bolts (20), *Potion of Cure Light Wounds*, *Ring of Protection* +1

THUG CR 2

Male human fighter 2
N Medium humanoid (human)
Init +1; **Senses** Listen +2, Spot +2
Languages Common

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)

hp 20 (2 HD);

Fort +4, **Ref** +1, **Will** +2

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee mwk scythe +6 (2d4+2/x4)

Ranged mwk short bow +4 (1d6/x3)

Base Atk +2; **Grp** +4

Atk Options Cleave, Power Attack

Combat Gear *Potion of Cure Light Wounds*

Abilities Str 15, Dex 13, Con 12, Int 10, Wis 14, Cha 8

Feats Cleave, Power Attack, Toughness, Weapon Focus (Scythe)

Skills Jump +6, Ride +6, Tumble +4

Possessions combat gear plus *Chain Shirt*+1, MW Scythe, MW Short Bow, Arrows (20), Backpack, 50 ft. Rope.

ENCOUNTER 7

TOVAL CR 3

Male human expert 4
NE Medium humanoid (human)
Init +6; **Senses** Listen -1, Spot -1

Languages Common, Ancient Flan

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 armor)

hp 24 (4 HD);

Fort +3, **Ref** +4, **Will** +6

Speed 30 ft. in studded leather armor (6 squares), base movement 30 ft.;

Melee mwk light mace +4 (1d6)

Ranged sling +5 (1d4)

Base Atk +3; **Grp** +3

Combat Gear Acid Flask (2), Tanglefoot Bag (3),

Abilities Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 16

Feats Improved Initiative, Iron Will, Toughness

Skills Appraise +8, Bluff +10, Climb +7, Disable Device +8, Forgery +8, Knowledge (Religion) +8, Knowledge (Local: Sheldomar Valley) +8, Search +8,

Possessions combat gear plus Antitoxin (2), MW Light Mace, Sling, Sling Bullets (10), +1 *Studded Leather Armor*, Grappling Hook, Rope, *Everburning Torch*, Backpack, 10 Sacks, Chalk, Salt (1lb.), *Potion of Cure Light Wounds*, *Vest of Resistance* +1.

INITIATE CR 4

Male human fighter1/rogue3
NE Medium humanoid (human)
Init +7; **Senses** Listen +3, Spot +5
Languages Common

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 armor)

hp 24 (4 HD);

Fort +4 (+4 against poison), **Ref** +6, **Will** +2

Speed 30 ft. in mithral chain shirt (6 squares), base movement 30 ft.;

Melee mwk short sword +8 (1d6+2/19-20x2) or mwk short sword +6 (1d6+2/19-20x2) and mwk short sword +6 (1d6+1/19-20x2)

Ranged mwk light crossbow +7 (1d8/19-20x2)

Base Atk +3; **Grp** +5

Atk Options Two Weapon Fighting, Sneak Attack
(+2d6)

Abilities Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha
8

Feats Improved Initiative, Two-weapon Fighting,
Weapon Finesse, Weapon Focus (Short Sword)

Skills Balance +7, Bluff +5, Climb +6, Disable Device
+6, Escape Artist +9, Jump +10, Listen +3, Open
Lock +9, Search +2, Spot +5, Tumble +11, Use
Rope +9

Possessions MW Light Crossbow, Crossbow Bolts
(20), Mithral Chain Shirt, MW Short Sword (2), MW
Thieves' Tools, *Potion of Blur*

APPENDIX 3 – APL 6

ENCOUNTER 3

ERISHELLE CR 6

Female human sorcerer 6
CN Medium humanoid (human)
Init +2; **Senses** Listen +1, Spot +1
Languages Common

AC 17, touch 17, flat-footed 15
(+2 Dex, +1 deflection, +4 *Mage Armor*)

hp 23 (6 HD);

Fort +3, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares);

Ranged mwk light crossbow +6 (1d8/19-20x2)

Melee Club +2 (1d6-1)

Base Atk +3; **Grp** +2

Atk Options Point Blank Shot, Precise Shot

Combat Gear *Wand of Grease*

Sorcerer Spells Known (CL 6th):

3rd (4/day)—*Haste*

2nd (6/day)—*Glitterdust* (DC 15), *Scorching Ray* (+4 Ranged Touch)

