

URD7-01

In the Face

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in the Duchy of Urnst

Version 1

by Cornelius Belmont

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The fortunes of the Veldeen Rhennee are slipping once more. Do the ancient stones of the elves have a purpose other than a chip in the game of Houses? Of interest to Rhennee, Rogues of Seltaren, and Ducal Loyalists. This adventure is a continuation of URD1-09 *On the Rocks* and URD5-04: *With a Twist* and ties in to other events in the Duchy. A one-round Regional adventure set in the Duchy of Urnst for characters level 4-15 (APLs 6-12).

Resources for this adventure [and the authors of those works] include URD1-09: *On the Rocks* [Michael Tedin], URD4-05: *Shaken not Stirred* [Martin Knoff], and URD5-04: *With a Twist* [Cornelius Belmont].

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as

part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

3. Sum the results of step 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.

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

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

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

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

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

TIME UNITS AND UPKEEP

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

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

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

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

ADVENTURE BACKGROUND

The Ancient Past:

About 700 years ago, there was a chronomancer by the name of Hannas U'Morael. He did some research into the efforts of powerful Suel chronomancers from the time of the Suel Imperium and was able to tap into the plane of time to halt his own aging process. He sought direct contact with the Chronomancers but it eluded him. Eventually, his research led him to conclude that he

would need to use the "timeless" energy of souls to construct a relic that could tap directly into the plane of time.

The relic needed to be made of the highest quality, and so Hannas commissioned an elven husband and wife, skilled in stone cutting, to do the task. This couple was Eralie and Staru, and they each created a stone of superb quality. Despite the couple's best efforts, the stones failed to conduct the energy well enough. In his frustration, he killed the two, but kept their child Delcanti, in the hopes that he could produce a stone good enough for the transfer.

After more years of research, Hannas decided that the stone needed to be made out of obsidian in order to conduct the energy perfectly. After years of intense training, Hannas had Delcanti begin work on the stone. Eight years later, Delcanti finally produced a stone that was good enough, and so Hannas went through the appropriate rituals to enchant the stone.

On the night of the ritual an unexpected event occurred. An inhabitant of the plane of time stepped out of a portal and then unleashed an incredibly powerful "Phane" upon Hannas and his tower (described in Encounter 5). The creature completely destroyed all who lived there. The creature then returned to the realm of time and the portal was sealed.

Since then, the remains of the tower were looted many times, and the stones crafted by Eralie, Staru, and Delcanti were scattered far and wide. The story of Hannas and the stones was lost to the sands of time.

In the intervening years, one of the Rhennee's Wise Women (called a "Vetha") divined that Eralie and some other stones would have an impact on her people (see the first prophecy in Handout 3).

URD1-09: On the Rocks

In 591 CY, House Saevil acquired "Eralie's Stone" with the hopes of raising their prestige with its display. Unfortunately, at the behest of the demon-ridden, and outlawed, House Teranor agents, the ship that was bringing it to Leukish was attacked by pirates and run aground on the coast. House Saevil sent out a group of adventurers to recover the stone from the ship.

Problems arose when two other groups also showed up to claim the stone. A group of Veldeen Rhennee attempted to claim salvage rights on the cargo of the ship. Simultaneously, a team from House Teranor showed up seeking the stone because of a (false) belief that it had supernatural powers. They saw in it a chance to restore their house to a place of power. Fortunately for the House Saevil, the adventurers beat the other groups to the stone and turned it over to its rightful owners.

After URD1-09: On the Rocks:

The stone's return to House Saevil corresponded to a rise in their fortunes as they used it for collateral in many financial transactions. But House Saevil did not forget the Veldeen Rhennee's attempt to steal the stone and extended their grudge to all Rhennee. These efforts to

persecute the Rhennee went as far as trumped-up charges that resulted in fines, seizure of goods, and even prison time. Some of those thrown in prison were even sold to Nyr Dyv slavers.

Meanwhile, Myrya, a 7 year old Rhennee girl came into her powers as a Vetha earlier than any before her. Her readings of the lake were legendary and she cast new light on old prophecies about the stones. She spoke of the stone that had brought only troubles to the Rhennee and another stone that would herald a new age for them (see Players Handout 3). As with all such prophecies, her reading was obscure, and the Wise Woman of the Rhennee began working on interpreting it.

The Rhennee were able to learn more about Eralie's Stone from the elves. They discovered that Eralie was an elven craftswoman married to Staru and that they each created a stone. The Rhennee were able to actually recover Staru's Stone, but were still unsure what was to be done with it. In an attempt to follow the prophecies, they secured it in an old temple to Osprem under the Nellix River.

Once House Teranor found out that Eralie's Stone was just a mundane art object, they abandoned their efforts to attain it and continued to look for the original stone they had heard about. They decided that "Staru's Stone" must be the one they were seeking. The location of Staru's Stone was traced to where the Rhennee had secured it. An undead agent of the House was contracted to secure the site and stay with it until he received further orders. Meanwhile, the remnants of House Teranor were caught up in other plots and their agent's mission was forgotten.

URD4-05: Shaken Not Stirred

In 594 CY, the young Vetha prodigy, Myrya, was taken prisoner and sold to Nyr Dyv slavers with some other prisoners. It was the final straw, and the Rhennee reacted en masse with a blockade of Leukish. To avoid a war, Ellis Lorinar asked some trusted adventurers to enter into the prison and find the whereabouts of the missing Rhennee. The adventurers eventually followed the trail to a slaver stronghold and rescued Myrya and some other captives. With the success of the mission the war with the Rhennee was avoided.

After URD4-05: Shaken Not Stirred

While the war was avoided, House Saevil continued to work against the Rhennee and the Suel as a whole continued to treat them with scorn. After much thought and study of Myrya's prophecies, Vetha Darla Seldoye came to the conclusion that the Rhennee needed a protector among the Suel Nobility. It was time to find a patron. Darla contacted Vetha Kareidaiva who had more experience in Leukish and Seltaren and asked her to pursue a deal.

URD5-04: With a Twist

Kareidaiva took control of the operation, and recruited some adventurers. She told them that the Rhennee were

in need of the adventurers to find a noble house who could be bribed into protecting the Rhennee.

The adventurers decided that House Kaste was a perfect candidate. House Kaste's naval experience would help with relations with the Ducal Navy and their reputation of honor meant that they could be trusted to take their patron responsibilities seriously. Having arranged for who would receive it, the adventurers ventured into Osprem's Temple in search of Staru's Stone.

In the temple they encountered and killed the forgotten Teranor agent who was guarding the stone for his defunct house. The stone was taken from the temple and House Kaste accepted the Rhennee as their clients.

After URD5-04: With a Twist

House Kaste took seriously its responsibility for the Rhennee and used their influence to bring the random arrests of their clients to a halt. At the same time, Myrya's prophecies did not come to fruition; discrimination against the Rhennee continued in the Duchy.

At the end of 595 CY, Duke Karll went missing and House Kaste threw their support behind Lord Regent Ellis Lorinar. During the summer of CY 596, Lord Regent Ellis Lorinar ordered the Ducal Navy to round up and investigate a Rhennee barge-gathering on the Nyr Dyv. Though the Veldeen Rhennee were warned and escaped fines and confiscation, many of the other Rhennee were not so lucky.

After the engagement, Lord Ellis punished members of House Kaste among the Ducal Navy due to seeming corroboration with the enemy during the maneuvers that allowed the Veldeen to escape. This culminated in House Kaste withdrawing its support from the Strong Hart faction at the end of 596 CY.

However, switching factions did not seem to aid the Veldeen. Sudden arrests and imprisonment over trumped-up charges made it clear that the Rhennee were being punished for the actions of their patron. The Veldeen Vetha faced a quandary. Were Myrya's prophecies wrong? Or had they been misinterpreted? Was there a third stone still to be found? Further divinations would be needed.

ADVENTURE SUMMARY

Introduction:

The adventure begins with the PCs in Leukish. A Rhennee boy begs for their aid. They are taken to a boat where they find that the Wise Woman Kareidaiva has collapsed due to unknown reasons. After some quick medical attention, she recovers from her shock.

The Wise Woman tells the PCs that they were a part of the reading that rendered her unconscious and that they must join her on a quest.

Encounter 1 Following a Dark Dream

The PCs set out on boat heading towards the east where her image of the stone came to mind. Each day she uses

her supernatural ability to read the water and guide them in the direction of the stone.

Encounter 2 Attack in the Dark Night

In the middle of the second night of travel, the boat is attacked by a half-fiend criosphinx. The monster attempts to capture a PC and fly off with him for sacrifice at its lair. The PCs will need to find its lair to get Delcanti's Stone.

Encounter 3 Dark Isle

The PCs locate the lair of the sphinx.

Encounter 4 Stone of Darkness

Guardians (and the sphinx if still alive) protect the stone from those who might take it.

Encounter 5 Dark Truth

Back at the Boat, Karedaiva's magic gives the PCs visions of the events regarding its past. The PCs are drawn into a dream sequence where they experience the past events of the stone. After the dream, Karedaiva reveals that her legend lore has determined that the stone must be taken to an ancient tower in the Cairn Hills.

Encounter 6 Dark Tower

Investigating the ruins of the ancient tower, the PCs find the altar where the calamity began and the ghost of the ancient chronomancer attacks them. He possesses the wise woman and uses her body as a shield. After dealing with the ghost, the altar activates.

Encounter 7 Dark Choice

With the activation of the altar, the gateway of time opens once more. Coming out of the portal is the same creature the PCs saw in the dream in encounter 3. He shares little, but casts new light on the Rhennee's prophecy and connects it to the missing Duke. He leaves the stone as it has not yet fulfilled its purpose. Karedaiva claims the stone for the Rhennee, but the characters can choose to steal it from her if they wish.

Conclusion A & B

The PCs gain their rewards and have the opportunity to pass on the information that they have learned.

PREPARATION FOR PLAY

Make note of any PC who has **played in URD5-04 "With a Twist"**, or the "Night Where Nothing Happened" interactives. Those PCs may recognize Karedaiva (a "Vetha" Wise Woman among the Rhennee).

Characters who are members of the **Rogues of Seltaren** receive **Player Handout #1** (and are not part of the introduction until Karedaiva is met). If there are no members of the Rogues, give the handout to PCs who have **Influence with the Rogues of Seltaren** and feel

that their character is one who is likely to be trusted by the Rogues.

Characters who are members of the **Ducal Loyalists faction** receive **Player Handout #2**.

Characters who get both receive #1 first, and then #2 on their way to the docks.

INTRODUCTION

The events in Player Handout 1 & 2 occur before this introduction, so give any who receive them the opportunity to read them. The beginning of this introduction applies only to characters who did not receive a handout (if all PCs receive it you will need to start when Karedaiva regains consciousness):

The weather in Leukish could be better, though at least the rain has stopped for now. You find yourself near the Leukish docks where goods from all over the Flanaess are unloaded on the way to the markets of the Duchy. Perhaps you are emerging from a sailor's dive or just arriving from distant lands.

Suddenly, running out from one of the docks, is a young Rhennee boy no older than ten. His ragged clothes speak of a child of poverty, however his message is clear. "Somebody help! The Wise Woman has fallen!" Several of the merchants and passersby simply watch the display while resuming their own business.

Among the watchers are a group of nobles in courtiers' outfits. Two that are dressed in red and blue smirk at the display before them, and then whisper to each other. Three others dressed in silver and black join in on the laughter.

Knowledge (Nobility) or in the House:

DC 14 Recognizes red and blue as House Saevil colors.

DC 15 Recognizes silver and black as House Meissel colors.

Knowledge (Local-NMR) or Prof: Merchant:

DC 20 Tells those that recognize House Saevil that it has had a grudge against the Rhennee ever since the Rhennee tried to steal something from them.

DC 21 Tells those that recognize House Meissel that their used to be a quarrel between them and House Saevil. This changed after Duke Karll (now missing) forced the Meissel's to give a bunch of river boats to the Rhennee as a punishment for the quarrel.

PCs may already be aware of this from previous adventures.

A DC 25 Listen check will overhear:

"What disgusting dirt comes out after the rain."

Once the PCs go to help the poor boy (or the boy approaches them):

The boy is obviously exhausted as though he has been running for a while; he looks up to you with eyes desperate for sympathy. "Please help; she needs help right away!" The boy is on the verge of crying.

If pressed for more information, the boy will tell the PCs that she fell down and that her guard told him to get help. If they are willing, he will guide the PCs to his boat at the far end of the docks:

As you near the end of the docks, you see a brightly colored boat that looks like a cross between a barge and a keelboat. It is adorned with numerous streamers and ribbons. You can see that several Rhennee men are gathered around a woman on the deck. She is an older woman, obviously Rhennee, and is wearing elaborate robes of crimson and black with silver charms hanging from them. She is currently unconscious. One of the Rhennee men looks at you through narrowed eyes, "Are you here to help?"

Any characters who received **Player Handout #1** are already present (and hired her to do the reading of the lake that has rendered her unconscious). Have the PCs describe themselves.

Those who have played URD5-04 *With A Twist* will recognize the unconscious Wise Woman as Karedaiva (who hired them for the adventure) and the man as her bodyguard, Markus.

If any PCs successfully completed URD5-04 *With a Twist*, the man will recognize them and will offer no resistance or suspicion. Otherwise he will carefully watch them as they help the wise woman and keep his hand on his sword at all times.

It is obvious that the wise woman is unharmed; however, nothing else is known about her condition. A DC 20 Heal check will reveal that she is in a state of shock and it should clear up in a little bit. After a few minutes she will come to:

The Wise Woman's eyes slowly open, and you can see that she is shaken. "You," she says in a desperate voice. "You were there when it happened! I saw you there! You are the ones from my vision."^{1*}

Wait for the PCs to respond then continue.

Her voice is weak but she speaks with conviction. "I was reading the water in regards to a stone that my people seek. A stone made of obsidian; it was on an altar... In my vision you were the ones who must quest for it." She then turns towards the lake, "It lies out there somewhere." She turns back to the party, "I am Karedaiva. We should leave soon."

Karedaiva assumes the PCs will accompany her on her mission. She will leave it to any characters who came from the Rogues (as described in Player Handout 1) to decide whether to share anything of what they know. She will not share any further details of her vision under any circumstances*. To those who insist upon payment she will offer monetary compensation if the stone is retrieved (100gp), the gratitude of the Rhennee, and the knowledge that they will not be cursed for leaving the Rhennee unaided in a time of need.

Her devoted guardian and barge master, Markus will interfere with any attempt to pester her further, insisting that she must rest after her ordeal. Markus will allow the PCs a short time to get whatever supplies that they need for the journey and then depart. During this time, the other women and children on board will disembark (as Karedaiva sees no need to risk THEM in this venture):

* In this first vision Karedaiva foresees the horror of her possession and fight with the party, but also knows that she must find the stone and be possessed in order to learn more about the prophecies about her people. She will **NOT** under **ANY** circumstance reveal the details of her vision as she does not want foreknowledge of the events to prevent the details being uncovered. The only way that party members might find out what she learned is if they read her mind. Confronting her with it will only harden her resolve to see it through. Refusing to help without more information will only lead her to insist that she must then proceed alone.

Divinations: PCs who wish to cast divination spells may do so. Those who call upon Suel deities or Ehlonna will receive no answer (but will not lose any xp or component costs). Others who cast *divination* will receive the following (feel free to modify the language to match the character's deity): ***"Orphan of its failed parents, Delcanti's Stone succeeded where they could not. With success came death and its potential was untapped. Only the lake knows where the stone is now. None will know the fate of the missing until the stone is brought to the temple and the worst atrocities of the past are risked. Time is of the essence."***

Developments: Any PCs who wish to depart at this point may do so. They receive no experience or gold for the adventure, and only the "Curse of Karedaiva" on their AR. PCs offering their own ships will be turned down as Karedaiva prefers the comforts of her home. Continue to Encounter 1.

ENCOUNTER 1: FOLLOWING A DARK DREAM

The boat sets sail towards the north in search of Karedaiva's vision. She is at this point following her intuition about this, and not completely thinking things

through. In addition to Karedaiva and Markus, there are 8 Rhennee men on board. The Rhennee obey the orders of Markus.

The boat leaves the dock in a hurry, even though it is getting dark and is still stormy out. It is clear that something that would motivate them to take off in such conditions is indeed serious.

The boat's sail catches the strong wind and all the men immediately get to work. After a few moments a Rhennee man approaches you, the same one who questioned you earlier at the side of Karedaiva.

He is a strong man, average height, with greasy black hair and a scar across his left cheek. You can also see a rather gruesome scar on his abdomen behind his open vest, it leaves the impression that he has been impaled before in a particularly fatal way. There is a bastard sword on his back and he is in good shape for a man approaching his thirties.

"The Vetha trusts you, and, for now, so will I," he says bluntly. "I am Markus, it is my duty to ensure the protection of the Vetha at all costs, and so I will be keeping an eye on you. If any of you have any ship knowledge, then I request you help out. Otherwise stay out of the way of my men."

Information that Markus is willing to share with the PCs:

- He does not know where they are sailing to but trusts the Vetha will get them there.
- This is the first time he has seen this happen to a Vetha, and so he is doing everything to be as cautious as possible.
- He knows nothing of the stone.
- He has been Karedaiva's guard and barge master for about a year now.
- He used to serve on a typical Rhennee barge, but was given this Meissel River Boat after House Meissel was forced to give over half its boats to the Rhennee in 595 CY (occurred in URD5-06 With A Twist)

If the PCs try to pry any further into his past, Markus resists, with the assertion that it is none of their business. If the PCs continue to pry, a DC 15 Diplomacy check convinces him to elaborate as follows:

"I came to know the Vetha shortly after an accident. You might say I am a protector of them, and by extension of my people. The previous Vetha I was protecting... she met an unfortunate end, and I was nearly killed in the process. I washed up on the shore of the Nyr Dyv on the verge of death. Karedaiva found me and brought me back from the brink of death. Ever since then, it has been my duty... no, my privilege, to protect her."

Once the PCs have finished questioning him he returns to duty. At this point, find out what each PC will be doing

during the general days of travel. It would be good to find out where they are sleeping, and at what times.

During the Trip: The PCs are allowed to sleep in hammocks in the hold. Large creatures and animals will need to stay either in the middle of the hold or on deck. At night lanterns on the mast and railing keep the deck of the ship lit. Food is served twice a day, in the morning and towards the evening. A map of the boat's deck is provided in DM Aid 1.

You will need to know watch patterns as a half-fiend criosphinx will attack the boat on the second night of travel.

They Rhennee will sail night and day (working in 3 shifts). The journey will take 3 days

Karedaiva will not be seen except for the evening of each day. She will come out of her room on deck and use her ability to *read the water* for supernatural guidance as to where to go. For each day, read the following text. In a gaming environment that is pressed for time, you may wish to condense these three days of travel.

Day One

On the evening after the first day of travel, Karedaiva makes her presence for the first time since the trip began. She comes on deck with her bodyguard Markus, who half supports her as she makes her way to the side of the boat. The other Rhennee onboard stop their activities and turn their attention to the Vetha.

Looking out over the water, she closes her eyes and waves her hand. You are not completely sure, but you it looks as though there might have been some shimmering of the water. Regardless, after a moment she opens her eyes and faces northwest, "It is in that direction." Without further explanation, the Rhennee men get back to duty as she returns to her room inside.

Rhennee and any PCs who make a DC 15 Knowledge (local-NMR) check knows that some Rhennee women have a supernatural ability to "read the water" which is believed to be some form of mystical divination power. Karedaiva continues to refuse to meet with the PCs; she is shaken by her vision and does not want to reveal her concern for what she might do to them while possessed.

Day Two

After the second day of travel, at about the same time as the previous day, the wise woman comes on deck. She looks a little better today; this time being able to move about without support.

The Rhennee men stop their work as she reaches the side of the ship. She closes her eyes and waves her hand as the water begins to ripple slightly. She then opens her eyes and points to the west, "It is in that direction." She says flatly just as she did in the previous day. Without further explanation, the men get back to work and she makes her way to her room.

Development: Proceed to Encounter 2 on the second night of travel.

ENCOUNTER 2: ATTACK IN THE DARK NIGHT

During the night, the boat PCs are attacked by a half-fiend criosphinx. This creature has taken over the shrine that contains Delcanti's Stone, and has been attacking people who are in the area for treasure and food. Normally it sticks closer to the shrine, but has recently expanded its range due to a lack of travelers

The attack takes place shortly after midnight. The sky is overcast. Two of the crew are on deck; one at the tiller and the other on the mast. Lanterns are hung at each corner of the boat and on the mast. Have those on watch or on deck place themselves on the map. The criosphinx can easily see the boat well before any PCs can see it. Using the clouds as cover, it will then drop down to 120 feet above the boat.

Surprise? Make Hide and Move Silently checks for the criosphinx (see the creature's stats -20 for running) and have the PCs on watch make Spot and Listen checks. Subtract 12 from their checks for the distance. All characters have a chance of hearing the criosphinx, but only those with lowlight vision can attempt to spot it. Those who make the Listen check hear a rush of massive wings while those who spot it see a dark form dropping out of the clouds towards the boat.

When the criosphinx has a chance to act read the following:

Under an overcast sky, the lake is quiet and only a small breeze fills the boat's sail. Suddenly a terrible scream sounds above as a creature dives out of the darkness. Emerging into your vision is a creature with the body of a demonic cat. Its head on the other hand looks similar to a ram's. At least it would if a ram had razor sharp teeth protruding from its mouth and horns that curved into a point above its head.

The monster has two sets of bat-like wings that protrude in parallel from its back similar to those of a dragonfly. As the creature dives it roars out words, "Give me one to sacrifice and the others may live!"

Creature:

Knowledge (arcana) or Bardic Knowledge (subtract five from their result):

DC 20: Criosphinxes are male sphinxes that focus entirely on mating and treasure gathering. They commonly have a lair where treasure is stored.

DC 25: They are strong creatures with poor flight, can see in the dark, and have an insatiable greed. This

creature is off for its species and looks to be of a demonic nature.

DC 30: Criosphinxes are usually found in warm deserts; this one is out of place for its species.

Knowledge (planes):

DC 20: This creature is a half-fiend and is considered a native outsider to the prime material plane.

DC 25: Due to its demonic heritage, it has become resistant to all elements as well as becoming resistance to non-magical attacks.

DC 30: The demonic heritage seems to have resulted in some sort of innovative deformity with its wings, giving it enhanced flight. It will also have spell-like abilities at its disposal.

APL 6 (EL 9)

🐉 **Half-fiend criosphinx:** hp 120, Appendix 1.

APL 8 (EL 11)

🐉 **Advanced half-fiend criosphinx:** hp 143, Appendix 1.

APL 10 (EL 13)

🐉 **Advanced half-fiend criosphinx:** hp 232, Appendix 1.

APL 12 (EL 15)

🐉 **Advanced half-fiend criosphinx:** hp 290, Appendix 1.

Tactics: Earlier today, the sphinx used his *blasphemy* ability to kill the entire crew of a boat and gorge upon them so it does NOT have it to use during this combat. Now that it has fed, it is dreaming of a mate, and has decided that it has better odds in calling up a fiend than finding a willing gynosphinx. Its goal is to capture a victim that could be offered. As such, it will not cast poison before entering combat.

At APL 10-12, the sphinx pre-casts *unholy aura* before emerging from the clouds (see the creature's Power-Up Suite for effects).

In the surprise round, the sphinx takes a partial charge (resulting in a pounce) down on the biggest meatiest opponent (with obvious loot potential a good tie breaker). It attacks to subdue until it hits for a decent amount of damage, and then continues to focus on that opponent with lethal attacks. As soon as it has a victim, it will carry them off to its lair.

The sphinx is intelligent enough to modify its plan as needed. Suggestions: If the sphinx finds that others can hurt it in melee, it could use flyby attack (and/or hover at higher APLs) to stay out of reach of melee weapons. If being ganged up on it could use *unholy blight* or *horrid wilting*. If one opponent is particularly deadly, it could deliver a poison spell with a flyby. At APL 12 it will likely use *summon monster IX* to summon multiple vrock, as well as targeting dangerous opponents with *finger of death*.

If the sphinx is reduced to a quarter of its hit points it will flee north to its lair.

The crew will flee below decks while Markus will move to guard Karedaiva's door (from the inside). If the deck is abandoned to the sphinx it will rip away at the decking until it can extract a victim to take back to its lair.

Treasure: None.

Developments:

If the sphinx succeeds at getting away with a PC (dead or alive), then read the following to them:

As the monster flies out of view to the north, it lets out a monstrous victory cry.

Whether or not the sphinx got away, read the following once the battle is over:

Markus walks over to your group. "Unusual for one of those to be in this area," he says flatly. "What do you make of it?"

Allow the PCs to speculate on the matter. Once they start coming up with a plan read the following:

As you are talking, Karedaiva comes on deck. "That creature... You need to find its lair; it has the stone. It is to the north in a cave on an island."

Any crew on deck can confirm that the creature swooped down from the north.

After sailing for an hour to the north they find a small island with the ruin of a temple visible inland. The crew must stay on board the boat to keep it off the rocks and Karedaiva asks the PCs to retrieve Delcanti's stone for her. She does not mind if they wish to rest first (but expresses concern at the idea if the sphinx escaped and/or a captive has been taken). When the PCs are ready, proceed to Encounter 3.

ENCOUNTER 3: DARK ISLE

After a scramble up the rocks and 15 minutes travel to the temple, the PCs arrive at the ruins. See **DM Aid #2** for more details.

The ruin that lies before you is a temple from a time long ago. The details of the ruin are difficult if not impossible to make out. There is a single building that remains semi-intact. There is a nearby cave that leads underground, dried blood can be made out at the entrance.

If the one of the PCs was taken by the sphinx, feel free to throw in something about an article of clothing or equipment unique to the PC. The sphinx's tracks can be found near the entrance, but none of them enter the cave

(he flies in). When the characters prepare to enter, read the following:

The cavernous mouth leads to a 20-foot-wide tunnel into the side of the mountain. Deep inside you can see a flicker of light.

Developments: Once the PCs round the corner, proceed to Encounter 4.

ENCOUNTER 4: STONE OF DARKNESS

Around the corner is the old temple where Delcanti's Stone is located.

Unhallow. At APL 10 & 12, the fiendish criosphinx has cast unhallow on the altar. Within 40 feet of the altar, a magic circle against good is in affect. In addition, all who enter the area are affected by a *dimensional anchor* spell (unless they worship the demon lord Pazuzu). Inform those who enter that they are surrounded in a shimmering, emerald field (Spellcraft DC 24 identifies this as the effect of a *dimensional anchor*).

This room has a single light in it, a torch giving off reddish flames. The light licks the precious valuables throughout the room. You see piles of gems and coins, the glimmer of a mithral shirt, a gleam from an adamantite great sword, and various pieces of clothing. Your eye is drawn to an obsidian stone on top of an altar at the back of the room. Also around the room, you can make out massive stone statues of minotaurs. The largest of the statues has ruby eyes and towers over the altar.

Detect Magic will detect a strong aura. If the character spends the time to concentrate:

- Auras from any magical loot in the room (see "treasure" below).
- The *magic mouths* show up as multiple, minor auras on the mouth of the largest minotaur statue. Spellcraft DC17 to ID them as Illusion (glamor).
- The obsidian stone on the altar has a strong aura. Spellcraft DC 25 identifies it as Transmutation, Necromancy, & Conjuraton (teleportation).
- At APL 10-12 the *unhallow* spell radiates a moderate aura for 40 foot around the altar. Spellcraft DC 19 to identify it as evocation (evil).

IF THE SPHINX SURVIVED:

If the criosphinx fled from Encounter 1, or carried a body off with it, it will be in this room. Determine if the sphinx is aware of the party and adjust the following read-aloud as appropriate if it is not:

Lying by the treasure with its eyes focused on you is the same creature you encountered earlier. The sphinx narrows its eyes as it tosses a mauled body aside: "So, you have come for my treasure. That will be your last mistake!" It then rises to attack.

If one of the PCs was taken in the previous encounter, the body that is tossed aside is **not that PC**; it is just some random person the sphinx killed and ate earlier.

If a PC was taken, he can still be rescued as long as it is before dawn. Describe the body of the PC lying separately in front of the altar with symbols scraped around it. If it is after dawn, the body is dismembered, and the sphinx looks strangely satiated.

Resolve any combat with the sphinx before continuing.

🐉**Creature:** Half-fiend criosphinx from Encounter 2.

Tactics: The sphinx is furious at the PCs' presence, and fights to its dying breath.

THE ALTAR

When the sphinx is done with (or if a PC insists upon investigating the altar earlier), read the following:

Upon the altar is a marvelous obsidian stone of exquisite quality. The stone is inlaid with tiny rubies forming intricate and overlapping symbols.