1st (7/day)—*Burning Hands* (DC 14), *Mage Armor* †, *Magic Missile*, *Ray of Enfeeblement* (+4 Ranged Touch)

0 (6/day)—*Acid Splash* (+4 Ranged Touch), *Detect Magic*, *Light*, *Mending*, *Message*, *Ray of Frost* (+4 Ranged Touch), *Read Magic*

† Already cast

Abilities Str 8, Dex 14, Con 12, Int 10, Wis 13, Cha 16

Feats Lightning Reflexes, Point Blank Shot, Precise Shot, Skill Focus (Concentration)

Skills Concentration +13, Knowledge (Arcana) +9, Spellcraft +11,

Possessions combat gear plus Club, MW Light Crossbow, Crossbow Bolts (20), *Memento Magica* (1st Level), *Potion of Cure Light Wounds*, *Ring of Protection* +1

THUG CR 4

Male human fighter 4
N Medium humanoid (human)
Init +1; **Senses** Listen +2, Spot +2

Languages Common

AC 16, touch 11, flat-footed 15
(+1 Dex, +5 armor)

hp 36 (4 HD);

Fort +6, **Ref** +3, **Will** +4

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee mwk scythe +9 (2d4+5/x4)

Ranged mwk short bow +6 (1d6/x3)

Base Atk +4; **Grp** +7

Atk Options Cleave, Combat Reflexes, Power Attack

Abilities Str 16, Dex 13, Con 12, Int 10, Wis 14, Cha 8

Feats Cleave, Combat Reflexes, Power Attack, Toughness, Weapon Focus (Scythe), Weapon Specialization (Scythe)

Skills Climb +4, Jump +9, Ride +7, Tumble +5

Possessions +1 *Chain Shirt*, mwk Scythe, MW Short Bow, Arrows (20), Backpack, Rope (50 ft.), *Cloak of Resistance* +1.

ENCOUNTER 7

TOVAL CR 3

Male human expert 4
NE Medium humanoid (human)

Init +6; **Senses** Listen -1, Spot -1

Languages Common, Ancient Flan

AC 16, touch 12, flat-footed 14
(+2 Dex, +4 armor)

hp 24 (4 HD);

Fort +3, **Ref** +4, **Will** +6

Speed 30 ft. in studded leather armor (6 squares), base movement 30 ft.;

Melee mwk light mace +4 (1d6)

Ranged sling +5 (1d4)

Base Atk +3; **Grp** +3

Combat Gear Acid Flask (2), Tanglefoot Bag (3),

Abilities Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 16

Feats Improved Initiative, Iron Will, Toughness

Skills Appraise +8, Bluff +10, Climb +7, Disable Device +8, Forgery +8, Knowledge (Religion) +8, Knowledge (Local: Sheldomar Valley) +8, Search +8,

Possessions combat gear plus Antitoxin (2), MW Light Mace, Sling, Sling Bullets (10), +1 *Studded Leather Armor*, Grappling Hook, Rope, *Everburning Torch*, Backpack, 10 Sacks, Chalk, Salt (1lb.), *Potion of Cure Light Wounds*, *Vest of Resistance* +1

INITIATE CR 6

Male human fighter1/rogue5
NE Medium humanoid (human)

Init +7; **Senses** Listen +3, Spot +7

Languages Common

AC 17, touch 13, flat-footed 17
(+3 Dex, +4 armor)

hp 35 (6 HD);

Fort +5, **Ref** +8, **Will** +3

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee +1 short sword +9 (1d6+3/19-20x2) or

+1 short sword +7 (1d6+3/19-20x2) and mwk short sword +7 (1d6+1/19-20x2)

Ranged mwk light crossbow +8 (1d8/19-20x2)

Base Atk +4; **Grp** +6

Atk Options Two Weapon Fighting, Sneak Attack (+3d6)

Abilities Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8
Feats Acrobatic, Improved Initiative, Two-weapon Fighting, Weapon Finesse, Weapon Focus (Short Sword)
Skills Balance +8, Bluff +7, Climb +7, Disable Device +8, Escape Artist +11, Jump +15, Listen +3, Open Lock +11, Search +5, Spot +7, Tumble +16, Use Rope +11
Possessions MW Light Crossbow, Crossbow Bolts (20), Mithral Chain Shirt, MW Short Sword, MW Thieves' Tools, *Potion of Blur*, *Short Sword* +1, *Cloak of Resistance* +1.