The altar has no markings on it, and is not devoted to any deity in particular. A DC 10 Knowledge (Religion) check will inform the PCs that this is a more "common" altar designed for the general worship of any deity.

PCs reaching for the stone activate the following:

As you first touch the obsidian stone, the ruby eyes of the largest minotaur statue glow bright red. A booming voice comes from it. "This treasure belongs to the temple; leave it be or else." The statue remains motionless.

Those who attack any of the statues (or attempt to steal the rubies) activate the following:

Suddenly the ruby eyes of the largest minotaur statue glow bright red. A booming voice comes from the statue: "Do further damage at your own peril." The statue remains motionless.

If either *magic mouth* is triggered, the statues are on alert and you should begin initiative. If not triggered further by the time they act, the statues will ready an action.

Spellcraft: DC 22 to identify the voice(s) as originating from a *magic mouth* spell.

Knowledge: Once the eyes are glowing a Knowledge (arcana) or a Bardic Knowledge (subtract five from their result) reveals:

DC 15: This is an animated object, an object which has been given pseudo-life through magic while retaining the hardness and other characteristics of an object.

DC 20: Animated objects are usually given specific orders that they follow precisely.

DC 25: Animated objects often have special abilities that are related to the object being enchanted. Some might have enhanced speed or something along those lines.

DC 30: Animated objects do not function in an area of *anti-magic*.

APL 6 (EL 7)

🐉**Main Stone Minotaur Statue:** hp 165; see Appendix 1.

APL 8 (EL 9)

🐉**Main Stone Minotaur Statue:** hp 165; see Appendix 1.

🐉**Lesser Stone Minotaur Statues (2):** hp 90; see Appendix 1.

APL 10 (EL 11)

🐉**Main Stone Minotaur Statue:** hp 225; see Appendix 1.

🐉**Lesser Stone Minotaur Statues (2):** hp 150; see Appendix 1.

APL 12 (EL 13)

🐉**Main Stone Minotaur Statue:** hp 285; see Appendix 1.

🐉**Lesser Stone Minotaur Statues (2):** hp 210; see Appendix 1.

Tactics: The statues are large enough that medium creatures can move through their squares without tumbling (but will still provoke). They have no intelligence, but very specific orders. They will follow their orders to the letter.

The Main Minotaur Statue's orders:

1. Kill anybody who continues to take the stone after being warned.
2. Kill anybody who damages anything in the temple after being warned.
3. Focus first on whoever has the stone and second on anybody who damages one of the statues or the altar.
4. Those who simply flee the temple without the stone may leave.
5. If the stone is dropped, and no further attacks occur on the statues, return the stone to the altar.
6. If the stone is returned to the altar resume its position guarding it.

At APL 8+, the two Lesser Stone Statues by the entrance have their own orders:

1. Do not leave the cavern.
2. If the stone is not on the altar, prevent anybody leaving the cavern (by attacking or trampling those who try to do so).
3. Attack back if attacked.
4. If the Main Statue falls follow the orders it was given.
5. If the stone is returned to the altar, return to their place.

Victory

If the PCs destroy the Main Stone Statue read the following to them.

As you land the final attack the statue falls to its knees, most of it destroyed. The voice speaks again. "Know this: you have defeated the guardian that guarded against the return. Only time will tell if your actions will bring freedom or doom." The statue then breaks apart and the glow in the ruby eyes fades away.

Treasure: Delcanti's Stone is a sphere, a foot in diameter, and weighing 45 pounds. If PCs use a *read magic* spell, and make a knowledge (arcane) or religion check DC 15, they can see that the symbols on the stone strongly relate to necromancy, time, and souls.

There is 400 gp worth of jewels, gold coins and silver coins per PC. In addition, the following magic items can be found amidst the treasure:

APL 6: Mithral chain shirt (92 gp each), necklace of fireballs type 1 (138 gp each), adamantite greatsword (254 gp each)

APL 8 as APL 6 plus: bag of holding type I (417 gp each), quiver of Ehlonna (150 gp each)

APL 10 as APL 8 plus: cape of the mountebank (840 gp each)

APL 12: Necklace of fireballs type 1 (138 gp each), bag of holding type I (417 gp each), quiver of Ehlonna (150 gp each), cape of the mountebank (840 gp each), +1 light fortification mithral chain shirt (425 gp each), +1 flaming adamantite greatsword (921 gp each)

Developments: When the PCs return to the boat, go to Encounter 5.

ENCOUNTER 5: DARK TRUTH

Note: In this encounter, there is a lot of activity that occurs outside the player's control. PCs cannot interact with the events going on in the flashback, and are strictly spectators. If a PC attempts to take any actions, take a moment to describe their actions as having no effect. Such a description might be along the lines of "It passes through the creature harmlessly".

Once the PCs have returned to the boat, Karedaiva is waiting for them. Read the following as they approach (adjust as needed):

Karedaiva calls to you from the deck of the boat, "Your trip was successful. You have brought me back the stone." Her protector Markus can be seen next to her, always on guard.

Allow the PCs to respond, after that read the following.

"Very well, come aboard so that we can figure out more of this mystery." After a brief discussion of the events that took place, Karedaiva seems a little disturbed about the statue's final words.

"I would like to research this matter a little bit more. I will cast a divination spell upon it."

If PCs want to know what spell she is going to cast, she tells them it is a *legend lore* spell from a scroll; try to be a little more cryptic about it rather than coming out and just saying the name of the spell though.

In the event that a PC wishes to cast *legend lore* in her place, that too is acceptable. In the end, Karedaiva insists that the spell must be cast to determine the next step towards "the prophecy." If asked for details of Myrya's prophecy, give the PCs **Player Handout #2**. Once the spell is cast read the following out loud:

As the incantation of the spell starts, the room gets very cold. The stone begins to glow a faint blue color, then suddenly turns to a bright red. Karedaiva's eyes open and she says aloud, "Something is wrong!" A moment later darkness envelops you, your companions, Karedaiva, and her guard Markus.

When you open your eyes, you see things are a bit different. You see your companions, along with Karedaiva and her guard, but the surroundings are no longer an exotic room on a boat but a wide corridor. From behind closed double doors you can hear some sort of chanting.

Use the map from DM's Aid 3, but fill in the missing walls and add double doors leading to the altar room. Allow the PCs to respond to what has happened. Everything at this point is a mystery and Karedaiva and Markus are just as clueless as the PCs are. If the PCs ask what was wrong with the spell she says:

"There was a sudden backlash of spiritual energy. I've never seen anything like it before."

It is likely the PCs will head towards the chanting to see what is going on. When they open the double doors, read the following to them (and continue to map it out if you want to play it out).

Swinging the doors open, you see a wide open chamber with an altar at the center. On the ceiling a fantastic stained glass window of a crescent moon

surrounded by stars is lit up by the full moon behind it.

A DC 15 Knowledge (religion) check will reveal this deity as Lendor, the Suel deity of time and tedium.

Eight, armored men holding cold iron, long spears, stand in a circle around the altar and a Suel man wearing robes. Kneeling next to the altar is a young elven boy, no older than the age of seventeen. On the altar is a stone that is identical to the one you retrieved for Karedaiva.

If the PCs try to interact, they are ignored and any attempt to touch people or objects results with their hands passing through it. Karedaiva is focused intently on the events taking place. After a moment, continue.

The robed man then speaks to the boy, "Delcanti, your stone is perfect!"

"Thank you Master Hannas; I only regret that my parents Eralie and Staru were unable to give you a suitable piece." The boy remains on his knees, bowing to the Suel magician.

"Now let us begin," the magician says, as from his robes he pulls out a pouch. Upon opening it, he allows several, black gems to fall onto the altar, each no larger than a marble. The man chants as each of the stones begins to glow.

A DC 20 Knowledge (arcana or religion) check recognizes the black stones as soul stones, created through a ritual that leaves its victim a soulless shell.

Finally, each of the stones breaks apart, allowing a white mist to exude from the crystals. The mist is quickly absorbed by the obsidian stone on the altar, and then the stone begins to rise into the air. Hannas yells out, "Finally, after four hundred years! The key is mine!"

Behind the altar, mystic blue energy swirls in a circle, and then widens to reveal a small window to another world. As the portal becomes larger and clearer, something similar to a desert is revealed beyond. Endless sand stretches as far as the eye can see. Hannas looks surprised, but then his eyes harden.

A DC 24 Knowledge (arcana), Knowledge (religion), or Spellcraft check will identify the portal as being something similar to a gate spell. A DC 25 Knowledge (the planes) confirms that this is a portal to the plane of time.

A DC 30 Spot will notice a swirl in the air that reveals something invisible is behind the portal.

Initiative? If you have the time and the PCs haven't figured out that they are having a vision, you could go to initiative at this point. Feel free to let them use their feign surprise cards if they failed their spot and wish to act in

the surprise round. Give them an opportunity to take their actions amidst each round's boxed text. The PCs won't be able to have any effect upon what occurs, but it might be fun to let them figure that out on their own.

Surprise Round:

Abruptly, a strange looking creature steps out of the portal and into the room. It looks generally humanoid but has long, spiky, golden hair, and no pupils. The most noticeable feature of this creature is that both of its hands appear to be backwards, with the thumb facing the wrong way.

Knowledge: A Knowledge (the planes) or Bardic Knowledge (with a -5 to the roll) will determine:

DC 40: This is a resident of the plane of time. In the past people have only ever called them the "Xene", and many believe they have some connection to the rakshasha.

DC 45: It is believed that these creatures are to time, as celestials are to the upper planes. Nothing more is known about them.

"Mortal Chronomancer!" the creature begins, "you have created what is sought, and your time is done. Speak your words for those who will watch so we can finish this."

With a snarl, Hannas replies, "You underestimate me puny Xene! I shall be the one to contact those who are trapped and gain the power that can destroy empires!"

[The chronomancer readies to cast time stop if attacked by the creature, but his readied action is not triggered.]

Round 1:

"You will be wrong. I am afraid that your existence is eliminated!" The Xene's eyes narrow as it snaps its fingers and then steps back through the portal to its own realm.

Hannas shouts out a quick incantation and shoots a green emerald beam of light at the Xene. "I will not be denied!"

A DC 21 Spellcraft check identifies the spell as a disintegrate that has been modified to be transdimensional.

The Xene disappears just before the beam hits it and the tension in the room relaxes somewhat.

Round 2:

Then from the shimmering gate a huge shadow emerges. The creature is almost entirely black, with a shape similar to a centaur, and eyes that glow with

a sickly yellow radiance. It lets out a monstrous scream. The men in the room have looks of panic on their faces.

Knowledge: A Knowledge (the planes) or Bardic Knowledge (with a -5 to the roll) will determine:

DC 40: This creature is a temporal monster mentioned in very ancient legends as a "Phane."

DC 45: Only weapons on par with artifacts are able to effectively harm this creature, and various temporal magics only help the creature.

DC 50: The creature feeds on time, and devours the future of creatures it captures in its grasp. The victims fall under the effects of a *temporal stasis* spell.

DC 55: Finally the creature is able to alter time itself, causing it to move backwards so that it can replay the most recent events. When it uses this ability it retains its memory of the old events while the other creatures do not.

Five of the armored men ready their spears against a charge, while three of them run in terror. The young artist Delcanti looks up at the monster then at the chronomancer. "By the gods! What have you done?"

Hannas answers simply. "I have learned something today." With that he moves his hands quickly and murmurs some words. He smiles as a blue energy surrounds him.

A DC 24 Spellcraft check identifies the spell as *time stop*.

The huge creature lets out a wicked laugh as he too becomes enveloped by a similar looking blue energy.

Allow the PCs a DC 20 Knowledge (arcana) or Spellcraft check. If they succeed, they realize that, while the mage is casting the spell, the monster seems to also be benefiting from the same effect.

A moment later, the blue energy fades, and the creature is holding Hannas over his head. The mage's chest has been slashed open, and the monster lets out another howl as it drops the body to the ground. "It has been many centuries since I have feasted on an immortal; it is a pity he died before I could drain ALL of his years from him!"

Round 3+:

Finally the guards charge in. The creature's black arm strikes out at the man in front. Without apparent effort it pierces the armor and impales him through the chest. The spray of blood from the mans chest slows and the creature and the man stand motionless, a look of absolute pain and torment locked on the man's face.

A DC 33 Spellcraft or Knowledge (arcana) check reveals that the man (and the others as they are slain) is falling under the effects of a *temporal stasis* spell as they get struck by the monster.

As the massacre continues and the monster gashes, impales, and eviscerates his victims, the screams and vision begin to fade from view.

You find yourself back on the boat in Karedaiva's exotic room.

Allow the PCs a moment to react to what just happened. Once the PCs try to talk to Karedaiva or as their talking begins to die down read the following.

Karedaiva speaks for the first time since the vision. "I never imagined that such tragedy was linked to these stones. I see, now, that what the child Myrya prophesied about was Delcanti. That would make this the stone that will 'return those who are lost'."

She looks at each of you as she puts the stone in a bag. "I must learn more, and to do that we must go to the place where the massacre happened. There will be danger, but also the answers that many seek. In this matter, I may only request. Will you help me?"

Allow the PCs to once again respond.

If the PCs ask her about "Myrya's prophecy" she shares it with them. Give them **Player Handout #3**.

If the PCs agree to accompany her, read the following:

"And so I saw. Before that monstrous vision took hold, my spell revealed the towers location in the Cairn Hills. We must proceed.

Karedaiva refuses any attempts to get more information from her about what is to come. If forced to say anything she acknowledges that she does not want to change what she saw by giving them foreknowledge of it. She will not share that she is sure from her vision that she must be possessed at the tower to learn what she wants to know. If she is being pressed, Markus insists that the PCs ask her no more questions.

Developments:

If the PCs agree to go with Karedaiva, move on to encounter 6. Whatever they do, she insists on keeping the stone. Anybody else who carries the stone finds that it functions as a cursed lodestone (1/2 movement); they can return it to her any time they wish.

ENCOUNTER 6: DARK TOWER

The trip to the Cairn Hills takes two days. If asked, Karedaiva shares her spells with the characters.

If PCs decide to steal the stone from Karedaiva, she is so distracted by the events at hand, and, perhaps more

trusting of the PCs than she should be, that they should have little to no problem provided they have some sort of sound plan. **If the PCs do steal the stone, then proceed to conclusion B unless they give it back right away.**

Assuming that the PCs have decided to go along with Karedaiva, read the following:

The next two days pass by slowly, with little sight of Karedaiva. The crew is somehow even less talkative than usual. The days are calm, with barely any excitement as the ship approaches the next destination; the ancient ruins of the chronomancer Hannas.

Shortly before the boat comes ashore on the coast of the Cairn Hills, Karedaiva comes up from below with Markus. She wears a gown of red and black, but the silver charms that covered it are absent. Likewise, she has a backpack on her back, and a staff that she is leaning on.

The wise woman speaks as she sees the look on your face, "This is an irregular situation, but I must see it through to the end, and so I am going along with you. I will not take no for an answer." Her face is very serious, Markus nods in agreement.

"Markus must stay here." She lifts a firm hand to quell Markus's protests, "There is no arguing with a reading of the lake. Do as you swore and obey my wishes."

Markus' hands tighten into fists but then his shoulders slump. He speaks through gritted teeth, "I will do as you wish."

It is possible that PCs will object to her coming or resist leaving Markus, but she will not stand down. She insists that she is certain they will fail without her presence. She will accept any buffs the PCs put on her, other than anything that would prevent the possession (which she has already seen), such as *protection from evil* or *mind blank*. Of course, if the PCs refuse to go along with her, then it is end of the adventure for them. Once the PCs have agreed, continue.

"We have a day travel ahead of us to the ruins of this tower. Let's not waste any more time than we need to." With that she gestures to Markus who calls out commands to bring the boat ashore.

Once the PCs disembark:

The Cairn hills are as vast as ever, and you make quick progress towards your destination. After six hours of travel, you arrive at your at an ancient and crumbled ruin of a tower.

This once grand tower must have stood at least five stories tall, but now several of the walls and supports have collapsed leaving a gaping wound from top to bottom. The highest storey of the tower

can be seen, and the wall has fallen away from enough of it to reveal a decayed altar within.

DM Aid 3 has a map of the top floor of the tower. Note the openings in the sides that PCs could get shoved out of, in the upcoming combat.

Developments: When the PCs enter the tower, proceed to Encounter 7.

ENCOUNTER 7: DARK CHOICE

The PCs need to proceed to the top floor of the tower to get to where the ceremony was. It is a DC 15 Climb check to climb the outside of the tower. The staircase on the inside is intact. If they use the stairs or look in through the holes read the following to them:

As you begin you trip up the ruined tower, you see many disturbing things. Sacrificial altars, torture devices, and arcane symbols line the walls. The entire setting of tower is very old, and reeks with the scent of antiquity. It is clear that this ruin has been looted several times, leaving nothing of any value behind.

When they reach the top read the following:

As you reach the top of the tower, you see a familiar setting. While the ravages of time have left it in tatters, there is little doubt that your horrific vision took place in this room. Ahead of you is the altar where the massacre took place.

Karedaiva looks to each of you and says, "It is time." For the first time in days she smiles.

Note: The ghost of Hannas has materialized and is inside the floor. On his surprise action he steps up and possess Karedaiva (who fails her save voluntarily). If the PCs are somehow aware of this and/or prevent him from possessing her, have him go for somebody else. When the PCs are ready, read the following.

The Wise Woman takes the stone in her hands and shakily approaches the altar. As she reaches the altar, she flinches as if in anticipation, and a sudden wicked laughter echoes in the room. Stepping out of the floor behind Karedaiva is the wizard that died horribly in your vision. Before you can react he reaches out to touch her and his body merges into hers.

Karedaiva body stiffens for a moment as her eyes fall blank, then the same wicked voice you heard moments ago comes from her mouth. "You have brought me my stone, and for that I am grateful. Now after over 700 years, I shall finally finish my work!" Karedaiva then points her staff in your direction.

Knowledge: A Knowledge (religion) or Bardic Knowledge (with a -5 to the roll) will determine:

DC 11: Ghosts are the undead spirits of people who have died in some horrible way. The restless spirit haunts an area and is often vengeful towards the living.

DC 16: Ghosts are incorporeal and some can possess people. They have a few other common abilities based upon how they died, such as stealing life force from victims, a ghostly moan, or a horrific appearance if they died in a particularly gruesome manner.

DC 21: Once a person is possessed by a ghost, the only means of forcing it to leave are to render the victim unconscious, or to expel the ghost through holy power.

DC 26: Ghost reside on the Ethereal Plane, and are hard to kill permanently, instead something must be done to release the spirit of the ghost to the outer planes where it can rest. When a ghost becomes visible on the Prime Material it takes on an incorporeal state.

Tactics: His goal is simple, now that he has a new body he intends to reclaim the stone and follow through with his original goals. All that stands in his way are the PCs. He attacks to kill, using his most powerful spells first.

While in Karedaiva's body, apply the power-up suite to Hannas. He tries to use Karedaiva's body as a shield as he expects that the PCs will not attack him. He also uses her staff while he is in possession of her body, something he can only do while possessing her because the staff does not have the *ghost touch* quality to it.

PCs will have to find some way to get him to leave her body. The PCs might have some ability that can expel the spirit from her body, which would of course be the most optimal solution. If they lack that ability, they will have to render her body unconscious or helpless, in which case Hannas will vacate the body (unhurt). PCs should **NOT** kill Karedaiva to do this, and it should be stressed to those that are considering it, that it would be an evil act to do so. However they do it, Karedaiva falls unconscious once the ghost has left her and remains so until he is defeated.

If any PCs actually want to help him with his goals, and they make this known to him during the fight, they must succeed in a DC 25 Diplomacy check. With success, he agrees to spare them if they do not fight him and let him take the stone. He will not take them with him if he wins.

APL 6 (EL 9)

☛Hannas, male ghost: hp 63; see Appendix 1.

APL 8 (EL 11)

☛Hannas's, male ghost: hp 81; see Appendix 1.

APL 10 (EL 13)

☛Hannas, male ghost: hp 99; see Appendix 1.

APL 12 (EL 15)

☛Hannas, male ghost: hp 117; see Appendix 1.

Once the PCs have defeated the ghost, read the following:

The ghost glares as the final blow is struck. It says briefly as it dissipates away "Do not be so proud of your accomplishment, after all you cannot kill a person who is already dead." A second later, the ghost is gone leaving you in silence.

Once conscious, Karedaiva wants to place Delcanti's stone upon the altar and insists that it must be done to learn more. If it is done, read the following:

As Delcanti's Stone is placed upon the altar, there is a flash of red light that follows from the ruby engraved into it. Once the entire encrusted ruby glows with red energy, there is a sudden flash and a portal opens in front of the altar before you.

Through the portal, you see the same scene you did in your vision days ago; a barren desert land with endless sand.

Once again, a creature steps through the portal, the very same creature you saw in your vision; a humanoid with long, spiky, golden hair, and reversed hands. It looks about and speaks, "Mortals, has Duke Karll returned to the Duchy?"

Assuming the PCs answer no (as no such event has happened as of the time of this adventure), he answers:

"It must stay then in your time until that which has happened comes to pass."

If asked further questions about the Duke or future events, the xene replies: *"What has happened depends upon everything happening in its proper time. I can tell you no more in this time."*

There is certain information the creature is willing to share with the PC.

- He is a guardian of time, and has no name nor does any of his kind.
- The plane of time is forbidden to all, and those that deal with the temporal arts should be aware of this.
- The stone itself is closely tied to the plane of time but will only function only in certain specific circumstances.

If the PCs attempt hostile actions against the xene or attempt to pass through the portal, read the following:

As you prepare to take your actions, a sudden supernatural flash of light emanates from the creature. You find yourself motionless, perhaps frozen in time while he continues to move normally.

When done conversing, read the following to all:

The creature lifts its strange hands to you in farewell, "Time is different for me than for your kind, and my words can be confusing. Know that my knowing the future does not mean that it is set for such as you; the actions of mortals are what determine the futures that I see, and your actions will determine which one becomes your past. Your future is an important one." The creature then reaches out its strange backwards hand for you to shake.

Keep track of who willingly shakes the hand. The xene reaches out and touches any unconscious or dead characters (but not any who have attempted to attack it). Only those touched by the xene receive the "Xene's Blessing" on their AR.

With a final nod to your group, the creature steps back through the portal which wavers before winking out.

Developments: If PCs were affected by its ability, they return to normal just as the portal closes. Karedaiva returns the stone to her backpack. If asked she insists that the stone stay with the Rhennee, as she has no guarantee of any motives other than her own. Continue on to Conclusion A (or conclusion B if one or more PCs steal the stone from Karedaiva).

CONCLUSION A – HAPPY RHENNEE

Use this conclusion if Karedaiva and the stone are returned to the boat. If Karedaiva is dead, the Rhennee will see to her being raised (adjust the text as needed but the PCs won't gain the Major Favor of the Rhennee on their AR). If a character steals the stone, those PCs who did not participate may still return with Karedaiva to the boat and receive the favors (she reassures them that she is confident the thief will eventually return the stone; adjust the text as needed).

The trip back is as uneventful as ever. Karedaiva talks little; apparently lost in thought. When you get back onto the boat for your return to Leukish, Karedaiva turns to your group, "Clearly the stone you have retrieved for me is important to others as well. I understand little of the factions and houses of the Duchy, and have even less faith in them than I do understanding. I must insist upon my people holding onto the stone for now; when the time, the strange creature spoke of, comes, I will see that the stone is present. You have served the Rhennee well, and, in addition to my gratitude, I would be happy to sell you any of the various items I have crafted."

Before you set out on your own way, Markus approaches your group, his eyes as serious as ever. "I owe you my thanks for the return of Karedaiva. Know also that among our people you will be recognized for your deeds these last few days." He offers his hand to each of you before you depart.

Ask the PCs if they are going to report the information that they have learned to any organizations, houses, or factions. Whoever they report it to first will insist that they not tell anybody else the information. If they do tell anyone else they will not gain the favor of either organization. Write the name of the organization, faction, or house on the "**Debt of the ___**" favor. Those Rogues who report the information back to the person who contacted them gain the **Debt of Masseri and Masseri's Men**.

Those who got **Players Handout 1** or **2** receive an enmity with the group that gave it, if they do not report the news to that group.

The PCs also gain **Major Favor with the Nyr Dyv Rhennee** (unless Karedaiva was returned dead), and **Xene's Blessing** (if they shook the Xene's hand or were touched by him).

Finally, Karedaiva offers to sell them any of the starred items listed on the AR for their APL. Those who gain the Major Favor are given regional access to those items (as listed in the favor).

The End

CONCLUSION B – UNHAPPY STONE

If the stone is stolen by one or more PCs determine which one is carrying it.

You succeeded! The precious Delcanti's Stone is yours to do with as you will. It wasn't even a challenge! You are practically skipping as you head back into the Duchy. Then the weight of the stone slows your skip to a trudge, and your trudge to a stagger.

Nothing you attempt gets rid of the weight. After setting the stone aside or putting it in an extradimensional space you find it back on your body. The same result occurs if you hand it off to somebody else.

When you sleep (or trance) that night, your dream turns quickly into a dark nightmare with the huge creature from your vision in the tower hunting you. The stone is clutched in your hands but its weight slows you down, and you are sure it will catch you at any moment. Suddenly Karedaiva stands in

front of you with her hands outstretched. You hear her voice in your head, "You have something that is not yours. I am the only one who can take the burden from you. Find me before the beast finds you." You sit bolt upright from your rest more tired than when you started.

Cross the **Major Favor of the Nyr Dyv Rhennee** for those involved in the theft. All of them also gain **Karedaiva's Curse**.

The PC with the stone gains "**Delcanti's Stone**" on their AR.

The PCs will not gain a reward, but may sell any other items they have gained from Karadaiva (they will likely be over the maximum allowed for their APL). Cross off any of the starred items on the AR, that they did not take from Karadaiva.

Ask the PCs if they are going to report the information that they have learned to any organizations, houses, or factions. Whoever they report it to first will insist that they not tell anybody else the information. If they insist on doing so they will not gain the favor. Write the name of the organization, faction, or house on the "**Debt of the ____**" favor. Those Rogues who report the information back to the person who contacted them gain the **Debt of Masseri & Masseri's Men**. None of the organizations are able to remove the stone's curse.

Those who got **Players Handout 1 or 2** receive an enmity with the group that gave it if they do not report the news to that group.

The PC's also gain **Xene's Blessing** if they shook the Xene's hand or were touched by him.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2 (or 3): In the Dark Night

Defeat the Half-Fiend Criosphinx.

APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP

Encounter 4: Stone of Darkness

Deal with the Animated Objects

APL6	180 XP
APL8	240 XP
APL10	300 XP
APL12	360 XP

Encounter 6: The Dark Choice

Defeat the Ghost

APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP

Story Reward

Karedaiva or a PC ends the adventure with the stone.

APL6	80 XP
APL8	125 XP
APL10	170 XP
APL12	215 XP

Roleplaying

All APLs	100 XP
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Total Possible Experience:

APL6	900 XP
APL8	1125 XP
APL10	1350 XP
APL12	1575 XP

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this

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

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

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

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

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

Encounter 4: Stone of Darkness

APL 6: Loot: 0 gp; Coin: 400 gp; Magic: 483 gp - *Mithral Chain Shirt* (92 gp each), *Necklace of Fireballs type 1* (138 gp each), *Adamantine Greatsword* (254 gp each)

APL 8: Loot: 0 gp; Coin: 400 gp; Magic: 1050 gp - *Mithral Chain Shirt* (92 gp each), *Necklace of Fireballs type 1* (138 gp each), *Adamantine Greatsword* (254 gp each), *Bag of Holding type I* (417 gp each), *Quiver of Ehlonna* (150 gp each)

APL 10: Loot: 0 gp; Coin: 400 gp; Magic: 1890 gp - *Mithral Chain Shirt* (92 gp each), *Necklace of Fireballs type 1* (138 gp each), *Adamantine Greatsword* (254 gp each), *Bag of Holding type I* (417 gp each), *Quiver of Ehlonna* (150 gp each), *Cape of the Mountebank* (840 gp each)

APL 12: Loot: 0 gp; Coin: 400 gp; Magic: 2890 gp - *Necklace of Fireballs type 1* (138 gp each), *Bag of Holding type I* (417 gp each), *Quiver of Ehlonna* (150 gp each), *Cape of the Mountebank* (840 gp each), +1 *Light Fortification Mithral Chain Shirt* (425 gp each), +1 *Flaming Adamantine Greatsword* (921 gp each)

Conclusion A: Happy Rhennee

All APLs: Loot: 0 gp; Coin: 100 gp

Total Possible Treasure*

APL 6: Loot: 0 gp; Coin: 500 gp; Magic: 483 gp - Total: 983 gp

APL 8: Loot: 0 gp; Coin: 500 gp; Magic: 1050 gp -
Total: 1550 gp

APL 10: Loot: 0 gp; Coin: 500 gp; Magic: 1890 gp -
Total: 2390 gp

APL 12: Loot: 0 gp; Coin: 500 gp; Magic: 2890 gp -
Total: 3390 gp

* May not exceed the amount printed on the AR.