APPENDIX 4 – ALL APLS

ENCOUNTER 1

IMALAS GERANTAN

CR 6

Female Flan (human) Brd 6

NG Medium humanoid (human)

Init +2; **Senses** Listen +0, Spot +0

Languages Common, Ancient Flan, Ancient Suel, Aquan, Dwarven, Elven, Ignan, Gnome, Old Oeridian, Terran, Touv

AC 12, touch 12, flat-footed 10
(+2 Dex)

hp 1 of (32) (6 HD);

Fort +3, **Ref** +7, **Will** +6

Speed 30 ft. (6 squares)

Ranged sling +6 (1d4-1)

Melee club +3 (1d6-1)

Base Atk +4; **Grp** +3

Special Actions Bardic Music, Countersong, Fascinate, Inspire Courage, Suggestion

Bard Spells Known (CL 6th):

2nd (3/day)— *Calm Emotions, Suggestion, Tongues*

1st (4/day)— *Comprehend Languages, Cure Light Wounds, Identify, Unseen Servant*

0 (3/day)— *Detect Magic, Know Direction, Light, Message, Prestidigitation, Read Magic*

Abilities Str 8, Dex 14, Con 12, Int 13, Wis 10, Cha 16

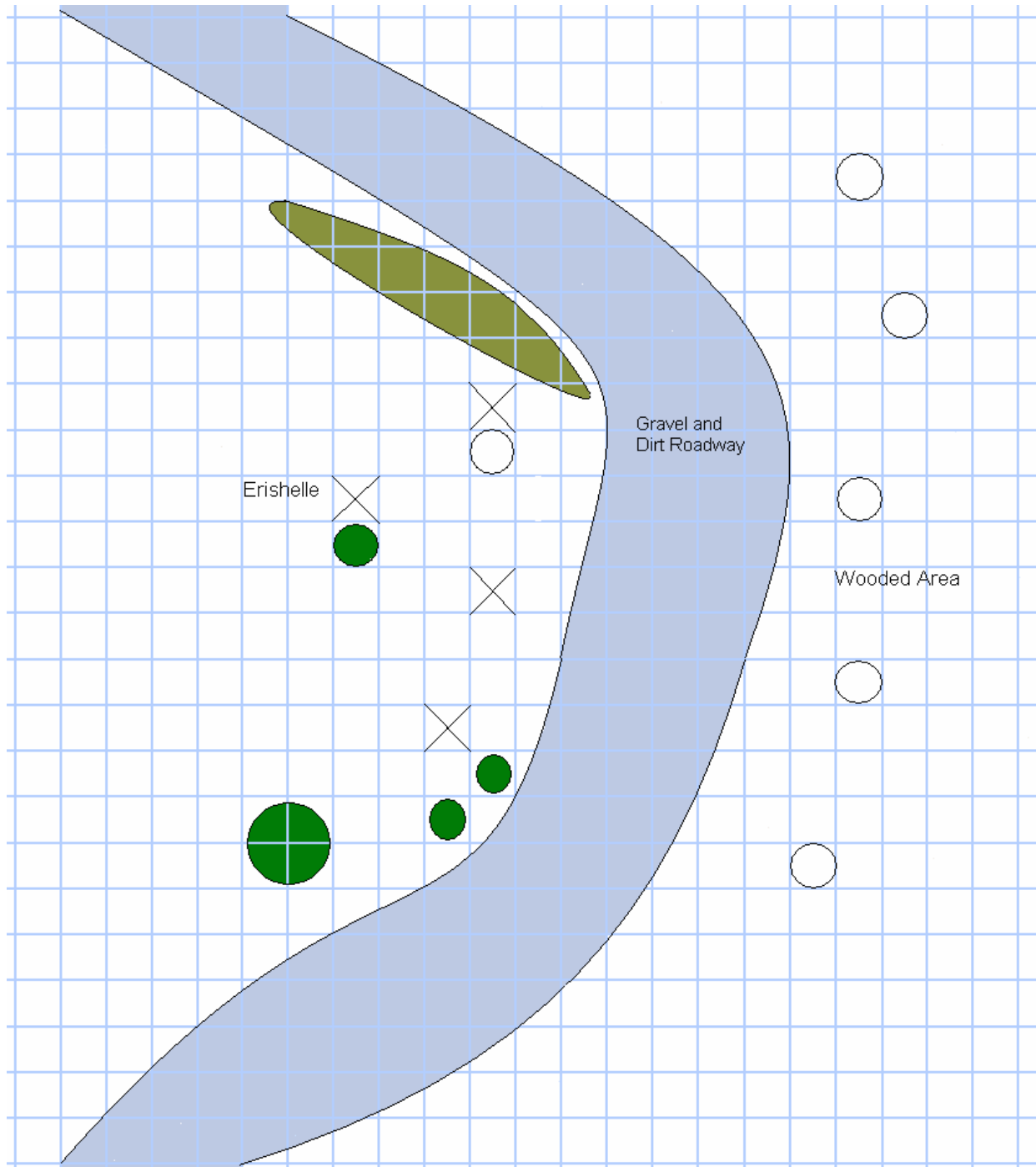
SQ Bardic Knowledge, Inspire Confidence

Feats Extra Music^{CV}, Noble Soul^{D315}, Skill Focus (Knowledge: History), Jack of All Trades^{CV}. ^{CV}Complete Adventurer, ^{D315}Dragon #315

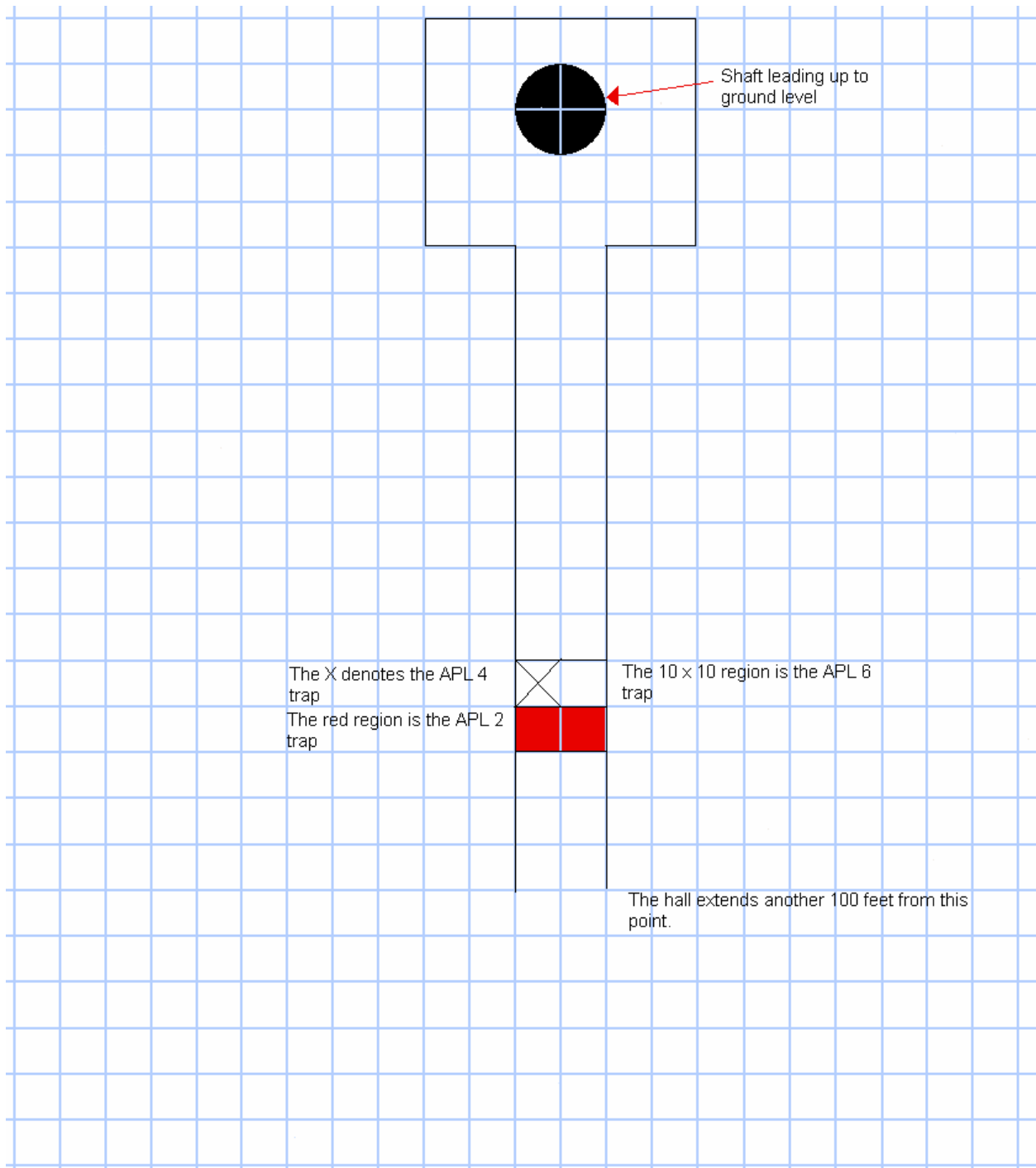
Skills Concentration +10, Decipher Script +10, Diplomacy +14, Knowledge (Arcana) +10, Knowledge (History) +13, Knowledge (Local – Sheldomar Valley) +10, Perform (Lute) +12, Spellcraft +12