Special

Major Favor with the Nyr Dyv Rhennee: The character gains regional access to the starred items below. In addition, the favor may be spent to get the Rhennee to bargain for a discount on item the PC has access to. This can be combined with the favors from URD4-05 & URD5-04 and used instead for:

- One favor allows a 10% discount on an item up to 5,000 gp.
- Two favors raise the max value of the item to 10,000 gp.
- Three favors raises the max value of the item to 20,000 gp

Used on AR ____.

Debt of _____: The character informed this group of the details of Delcanti's Stone and agreed to tell no one else. It can be used to gain "Friend of" status if such exists for the group (see the Duchy Meta-Organization book). Otherwise it may be spent once to eliminate all enmities and/or disfavours with the group, or used as a normal influence. Used on AR ____.

[] Delcanti's Stone: This character stole the stone from Karedaiva. It now functions as a Cursed Lodestone (DMG) except that it may only be gotten rid of by returning it to Karedaiva. Doing so requires meeting her in an adventure or an expenditure of a TU. She will only accept it if the PC accepts a Geas to never steal from another Rhennee. Returned on AR ____.

Xene's Blessing: The Xene has granted you a single chance to see briefly into the future. The character may use the blessing as a swift action before a standard or move equivalent action to determine the immediate results of the action. Show this AR to the judge before rolling the die or otherwise attempting the action. After determining what the result *would* be, you may either do the action with the result as determined or choose to do a completely different action. Used on AR: ____

[] Karedaiva's Curse: You have gained the wrath of Vetha Karedaiva. For each night on your next two adventures, she calls upon a fellow Veth to cast a *Nightmare* spell on you (DC 20).

Enmity of [] Rogues of Seltaren or [] Ducal Loyalists: You have refused or not followed through on a mission given.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 6

- ❖ Mithral chain shirt (Adventure, DMG)
- ❖ Necklace of fireballs type 1 (Adventure, DMG)
- ❖ Quall's feather token, anchor (Adventure*, DMG)
- ❖ Elixir of swimming (Adventure*, DMG)
- ❖ Quall's feather token, swan boat (Adventure*, DMG)
- ❖ Adamantine greatsword (Adventure, DMG)

APL 8 (All of APL 2 plus the following)

- ❖ Bag of holding type 1 (Adventure, DMG)
- ❖ Quiver of Ehlonna (Adventure, DMG)
- ❖ Gloves of swimming and climbing (Adventure*, DMG)
- ❖ Gloves of arrow snaring (Adventure*, DMG)

APL 10 (All of APLs 2-4 plus the following)

- ❖ Cape of the mountebank (Adventure, DMG)
- ❖ Staff of fire (Adventure*, DMG)

APL 12 (All of APLs 2-6 plus the following)

- ❖ +1 light fortification mithral chain shirt (Adventure, DMG)
- ❖ +1 flaming adamantine greatsword (Adventure, DMG)
- ❖ Crystal ball (Adventure*, DMG 42,000g)

APPENDIX 1: APL 6

ENCOUNTER 2

Half-Fiend Criosphinx CR9:

Male sphinx

NE large outsider [native]

Init +2;

Senses darkvision 60 ft., Listen +15, Spot +15

Languages Common, Draconic, Sphinx, Infernal

AC 23, touch 11, flat-footed 21

(-1 size, +2 Dex, +12 natural)

hp 120 (10 HD); DR 5/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10;
SR 20

Fort +11, **Ref** +9, **Will** +3

Speed Flyby Attack; 30 ft. (6 squares), fly 60 ft. [average]

Melee gore +17 (2d6+8) and 2 claws each +17 (1d6+8) and bite +12 (1d8+4)

Space 10 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +22

Atk Options Power Attack, Pounce, Rake, Smite Good.

Spell-Like Abilities (CL 10th):

4th—*poison* (3/day, DC15), *unholy blight* (1/day, DC15)

3rd—*contagion* (1/day), *darkness* (3/day)

2nd—*darkness* (3/day), *desecrate* (1/day)

The save is Charisma based.

Abilities Str 27, Dex 14, Con 19, Int 12, Wis 10, Cha 12

Feats Alertness, Flyby Attack, Power Attack

Skills Concentration +10, Hide -2, Intimidate +14, Knowledge (arcana) +7, Knowledge local +7, Knowledge (planes) +7, Move Silently +8, Spellcraft +7

Pounce (Ex): When it charges, it can follow with a full attack – including rake attacks.

Rake (Ex): Claw +17/+17 (1d6+4, slash). This attack is added into its full attack when it uses its Pounce ability.

Smite Good (Su): Once per day a half-fiend can make a normal melee attack to deal 10 extra damage against a good foe.

ENCOUNTER 4

Main Minotaur Statue CR 7

N Gargantuan animated object (construct)

Init -2; **Senses** darkvision 60 ft., low-light vision, Listen -5, Spot -5

Languages None

AC 12, touch 4, flat-footed 12

hp 165 (16 HD); hardness 8

Immune mind affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects,

necromancy effects, any effect that requires a fortitude save. Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

Fort +5, **Ref** +3, **Will** +0

Speed 20 ft. (4 squares), improved speed (charging or trampling 30ft.)

Melee slam +15 (2d8+8)

Space 20 ft.; **Reach** 20 ft.

Base Atk +12; **Grp** +31

Atk Options Trample

Abilities Str 24, Dex 6, Con -, Int -, Wis 1, Cha 1

Improved Speed (Ex): When charging or trampling, the statue moves on its arms and legs similar to that of a standard bull. It rushes forward with enhanced speed moving at 30 ft instead of 20.

Trample (Ex): The statue can take on a more tauric position on its arms and legs to resemble that of a standard bull. It will then charge forward in only a straight line trampling over all in its way. It can trample creatures of large size or smaller, and deals 2d8+12 points of damage. Subjects being trampled may make a DC 25 Reflex save for half or take an attack of opportunity and suffer full damage.

ENCOUNTER 7

Ghost of Hannas U'Morael CR 9

Begins Combat as Karedaiva: see power up suite.

Male ghost wizard 7

NE Medium undead (incorporeal)

Init +0; **Senses** darkvision 60 ft., Listen +1, Spot +1

Languages Common, Ancient Suloise, Draconic, Infernal

AC 14, touch 14, flat-footed 14

Hp 63 (7 HD); rejuvenation;

Immune undead traits

Fort +2, **Ref** +2, **Will** +6

Speed fly 30ft. (6 squares);

Base Atk +3; **Grp** -

Atk Options Telekinesis, malevolence

Wizard Spells Prepared (CL 7th):

4th—heightened *slow* (DC 21), *Evard's black tentacles* (DC 19), empowered *ray of stupidity** (ranged touch +3)

3rd—*slow* (DC20), empowered *magic missile* x3

2nd—*ray of stupidity** x4 (ranged touch +3)

1st—*magic missile* x4

Abilities Str 8, Dex 10, Con -, Int 20, Wis 12, Cha 18

SQ Manifestation

Feats Empower Spell, Heighten Spell, Greater Spell Focus (transmutation), Spell Focus (transmutation), Spell Mastery (magic missile, slow, ray of stupidity*, Evard's black tentacles, cone of cold)

Skills Concentration +10, Knowledge (arcana) +15, Knowledge (religion) +15, Knowledge (space/time) +15, Knowledge (planes) +15, Spellcraft +15

Possessions Spell Component Pouch

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 19). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal

targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Telekinesis (Su): Hannas can use telekinesis as a standard action (Caster Level 12). After using the power, he must wait 1d4 rounds before he can use it again.

* Described in Appendix 3 New Rules Items.

Power Up Suite:

Karedaiva (Possessed by Hannas)

Female human (rhennee) sorceress 8/veth 7

NE Medium humanoid

Init +1; **Senses** Listen +2, Spot +2

AC 19, touch 15, flat-footed 14

(+1 Dex, +4 armor, +4 deflection)

Hp 46 (15 HD);

Ref +3

Speed 30ft. (6 squares)

Melee quarterstaff +2 (1d6-1)

Ranged +1 to ranged touch spells (above)

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

Combat Gear *gloves of arrow snaring*, *staff of fire* [1 charge: burning hands (1ch DC16), fireball (1ch DC18)]

Abilities Str 8, Dex 12, Con 10

SQ Currently possessed: If rendered unconscious, dead, or otherwise forced from body Hannas will emerge as manifested ghost (above). Karedaiva's normal statistics are present in Appendix 2 – NPC statistics.

Possessions combat gear plus *elixir of swimming*, *ring of protection* +4, deck of tarot cards, spell component pouch.

ENCOUNTER 2

Advanced Half-Fiend Criosphinx CR 11

Male criosphinx

Large outsider [native];

Init +2; **Senses** darkvision 60ft; Listen +17 ; Spot +17

Languages Common, Infernal

AC 23, touch 11, flat-footed 21
(-1 size, +2 Dex, +12 natural)

hp 143 (12 HD); DR 10/magic

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 22

Fort +12, **Ref** +10, **Will** +4

Speed 30 ft (6 squares), fly 60 ft. [average]

Melee gore +20 (2d6+9) and 2 claws each +20
(1d6+9) and bite +18 (1d8+4)

Space 10 ft; **Reach** 5 ft.

Base Atk +12; **Grp** +24

Atk Options Pounce, Rake 1d6+4, Smite Good,
Spell-like Abilities;

Spell-Like Abilities (CL 12th):

4th—*poison* (3/day 2 left, DC15), *unholy blight*
(1/day, DC15)

3rd—*contagion* (1/day), *darkness* (3/day)

2nd—*darkness* (3/day), *desecrate* (1/day)

The save is Charisma based.

† Already cast: *blasphemy*

Abilities Str 28, Dex 14, Con 19, Int 12, Wis 10, Cha 12

Feats Alertness, Flyby Attack, Multi-attack, Power Attack

Skills Concentration +11(, Hide -2 (, Intimidate +16 (, Knowledge (arcana) +8 , Knowledge local +8Knowledge (planes) +8, Listen +17 , Move Silently +9 Spellcraft +8, Spot +17

Smite Good (Su): Once per day a half-fiend can make a normal melee attack to deal 12 extra damage against a good foe.

Rake (Ex): Attack Bonus +20 melee, damage 1d6+4. This attack is added into its full attack when it uses its Pounce ability.

Pounce (Ex): When it charges, it can follow with a full attack – including rake attacks.

ENCOUNTER 4

Main Minotaur Statue CR 7

N Gargantuan animated object (construct)

Init -2; **Senses** darkvision 60 ft., low-light vision, Listen -5, Spot -5

Languages None

AC 12, touch 4, flat-footed 12

hp 165 (16 HD); hardness 8

Immune mind affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, any effect that requires a fortitude save. Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

Fort +5, **Ref** +3, **Will** +0

Speed 20 ft. (4 squares), improved speed (charging or trampling 30ft.)

Melee slam +15 (2d8+8)

Space 20 ft.; **Reach** 20 ft.

Base Atk +12; **Grp** +31

Atk Options Trample

Abilities Str 24, Dex 6, Con -, Int -, Wis 1, Cha 1

Improved Speed (Ex): When charging or trampling, the statue moves on its arms and legs similar to that of a standard bull. It rushes forward with enhanced speed moving at 30 ft instead of 20.

Trample (Ex): The statue can take on a more tauric position on its arms and legs to resemble that of a standard bull. It will then charge forward in only a straight line trampling over all in its way. It can trample creatures of large size or smaller, and deals 2d8+12 points of damage. Subjects being trampled may make a DC 25 Reflex save for half or take an attack of opportunity and suffer full damage.

Lesser Minotaur Statues CR 5

N Huge animated object (construct)

Init -1; **Senses** darkvision 60ft, low-light vision, Listen -5, Spot -5

Languages None

AC 13, touch 7, flat-footed 13

hp 90 (8 HD); hardness 8

Immune mind affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, any effect that requires a fortitude save. Not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

(Race: F+2, R+2, W+2; Class: F+0, R+0, W=); Con +0, Dex -1, Wis -5)

Speed 30 ft. (4 squares), improved speed (charging or trampling 40 ft.)

Melee slam +9 (2d6+7)

Space 15 ft.; **Reach** 15 ft.

Base Atk +6; **Grp** +19

Atk Options Trample

Abilities Str 20, Dex 8, Con -, Int -, Wis 1, Cha 1

Improved Speed (Ex): When charging or trampling, the statue moves on its arms and legs similar to that of a standard bull. It rushes forward with enhanced speed moving at 40 ft instead of 30.

Trample (Ex): The statue can take on a more tauric position on its arms and legs to resemble that of a standard bull. It will then charge forward in only a straight line trampling over all in its way. It can trample creatures of large size or smaller, and deals 2d6+7 points of damage. Subjects being trampled may make a DC 19 Reflex save for half or take an attack of opportunity and suffer full damage.

ENCOUNTER 7

Ghost of Hannas U'Morael CR 11

Male Ghost wizard 9

NE medium undead (incorporeal)

Init +0; **Senses** darkvision 60 ft., Listen +1, Spot +1

Languages Common, Ancient Suel, Draconic.

AC 14, touch 14, flat-footed 14
(+0 Dex, +4 deflection)

Miss Chance Incorporeal

Hp 81 (9 HD); rejuvenation

Immune Undead traits

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

Speed fly 30 ft. (perfect)

Base Atk +4; **Grp** –

Atk Options sudden maximize spell*, Telekinesis, malevolence

Wizard Spells Prepared (CL 9th):

5th—*cone of cold* (DC 20), heightened *slow* (DC 22)

4th—heightened *slow* (DC 21), *Evard's black tentacles* (2) (DC 19), empowered *ray of stupidity** (ranged touch +4)

3rd—*slow* (DC 20), empowered *magic missile* (3)

2nd—*ray of stupidity** (4) (ranged touch +4)

1st—*magic missile* (4)

0—*read magic* (2), *detect magic* (3)

Abilities Str 8, Dex 10, Con –, Int 20, Wis 12, Cha 18

SQ Manifestation

Feats Empower Spell, Greater Spell Focus (transmutation), Heighten Spell, Spell Focus (transmutation), Spell Mastery (magic missile, slow, touch of idiocy, evard's black tentacles, cone of cold), Sudden Maximize Spell*

Skills Concentration +12, Knowledge (arcana) +17, Knowledge (religion) +17, Knowledge (space/time) +17, Knowledge (planes) +17, Spellcraft +17 **Possessions** Spell Component Pouch

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 19). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and

becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Telekinesis (Su): Hannas can use telekinesis as a standard action (Caster Level 12). After using the power, he must wait 1d4 rounds before he can use it again.