Possessions Broken MW Lute, Club, Sling, (10 Sling Bullets)

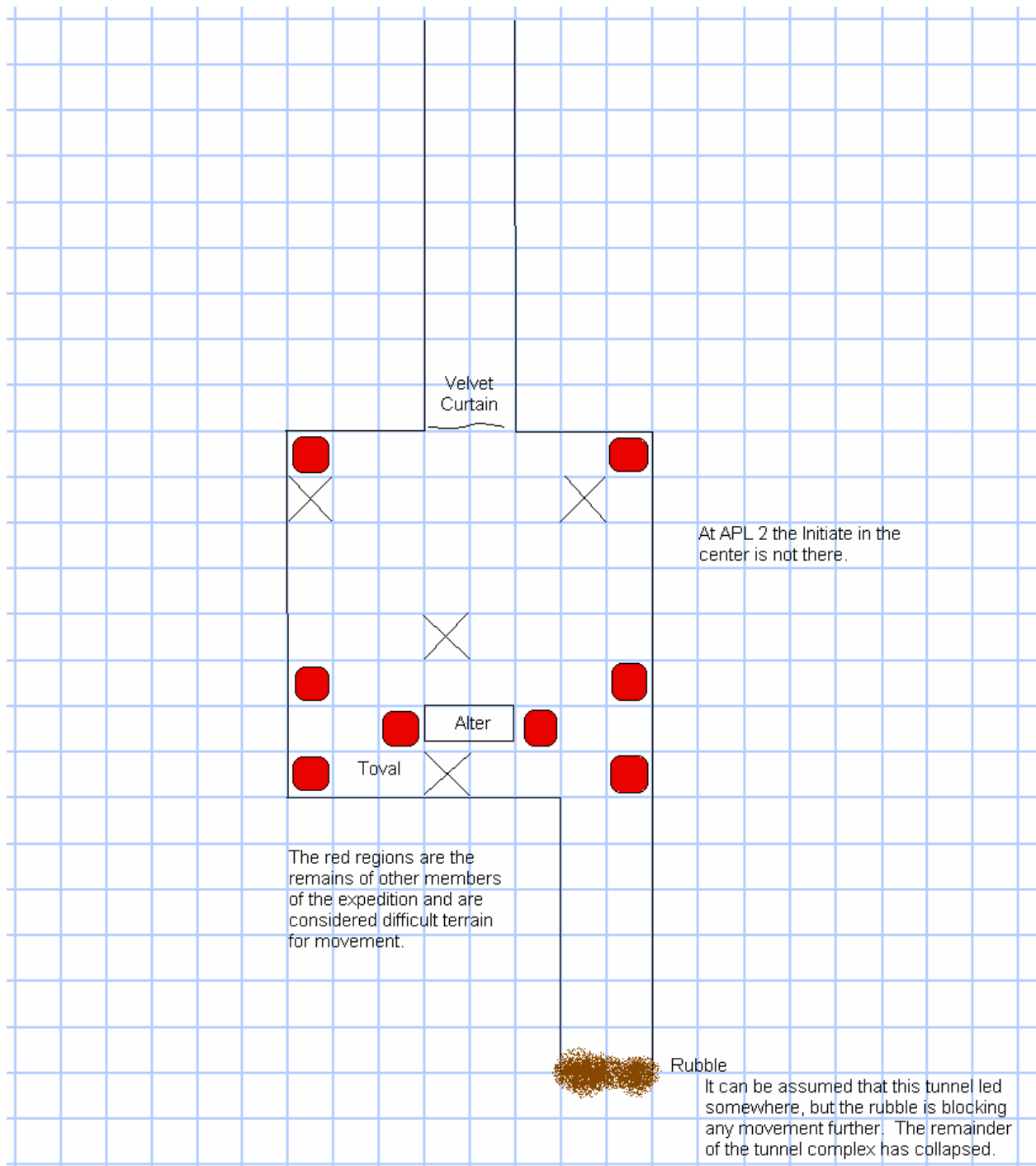
DM AID: MAP #1 – AMBUSH



DM AID: MAP #2 – THE MACABRE HALLWAY



DM AID: MAP #3 – SHRINE TO VECNA



DM AID: NEW RULES

NEW FEATS

Extra Music (*Complete Adventurer*)

You can use your bardic music more often than you otherwise could.

Prerequisite: Bardic music

Benefit: You can use your bardic music four extra times per day

Normal: Bards without the Extra Music feat can use bardic music once per bard level

Special: You can gain this feat multiple times. Its effects stack.

Jack of All Trades (*Complete Adventurer*)

You have picked up a smattering of even the most obscure skills.

Prerequisite: Int 13

Benefit: You can use any skill as if you had ½ rank in that skill. This benefit allows you to attempt checks with skills that normally don't allow untrained skill checks (such as Decipher Script and Knowledge). If a skill doesn't allow skill checks (such as Speak Language), this feat has no effect.

Normal: Without this feat, you can't attempt some skill checks (Decipher Script, Disable Device, Handle Animal, Knowledge, Open Lock, Profession, Slight of Hand, Speak Language, Spell Craft, Tumble, and Use Magic Device) unless you have ranks in the skill.

Noble Soul (*Dragon #315*)

Your strength of spirit and forthrightness bolsters your resolve and draws others to you. **Regions:** Deep gnome, Furyondy, half-elf, lightfoot halfling, Oeridian, Pale, Shield Lands, Ulek States, Veluna, Yeomanry

Benefit: You gain a +1 bonus on Will saves and a +2 bonus on Diplomacy checks.

NEW ITEMS

Memento Magica (*Races of the Dragon*)