* Described in Appendix 3 New Rules Items.

Power Up Suite:

Karedaiva (Possessed by Hannas)

Female human (Rhennee) sorceress 8/veth 7

NE Medium humanoid

Init +1; **Senses** Listen +2, Spot +2

AC 19, touch 15, flat-footed 14

(+1 Dex, +4 armor, +4 deflection)

Hp 46 (15 HD);

Ref +4

Speed 30ft. (6 squares)

Melee quarterstaff +3 (1d6-1)

Ranged +1 to ranged touch spells (above)

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

Combat Gear *gloves of arrow snaring*, *staff of fire* [15 charges: *burning hands* (1ch DC16), *fireball* (1ch DC18), *wall of fire* (2ch DC19)]

Abilities Str 8, Dex 12, Con 10, Int 14, Wis 14, Cha 19

SQ Currently possessed: If rendered unconscious, dead, or otherwise forced from body Hannas will emerge as manifested ghost (above). Karedaiva's normal statistics are present in Appendix 2 – NPC statistics.

Possessions combat gear plus *elixir of swimming*, *ring of protection* +4, deck of tarot cards, spell component pouch.

ENCOUNTER 2

Advanced Half-Fiend Criosphinx CR 13
 Male sphinx
 NE Large outsider [native]
Init +2; **Senses** darkvision 60 ft., Listen +21, Spot +21
Languages Common, Draconic, Sphinx, Infernal
AC 23, touch 11, flat-footed 21
Hp 232 (16 HD); DR 10/magic
Immune Poison
Resist acid 10, cold 10, electricity 10, fire 10; **SR** 26
Fort +14, **Ref** +12, **Will** +5

Speed Flyby Attack, Hover; 30 ft. (6 squares), fly 60 ft. [average]
Melee gore +24 (2d6+9) and 2 claws each +24 (1d6+9) and bite +22 (1d8+4)
Space 10ft.; **Reach** 5ft.
Base Atk +16; **Grp** +29
Atk Options Power Attack, Pounce, Rake
 1d6+4, Smite Good, Spell-like Abilities
Spell-Like Abilities (CL 16th):
 8th—*horrid wilting* (1/day), unholy aura (2/day)
 5th—*unhallow* (1/day)
 4th—*poison* (3/day 2 left, DC15), *unholy blight* (1/day, DC15)
 3rd—*contagion* (1/day), *darkness* (3/day)
 2nd—*darkness* (3/day), *desecrate* (1/day)
 The save is Charisma based.
 † Already cast: *blasphemy* & *unholy aura* (1 of 2)

Abilities Str 28, Dex 14, Con 19, Int 12, Wis 10, Cha 12
Feats Alertness, Flyby Attack, Hover, Multi-attack, Power Attack
Skills Concentration +13, Hide, Intimidate +20, Knowledge (arcana) +10, Knowledge (local) +10, Knowledge (planes) +10, Move Silently +11, Spellcraft +10

Smite Good (Su): Once per day a half-fiend can make a normal melee attack to deal 16 extra damage against a good foe.
Rake (Ex): Attack Bonus +24 melee, damage 1d6+4. This attack is added into its full attack when it uses its Pounce ability.
Pounce (Ex): When it charges, it can follow with a full attack – including rake attacks.
 Power Up Suite
Pre-Cast: *unholy aura* (duration: 14 rounds)
AC 27 (+4 deflection)
Fort +18, **Ref** +16, **Will** +9
SR 25 vs good spells and spells cast by good casters. Possession and mental influence blocked.
 If a good creature succeeds on a melee attack, the good creature takes 1d6 Str (Fort DC 19 negates).

ENCOUNTER 4

Main Minotaur Statue CR 9
 N Gargantuan animated object (construct)
Init -2; **Senses** darkvision 60ft., low-light vision, Listen -5, Spot -5
Languages None

AC 12, touch 4, flat-footed 12
Hp 225 (24 HD); hardness 8
Immune mind affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, any affect that requires a fortitude save. Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
Fort +7, **Ref** +5, **Will** +3

Speed 20 ft. (4 squares), improved speed (charging or trampling) 40ft.
Melee slam +22 (2d8+12)
Space 20ft.; **Reach** 20ft.;
Base Atk +18; **Grp** +37
Atk Options Trample

Abilities Str 26, Dex 6, Con -, Int -, Wis 1, Cha 1
Improved Speed (Ex): When charging or trampling, the statue moves on its arms and legs similar to that of a standard bull. It rushes forward with enhanced speed moving at 30 ft instead of 20.
Trample (Ex): The statue can take on a more tauric position on its arms and legs to resemble that of a standard bull. It will then charge forward in only a straight line trampling over all in its way. It can trample creatures of large size or smaller, and deals 2d8+12 points of damage. Subjects being trampled may make a DC 30 Reflex save for half or take an attack of opportunity and suffer full damage.

Lesser Minotaur Statue CR 7
 N Huge animated object (construct)
Init -1; **Senses** darkvision 60 ft., low-light vision, Listen -5, Spot -5
Languages None
AC 13, touch 7, flat-footed 13
Hp 150; hardness 8
Immune mind affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, any affect that requires a fortitude save. Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.
Fort +5, **Ref** +4, **Will** +0
Speed 30 ft. (6 squares), improved speed (charging or trampling) 50 ft.
Melee slam +16 (2d6+9)
Space 15 ft.; **Reach** 15ft.
Base Atk +12; **Grp** +26
Atk Options Trample
Abilities Str 22, Dex 8, Con -, Int -, Wis 1, Cha 1
Improved Speed (Ex): When charging or trampling, the statue moves on its arms and legs similar to

that of a standard bull. It rushes forward with enhanced speed moving at 40 ft instead of 30.

Trample (Ex): The statue can take on a more tauric position on it's arms and legs to resemble that of a standard bull. It will then charge forward in only a straight line trampling over all in its way. It can trample creatures of large size or smaller, and deals 2d6+9 points of damage. Subjects being trampled may make a DC 24 Reflex save for half or take an attack of opportunity and suffer full damage.

ENCOUNTER 7

Ghost of Hannas U'Moreal CR13

Begins combat as Karedaiva: see power up suite

Male ghost wizard 11

NE Medium undead (incorporeal)

Init +0; Senses darkvision 60 ft., Listen +1, Spot +1

Languages Common, Ancient Suloise, Draconic, Infernal

AC 14, touch 14, flat-footed 14, plus miss chance - Incorporeal

Hp 99 (11 HD); rejuvenation

Immune Undead traits

Fort +3, Ref +3, Will +8

Speed fly 30 ft. [perfect] (6 squares)

Base Atk +5; Grp -

Atk Options sudden maximize spell*, telekinesis, malevolence

Wizard Spells Prepared (CL 11):

6th—*flesh to stone* (DC 23), *disintegrate* (DC 23, ranged touch +5)

5th—*cone of cold* (2) (DC20), empowered *lightning bolt* (DC 20), heightened *slow* (DC 22)

4th—extended *slow* (DC 20), *defenestrating sphere** (2) (DC 19, ranged touch +5), empowered *ray of stupidity** (ranged touch +5)

3rd—*slow* (DC 20), empowered *magic missile, lightning bolt* (2) (DC 18)

2nd—extended *guided shot**, *scorching ray* (3) (ranged touch +5)

1st—*magic missile, guided shot** (3)

0—*read magic* (2), *detect magic* (2)

Abilities Str 8, Dex 10, Con -, Int 20, Wis 12, Cha 18

Feats Empower Spell, Extend Spell, Greater Spell Focus (transmutation), Heighten Spell, Spell Focus (transmutation), Spell Mastery (*magic missile, slow, ray of stupidity*, evard's black tentacles, cone of cold*), Spell Mastery (*disintegrate, stone to flesh, guided shot, scorching ray, lightning bolt*), Sudden Maximize Spell*

Skills Concentration +14, Knowledge (arcana) +19, Knowledge (religion) +19, Knowledge (space/time) +19, Knowledge (planes) +19, Spellcraft +19

Possessions Spell Component Pouch

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be

manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 19). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Telekinesis (Su): Hannas can use *telekinesis* as a standard action (Caster Level 12). After using the power, he must wait 1d4 rounds before he can use it again.

* Described in Appendix 3 New Rules Items.

Power Up Suite:

Karedaiva (Possessed by Hannas)

Female human (Rhennee) sorceress 8/veth 7

NE Medium humanoid

Init +1; Senses Listen +2, Spot +2

AC 19, touch 15, flat-footed 14
(+1 Dex, +4 armor, +4 deflection)

Hp 46 (15 HD);

Ref +4

Speed 30ft. (6 squares)

Melee quarterstaff +4 (1d6-1)

Ranged +1 to ranged touch spells (above)

Base Atk +5; Grp +4

Combat Gear *gloves of arrow snaring, staff of fire* [15 charges: *burning hands* (1ch DC16), *fireball* (1ch DC18), *wall of fire* (2ch DC19)]

Abilities Str 8, Dex 12, Con 10

SQ Currently possessed: If rendered unconscious, dead, or otherwise forced from body Hannas will emerge as manifested ghost (above). Karedaiva's normal statistics are present in Appendix 2 – NPC statistics.

Possessions combat gear plus *elixir of swimming*, *ring of protection +4*, deck of tarot cards, spell component pouch.

ENCOUNTER 2

Advanced Half-Fiend Criosphinx CR 15

Male sphinx

NE Huge outsider [native]

Init +1;**Senses** darkvision 60 ft., Listen +25, Spot +25**Languages** Common, Draconic, Sphinx, Infernal**AC** 24, touch 10, flat-footed 23

(-2 size, +1 Dex, +15 natural)

Hp 290 (20 HD); DR 10/magic**Immune** Poison**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 30**Fort** +19, **Ref** +13, **Will** +5 **Speed** Flyby Attack, Hover; 30 ft. (6 squares), fly 60 ft. [average]**Melee** gore +31 (4d6+13) and 2 claw each +31 (1d8+13) and bite +29 (2d6+6)**Space** 10ft.; **Reach** 5ft.**Base Atk** +20; **Grp** +39**Atk Options** Power Attack, Pounce, Rake 1d8+6, Smite Good, Spell-like Abilities**Spell-Like Abilities** (CL 20th):9th—*summon monster IX* (fiends only),8th—*horrid wilting* (1/day, DC 19), *unholy aura* (2/day, DC 19)7th—*finger of death* (DC 18)5th—*unhallow* (1/day)4th—*poison* (3/day, DC15), *unholy blight* (1/day, DC15)3rd—*contagion* (1/day DC 14)2nd—*darkness* (3/day), *desecrate* (1/day)

The save is Charisma based.

‡ Already cast: blasphemy, unholy aura (1 of 2)

Abilities Str 37, Dex 12, Con 24, Int 12, Wis 10, Cha 12**Feats** Alertness, Flyby Attack, Hover, Improved Natural Attack (gore), Multi-attack, Power Attack.**Skills** Concentration +18, Hide -7, Intimidate +24, Knowledge (arcana) +12, Knowledge local +12, Knowledge (planes) +12, Move Silently +13, Spellcraft +12 **Smite Good (Su)**: Once per day a Half-Fiend can make a normal melee attack to deal 16 extra damage against a good foe.**Rake (Ex)**: Attack Bonus +31 melee, damage 1d8+6. This attack is added into its full attack when it uses its Pounce ability.**Pounce (Ex)**: When it charges, it can follow with a full attack – including rake attacks.

Power Up Suite

Pre-Cast: *unholy aura* (duration: 18 rounds)**AC** 28 (+4 deflection)**Fort** +23, **Ref** +17, **Will** +9**SR** 25 vs good spells and spells cast by good casters. Possession and mental influence blocked.

If a good creature succeeds on a melee attack, the good creature takes 1d6 Str (Fort DC 19 negates).

ENCOUNTER 4

Main Minotaur Statue CR 11

N Gargantuan animated object (construct)

Init -2; **Senses** darkvision 60ft, low-light vision, Listen -5, Spot -5**Languages** None**AC** 12, touch 4, flat-footed 12**Hp** 285 (32 HD); hardness 8**Immune** mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, any affect that requires a fortitude save. Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.**Fort** +10, **Ref** +8, **Will** +5**Speed** 20 ft. (4 squares), improved speed (charging or trampling) 40 ft.**Melee** slam +29 (2d8+12)**Space** 20ft.; **Reach** 20ft.;**Base Atk** +24; **Grp** +38;**Atk Options** Trample**Abilities** Str 28, Dex 6, Con -, Int -, Wis 1, Cha 1**Improved Speed (Ex)**: When charging or trampling, the statue moves on its arms and legs similar to that of a standard bull. It rushes forward with enhanced speed moving at 30 ft instead of 20.**Trample (Ex)**: The statue can take on a more tauric position on its arms and legs to resemble that of a standard bull. It will then charge forward in only a straight line trampling over all in its way. It can trample creatures of large size or smaller, and deals 2d8+13 points of damage. Subjects being trampled may make a DC 35 Reflex save for half or take an attack of opportunity and suffer full damage.**Lesser Minotaur Statue CR 9**

N Huge animated object (construct)

Init -1; **Senses** darkvision 60 ft., low-light vision, Listen -5, Spot -5**Languages** None**AC** 13, touch 7, flat-footed 13**Hp** 210 (24 HD); hardness 8**Immune** mind affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, necromancy effects, any affect that requires a fortitude save. Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.**Fort** +5, **Ref** +4, **Will** +0**Speed** 30 ft. (6 squares), improved speed (charging or trampling) 50 ft.**Melee** slam +23 (2d6+10)**Space** 15 ft.; **Reach** 15ft.**Base Atk** +18; **Grp** +33**Abilities** Str 24, Dex 8, Con -, Int -, Wis 1, Cha 1**Improved Speed (Ex)**: When charging or trampling, the statue moves on its arms and legs similar to

that of a standard bull. It rushes forward with enhanced speed moving at 40 ft instead of 30.

Trample (Ex): The statue can take on a more tauric position on its arms and legs to resemble that of a standard bull. It will then charge forward in only a straight line trampling over all in its way. It can trample creatures of large size or smaller, and deals 2d6+10 points of damage. Subjects being trampled may make a DC 29 Reflex save for half or take an attack of opportunity and suffer full damage.

ENCOUNTER 7

Ghost of Hannas U'Morael CR 15

Begins combat as Karedaiva: see power up suite

Male Ghost wizard 13

NE Medium undead (incorporeal)

Init +0; Senses darkvision 60 ft., Listen +1, Spot +1

Languages Common, Ancient Suloise, Draconic, Infernal

AC 14, touch 14, flat-footed 14

Miss Chance Incorporeal

Hp 117 (13 HD); rejuvenation

Immune Undead traits

Fort +4, **Ref** +4, **Will** +9 **Speed** fly 30 ft. [perfect] (6 squares)

Base Atk +6; **Grp** –

Atk Options sudden empower spell*, sudden maximize spell*, telekinesis, malevolence

Wizard Spells Prepared (CL 11):

7th—*limited wish*, *heightened stone to flesh* (DC 24)

6th—*disintegrate* (DC 23, ranged touch +6) (2), *flesh to stone* (DC 23)

5th—*cone of cold* (2) (DC 20), empowered *lightning bolt* (DC 20), *heightened slow* (DC 22)

4th—*defenestrating sphere** (2) (DC 19, ranged touch +6), empowered *scorching ray* (ranged touch +6), *heightened slow* (DC 21)

3rd—*slow* (DC 20), empowered *magic missile*, *lightning bolt* (2) (DC 18)

2nd—extended *guided shot**, *scorching ray* (3) (ranged touch +6)

1st—*magic missile*, *guided shot** (3)

0—*read magic* (2), *detect magic* (2)

Abilities Str 8, Dex 10, Con –, Int 20, Wis 12, Cha 18

Feats Empower Spell, Extend Spell, Spell Focus (transmutation), Greater Spell Focus (transmutation), Heighten Spell, Spell Mastery (*magic missile*, *slow*, *ray of stupidity**, *evard's black tentacles*, *cone of cold*), Spell Mastery (*disintegrate*, *stone to flesh*, *guided shot*, *scorching ray*, *lightning bolt*), Sudden Empower Spell*, Sudden Maximize Spell*

Skills Concentration +16, Knowledge (arcana) +21, Knowledge (religion) +21, Knowledge (space/time) +21, Knowledge (planes) +21, Spellcraft +21

Possessions Spell component pouch

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th or the ghost's Hit Dice,

whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 19). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Telekinesis (Su): Hannas can use *telekinesis* as a standard action (Caster Level 13). After using the power, he must wait 1d4 rounds before he can use it again.

* Described in Appendix 3 New Rules Items.

Power Up Suite:

Karedaiva (Possessed by Hannas)

Female human (rhennee) sorceress 8/veth 7

NE Medium humanoid

Init +1; **Senses** Listen +2, Spot +2

AC 19, touch 15, flat-footed 14

Hp 46 (15 HD);

Ref +5

Speed 30ft. (6 squares)

Melee quarterstaff +5/+0 (1d6-1)

Ranged +1 to ranged touch spells (above)

Base Atk +6; **Grp** +5

Combat Gear *gloves of arrow snaring*, *staff of fire* [15 charges: *burning hands* (1ch DC16), *fireball* (1ch DC18), *wall of fire* (2ch DC19)]

Abilities Str 8, Dex 12, Con 10

SQ Currently possessed: If rendered unconscious, dead, or otherwise forced from body Hannas will emerge as manifested ghost (above). Karedaiva's normal statistics are present in Appendix 2 – NPC statistics.

Possessions combat gear plus *elixir of swimming*, *ring of protection +4*, deck of tarot cards, spell component pouch.

APPENDIX 2 NPCS

Karedaiva, The Wise Woman CR 15

Female human (Rhennee) sorceress 8/veth 7

N Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Common, Ancient Suloise, Rhopan, Draconic, Oeridian.

AC 19, touch 15, flat-footed 14

Hp 46 (15 HD);

Fort +4, **Ref** +5, **Will** +13 **Speed** 30 ft. (6 squares)

Melee quarterstaff +6/+1 (1d6-1) **Base Atk** +7; **Grp** +6

Combat Gear *gloves of arrow snaring, horn of fog, staff of fire (15 charges)*

Sorcerer Spells Known (CL 8):

4th (4/day)—*locate creature, bestow curse* (DC 20)

3rd (6/day)—*clairaudience, suggestion* (DC 19)

2nd (7/day)—*detect thoughts, locate object, blindness/deafness*

1st (7/day)—*mage armor, charm person* (DC 17), *jump, identify*

0 (6/day)—*mending, light, resistance, detect magic, read magic, prestidigitation*

Vetha Spells Known (CL 15):

3rd (5/day)—*clairaudience/clairvoyance, greater magic weapon, slow*

2nd (7/day)—*arcane lock, bear's endurance, blur, fog cloud*

1st (7/day)—*animate rope, comprehend languages, cause fear* (DC 17), *obscuring mist*

Abilities Str 8, Dex 12, Con 10, Int 14, Wis 14, Cha 19

SQ Hex Master, Improved Caster Level;

Feats Craft Staff, Craft Wondrous Item, Enlarge Spell, Extend Spell, Heighten Spell, Greater Spell Focus (Enchantment), Spell Focus (Enchantment)

Skills Bluff +13, Concentration +11, Heal +6, Knowledge (arcana) +18, Knowledge (geography) +14, Knowledge (local, metaregion IV) +11, Sense Motive +14, Spellcraft +22

Possessions combat gear plus *elixir of swimming, ring of protection +4*, deck of tarot cards, spell component pouch.

Markus, Vetha Guardian CR 12

Male human (Rhennee)

N Medium Humanoid (human)

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

Languages Common, Rhopan

AC 18, touch 12, flat-footed 16

Hp 104 (12 HD);

Fort +11, **Ref** +7, **Will** +6 **Speed** 30 ft. (6 squares)

Melee bastard sword +20/+15/+10 (1d10+12 plus wounding) **Base Atk** +12; **Grp** +17;

Atk Options Power Attack, Spring Attack, Mobility, Whirlwind Attack, Improved Unarmed Strike, Improved Grapple

Combat Gear *Boots of Speed*

Abilities Str 20, Dex 14, Con 12, Int 12, Wis 10, Cha 10.

Feats Combat Expertise, Dodge, Greater Weapon Focus, Improved Combat Expertise, Improved Grapple, Improved Weapon Specialization, Improved Unarmed Strike, Mobility, Power Attack, Spring Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Whirlwind Attack

Skills Climb +15, Knowledge (religion) +6, Heal +5, Profession Sailor +10, Swim +15, Survival +5

Possessions combat gear plus *bracers of armor 4, +1 wounding bastard sword, vest of resistance +2, belt of strength +4, amulet of natural armor +2*

Rhennee Crew CR 4

Male human (Rhennee) fighter1/rogue 3

N Medium humanoid (human)

Init +7; **Senses** Listen +2, Spot +4

Languages Common, Rhopan

AC 15, touch 13, flat-footed 12

Hp 20 (4 HD);

Fort +4 **Ref** +6 **Will** +1

Speed 30 ft. (6 squares)

Melee dharka +7 (1d8+3);

Ranged dharka +8 (1d8+3).

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

Atk Options Point Blank Shot

Special Actions +2d6 sneak attack

SQ Evasion

Abilities Str 14, Dex 16, Con 12, Int 10, Wis 10, Chr 10

Feats Exotic WP (Dharka), Improved Initiative, Point Blank Shot, Weapon Focus (Dharka)

Skills Balance +8, Bluff +4, Hide +12, Profession (Boater) +5, Move Silent +12, Spot +4, Listen +2, Swim +7 (+4), Tumbling +12, Use Rope +8.

Possessions Masterwork Leather Armor, Masterwork Dharka

APPENDIX 3: NEW RULES ITEMS

Feats

Sudden Maximize [Metamagic]

You can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

Source: *Complete Arcane* page 83

order to use the darkhas as harpoons, with ropes attached to draw the darkha once it's been thrown (this counts as a partial action, and assumes the darkha is free to be pulled back). Certain Darkhagard have been known to conceal slender daggers, potions vials, or lock picks in the shafts of their darkhas. Handling a warrior's darkha without permission is considered an insult to the weapon's owner.

PRESTIGE CLASS

The Vetha

As the only trusted spellcasters among the bargefolk, the vetha are able to exert a subtle though powerful

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1	0	0	0	2	Reading the lake, improved caster level	3	-	-	-
2	1	0	0	3	Hex mastery +1	4	-	-	-
3	1	1	1	3	Bonus Language	5	-	-	-
4	2	1	1	4	Hex Mastery +2	6	3	-	-
5	2	1	1	4	Master Healer	6	4	-	-
6	3	2	2	5	Hex Mastery +3	6	5	3	-
7	3	2	2	5	Bonus Language	6	6	4	-
8	4	2	2	6	Hex Mastery +4	6	6	5	3
9	4	3	3	6	Bonus Language	6	6	6	4
10	5	3	3	7	Greater Eyebite	6	6	6	5

Sudden Empower [Metamagic]

You can cast a spell to greater effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

Source: *Complete Arcane* page 83

influence on the Rhennee lords. None truly know where their magic originates; most believe that the vetha are born with a tenuous yet vital link to the homeland of Rhop. They tend to phrase their counsel in riddles, and are often accused of being intentionally abstruse.

For more information on how to take this and other prestige classes in the Living Greyhawk Campaign please check out Chapter Five: Class Guidebook and Metagame Policy in the Living Greyhawk Campaign Sourcebook.

Hit Die: d4.

Requirements

To qualify to become a veth, a character must fulfill all of the following criteria.

Race: Rhennee Human

Gender: Female

Age: 35 or older

Skills: Heal 4 ranks, Spellcraft 8 ranks

Feat: Craft Wondrous Item.

Spells: Ability to cast arcane spells without preparation.

Class Skills

The veth's class skills (and the key ability for each skill) are Bluff (Cha), Knowledge (arcana) (Int), Knowledge (geography) (Int), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha). See Chapter 4: Skills in the Player's Handbook for skill descriptions.

MUNDANE EQUIPMENT

The Darkha

A special two-pronged harpoon, the darkha. The darkha is considered a two handed exotic melee weapon with the following statistics:

Cost	Damage	Crit	Range Increment	Weight	Type
4 gp	1d8	X3	30 ft.	4 lbs.	Piercing

Rhennee "Darkhagards" are known for the use of this weapon. A Darkhagard takes great pride in his weapon, which has been individually crafted to his personal specifications. Some warriors prefer shorter, heavier darkhas for more effective hand-to-hand combat. Others affix iron rings to the butts of their weapons in

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the veth prestige class.

Weapon and Armor Proficiency: A veth is proficient with all simple weapons, though she is not proficient with any type of armor or shield, as such things tend to interfere with spell casting.

Spells per Day: A veth has the ability to cast a small number of arcane spells. To cast a veth spell, she must have a Charisma score of at least 10 + the spell's level, so if she has a Charisma of 10 or lower, she cannot cast these spells. Bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + her Charisma modifier. A veth's selection of spells is extremely limited. At each new level, she gains one or more new spells as indicated on Table 1-2: Veth Spells Known. She casts spells just as a sorcerer does. The vetha spell list appears below.

Improved Caster Level: When determining the caster level for one of her spells, the veth adds both her veth levels and her levels in one of her other spell casting classes (in the case of multiple spell casting classes, she adds her veth levels to whichever level is highest).

Reading the Lake: The vetha are trained to empathize with the waters of the Nyr Dyv and its tributaries, seeing in their disposition some glimmer of the future. Each evening under a clear sky, the veth can survey the waters of a river or lake and make a limited prediction on the future of one passenger on her barge. The veth's knowledge is usually vague, clouded in metaphor and obscure imagery. The base chance of success on the reading is 70% + 1% per caster level, to a maximum of 90%. If a successful reading is made, the veth can foresee a general event of the next 10 days, based on the DM's intentions for the next few gaming sessions (or, in the case of the Living Greyhawk campaign, the contents of the scenario being played). The prediction only indicates the potential outcome and does not guarantee the result. If the reading failed, no information can be gained concerning the subject for the next month, as the mists of the future have proven too thick. A veth may consult the waters only once each night.

Hex Mastery: All vetha are instructed in the art of

bestowing curses and manipulating the minds and emotions of their enemies. Each time the veth achieves a new level in Hex Mastery, she adds two to her effective caster level when casting the following spells: bestow curse, cause fear, charm person, charm monster, confusion, contagion, hypnotism, and scare.

Bonus Language: In their travels, the vetha come into contact with various merchants from other cultures, and have picked up some of their speech. This gives the veth an edge in dealing with trading partners and potential enemies. Each time the veth achieves a bonus language, choose one tongue from the Player's Handbook or the Living Greyhawk Gazetteer. The veth can read and write in this language as if she had acquired it in the usual manner. The language must be one with which the veth has had some contact.

Master Healer: As a veteran in the arts of medicine, a veth has greatly refined her talents as a healer. She doubles the hit points of damage she may restore with long-term care, as per the Heal skill.

Greater Eyebite (Sp): Upon reaching 10th level, a veth may use a gaze attack, as per the spell eyebite, two times per day. The caster level for the spell is her veth class level.

The Vetha Spell List

Vetha choose their spells from the following list.

1st Level: alarm, animate rope, cause fear, chill touch, color spray, comprehend languages, disguise self, endure elements, hypnotism, identify, mage armor, message, Nystul's magical aura, obscuring mist, protection from chaos.

2nd Level: alter self, arcane lock, blur, bull's strength, cat's grace, continual flame, darkness, darkvision, detect thoughts, bears endurance, fog cloud, invisibility, knock, locate object, minor image, misdirection, obscure object, protection from arrows.

3rd Level: clairaudience/clairvoyance, dispel magic, greater magic weapon, hold person, lightning bolt, magic circle against chaos, magic circle against evil, magic circle against good, magic circle against law, major image, nondetection, protection from energy, sleet storm, slow, stinking cloud, suggestion, tongues.

4th Level: arcane eye, bestow curse, charm monster, confusion, contagion, crushing despair, detect scrying, dream, enervation, Evard's black tentacles, fear, good hope, greater invisibility, lesser geas, locate creature, mind fog, minor creation, phantasmal killer, rage, remove curse.