Sorcerers, bards, and all spontaneous spellcasters of all sorts can benefit from a *memento magica*.

Description: A *memento magica* appears to be an amethyst cunningly cut into some draconic shape, often that of a dragon's scale.

Effect: A *memento magica* is a great aid to spontaneous spellcasters such as sorcerers, bards, and favored souls (see *Complete Divine* page 6), much as a *pearl of power* is to casters who prepare spells. Once per day on command, a *memento magica* enables its possessor to regain any one spell slot that she had previously used that day. The spell slot is available just as if a spell had not been cast. A *memento magica* can only recall a spell slot of the level it was created to hold. Different *mementos magica* exist for recalling one spell slot per day of each level from 1st through 9th.

Aura/Caster Level: Strong transmutation; CL 17th.

Construction: Craft Wondrous Item, creator must be able to spontaneously cast spells of the spell level to be recalled; 750 gp, 60 XP, 2 days (1st); 3,000 gp, 240 XP, 6 days (2nd); 6,750 gp, 540 XP, 14 days (3rd); 12,000 gp, 960 XP, 24 days (4th); 18,750 gp, 1,500 XP, 38 days (5th); 27,000 gp, 2,160 XP, 54 days (6th); 36,750 gp, 2,940 XP, 74 days (7th); 48,000 gp, 3,840 XP, 96 days (8th); 60,750 gp, 4,860 XP, 122 days (9th).

Weight: —

Price: 1,500 gp (1st); 6,000 gp (2nd); 13,500 gp (3rd); 24,000 gp (4th); 37,500 gp (5th); 54,000 gp (6th); 73,500 gp (7th); 96,000 gp (8th); 121,500 gp (9th).

Vest of Resistance +1 (*Complete Arcane*)

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster's level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.