SPELLS

Defenestrating Sphere

Evocation [Air]

Level: Sorcerer/wizard 4

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: 2-ft.-radius sphere

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

Table 1-2: Veth Spells Known

Level	1st	2nd	3rd	4th
1	2*	-	-	-
2	3	-	-	-
3	3	2*	-	-
4	4	3	-	-
5	4	3	-	-
6	4	4	2*	-
7	4	4	3	-
8	4	4	3	-
9	4	4	4	2*
10	4	4	4	3

When you cast this spell, you create a violently swirling sphere of air. As a move action, you can make the sphere travel up to 30 feet per round and strike a creature or object you indicate as a ranged touch attack. Any creature struck by the sphere takes 3d6 points of damage from the force of its winds. In addition, Medium or smaller creatures must succeed on a Fortitude save or be knocked prone. Creatures that fall prone must then succeed on a second Fortitude save or be swept up by the sphere and driven 1d8 10 feet into the air, dropping 1d6 squares from their original position in a random direction and taking falling damage as normal. If a window is within range, the subject is automatically thrown in that direction.

If some obstacle prevents the subject creature from reaching its expelled height, it takes 1d6 points of damage for every 10 feet of movement it was unable to complete, so that a creature hurled 50 feet up in a room with a 20-foot ceiling would take 3d6 points of damage from the impact, then take 2d6 points of damage when it falls back to the ground. The sphere can affect a maximum of one creature or object per round, and winks out if it exceeds the spell's range.

Focus: A gray pearl worth at least 100 gp.

Source: *Spell Compendium* page 62.

Guided Shot

Divination

Level: Ranger 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While this spell is in effect, your ranged attacks do not take a penalty due to distance. In addition, your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and also ignore the miss chance granted to targets by anything less than total concealment. This spell does not provide any ability to exceed the maximum range of the weapon with which you are attacking, nor does it confer any ability to attack targets protected by total cover.

Source: *Spell Compendium* page 108.

Ray of Stupidity

Enchantment (compulsion) [Mind-Affecting]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./ 2 levels)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This ray clouds the mind of your enemy, damaging its intellect. You must succeed on a ranged touch attack with the ray to strike a target. A subject struck by the

ray takes 1d4+1 point of intelligence damage. If the target is a wizard, she might temporarily lose the ability to cast some or all of her spells if her Intelligence drops too low.

Material Component: A miniature cone-shaped hat

Source: *Spell Compendium* page 167.

PLAYERS HANDOUT 1 – CONTACT WITH THE ROGUES

It was almost a week ago that you huddled in your room in Seltaren as a storm rattled the shutters. You rose in the morning to find a dagger on the inside of your door with a note attached to it. The note was simple and unsigned. “Meet me at the Broken Wench Tavern shortly after midnight tonight. I have a business proposition for you.”

If you went to the Broken Wrench tavern, read on:

You were quickly shown into the back room of the tavern where you met with a gaudily clad man. He wore a crimson outfit complete with a rapier at his side, a golden lined cloak, and a wide-brimmed hat. The man communicated his connection to the Rogues of Seltaren and asked you to do a favor for Masseri's Men (the band that works directly for Masseri and Tralkes). It didn't feel like a request one might refuse.

With your acceptance of the mission, he informed you that the Rogues had spent some time seeking after some very valuable art objects that had (sadly) ended up in other people's hands. Their investigations had led them to believe that the two stones that had slipped through their fingers were precursors for a third, far more valuable stone. He described it to you: “The stone is a magnificent art object, about a foot tall, shaped like a sphere, and crafted of blackest obsidian. On the edges are inscribed words of ancient magic. We believe it will radiate a weak aura of necromantic magic as well.”

He grew tense as he informed you that they had recently commissioned a divination in regards to the stone. He recited it for you:

*“Surpassing its failed parents, Delcanti's Stone succeeded where they could not.
With success came death and its potential was untapped.
Only the lake knows where the stone is now.
None will know the fate of the missing rogue until the stone is brought to the
temple and the worst atrocities of the past are risked.
Time is of the essence.”*

While confounded by most of the divination, he believes the “missing rogue” refers to Masseri (the head of the Rogues of Seltaren, who disappeared more than a year ago). Needless to say, the fate of Masseri is very important to him. He also informed you that the Rhennee's “Vetha” are capable of foretelling the future by a “Reading of the Lake” and have previously come up with prophecies of their own about the stone.

His mission for you was to seek out a Vetha named “Karedaiva” in Leukish and commission her to do a reading of the lake. He warned you that he believed the Rhennee had their own motives for locating the stone and was clear that, above all, he wants the stone found. As such, he asked that you assist the Vetha in their search for the stone. If the stone is found, he charged you with bringing him back as much information as you could learn about it (including details about whoever ended up with it). Of course, delivering it to the rogues directly would be even better, but it is not worth a Vetha curse at this time.

Your passage was arranged on a keelboat heading downriver. Once in Leukish, you were able to find Karedaiva and deliver the Rogue's offer to help and commission for the reading of the lake. Standing on the deck of her boat, she reached out to the lake. It shimmered and then she fell to the ground....

PLAYERS HANDOUT 2 – DUCAL LOYALISTS

As the White Harts and the Strong Harts maneuver in their conflict over who will be the next duke, the Ducal Loyalists have remained focused on the return of the current one.

This very day, you were approached while in Leukish (the capital of the Duchy) by fellow members of your faction. They informed you that a Ducal Loyalist with money has attempted a great number of divinations in search of Duke Karll. This person found that all divinations in regards to the Duke received no answer from the deities of the Suel. When clerics of the sun god asked Pelor for an answer, they consistently received only:

“The light is gone, but not beyond return. The answer will come with time.”

The same answer has been received every week for the last year. Then, today, a different answer was gained:

Seek the orphan who succeeded where his parents could not.

He is beyond finding but not sight and sound.

The way to the orphan lies through the stone.

The stone's location is written in the lake.

You will not find what you sought but will gain knowledge in the seeking.

Time is of the essence.

Needless to say, your compatriots are confused but excited. They are splitting up to try to find references in the temple libraries in town. They suggest that you might talk to the Rhennee down at the docks as they have all kinds of divination abilities and know the lake better than any. Proceeding to the docks...

PLAYERS HANDOUT 3 – THE RHENNEE PROPHECIES

For centuries, a Rhennee prophecy spoke of a stone that would bring great things to the Rhennee:

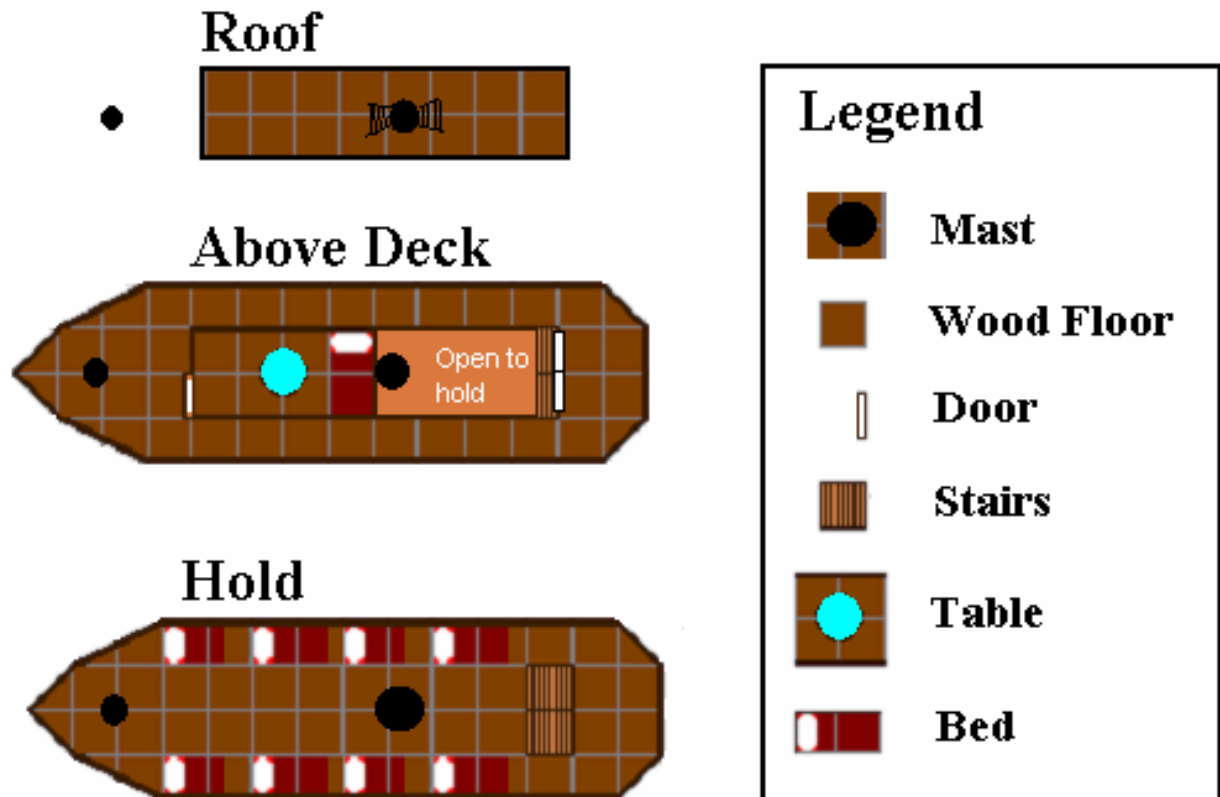
*Above the three falls a great evil was attempted.
A river stopped its flow.
With the passage of time a seeker of power searched the river bed
for the right stone to unleash the flood.
Stripped of his parents, a child surpassed them, but the stone was
lost The dam remained, but all dams pass with time.*

*In the time of the Duchy the stone will be sought once more
and the wanderers drawn into the current.
The stone will be brought to the river and the people will gain that
which they have never had.*

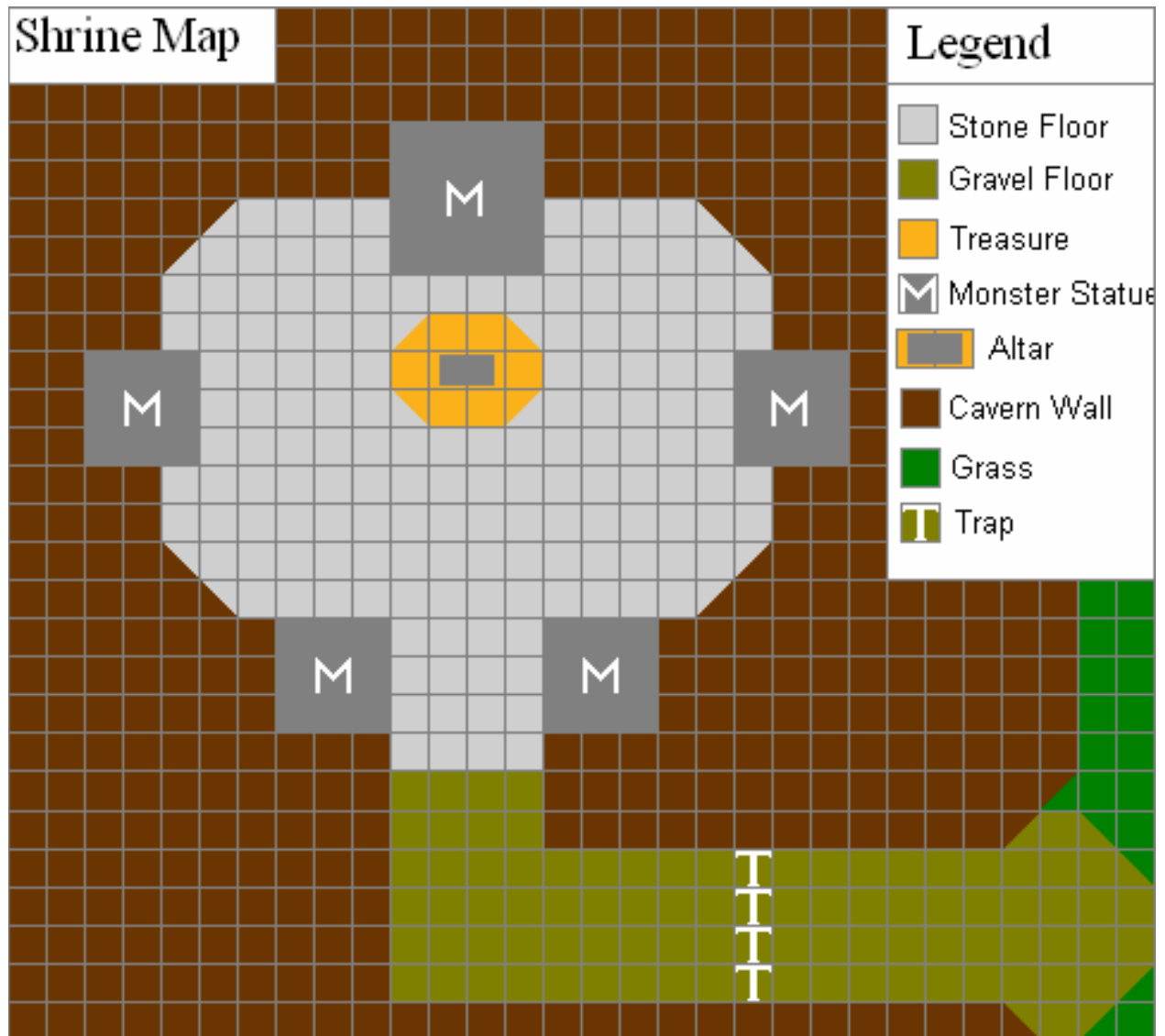
In 591 CY the Veldeen Rhennee learned that a shipwreck contained a stone that might tie to the prophecies. They attempted to claim "Eralie's Stone" but earned the lasting enmity of House Saevil in the process. Soon after, a 7 year-old Vetha prodigy named Myrya recited the following after her first reading of the lake:

*Amidst rising conflict the stones are sought.
Sought in greed Eralie's stone brings grief to the people.
Sought for surcease, a second stone will bring relief to the people.
In search of freedom, the child's stone returns those who are lost.
At long last, those who wander will be offered the right to weigh
anchor.*

"The people" & "the wanderers" are often used by the Rhennee to refer to their own kind. The "2nd stone" is called "Staru's Stone" and when putting in it in a river didn't work, it was given by the Rhennee to House Kaste in return for their protection (in 595 CY). The Rhennee believed that Myrya was the child referred to (since Staru's stone was found based on her reading), but now are not so sure.



DM AID 2: SHRINE MAP



DM AID 3: DESTROYED TOWER

