

GRM6-04

Curtains Drawn Around

A One-Round D&D[®] LIVING GREYHAWK[™]

Gran March Regional Adventure

Version 0.6

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Watcher Corum Valstier has been kidnapped by some unknown enemy of Gran March masquerading as a fellow knight. The fiend has brazenly called out the Knights of the Watch, the Church of Heironeous, and heroes of Gran March at large challenging them to catch him if they can. Following the creature's trail should be no problem as it begins a cross country trek from Orlane to points east leaving a trail of chaos in its wake. Catching it and rescuing Valstier, however, may prove more challenging.

A Gran March regional adventure for APLs 6-12, and Part 4 of the *Outsiders In* series.

Note: This module will be of significant interest to members of the Knights of the Watch, Church of Heironeous, and those who have participated in the other elements of the *Outsiders In* story arc (*GRM5-01 The Commandant's Parlor*, *GRM5-04IN The Lich Queen's Vengeance*, *GRM5-08 Up a Winding Stair*).

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

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

RPGA SANCTIONED PLAY

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

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

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

This adventure retires from RPGA-sanctioned play on December 31, 2007.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To 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.
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.

	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	
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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 Gran March. Characters native to Gran

March pay one Time Unit per round, all others pay two Time Units per round.

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

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

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 *Outsiders In* series began with *GRM5-01 The Commandant's Parlor* in which heroes of Gran March discover yet another plot to assassinate the Commandant. This time the assassins attempted to capture the Commandant, not just kill him a fate from which he had proven to be easily resurrected. The source of the plot was revealed by a githzerai prisoner as a shadowy figure known as Maimbua. PCs thwarted the plan to hold the Commandant prisoner on the Astral Plane with assistance of elite members of the 1st Battle and the Commandant himself.

In the process, numerous citizens of Gran March took possession of githyanki silver swords and in an effort to reclaim these, the githyanki Lich Queen launches a counter assault on Gran March, which was the battle interactive *GRM5-IN04 The Lich Queen's Vengeance*. Knight Colonel Thero'kay's 34th Provisional Battle drove off the incursion at Haradaragh with considerable assistance from the adventuring populace gathered there. Rumors surfaced that one of the

commanding generals of the incursion was also the mysterious Maimbua.

A few months later, a wave of plagues swept across the northwestern portions of Gran March. The source of these plagues was identified eventually as an undead minion of this same Maimbua hidden deep within the ruins thought to be Haradaragh. Upon the creatures destruction, an image of Maimbua appeared to its killers, threatening even more dire retribution and punishment for Gran March and Magnus Vrianian personally.

Maimbua has now returned to Gran March to cause the Commandant and his Knight of the Watch allies personal pain, cause some chaos in the southern part of the country, and take his pursuers on a journey that provides clues to the Commandant's transgression. Maimbua's plan is to kidnap and eventually murder a venerable and highly regarded Knight of the Watch, Corum Valstier. Watcher Valstier is like a second father to most of the Knights in Gran March and sponsored many of the first PC Knights into the organization. In addition to Valstier's murder, Maimbua plans to sell or otherwise distribute numerous cursed items in an effort to harm some of the people the Knights are sworn to protect. Most importantly though, Maimbua is setting the PCs on a journey in which each encounter is an allegory of some element of the Commandant's crime against Maimbua's master.

ADVENTURE SUMMARY

After a failed attempt to capture the Commandant of Gran March, and several attempts to sow chaos throughout the country, Maimbua is now trying to sow discord among the ranks of the Knights of the Watch who removed the previous Commandant. He has also become frustrated enough with his previous failures that he is beginning to see the need to turn reveal some of the truth behind his grudge in an attempt to turn meddling PCs against the Commandant. To that end he has captured Corum Valstier a high ranking Knight and respected member of the Gran March community. In so doing he has killed and trapped the soul of Erik Thunder, a Knight of the Dispatch. Maimbua has sent letters to those individuals that have thwarted him in the past, daring them to try to find Valstier. In addition he has invited visitors to Gran March to participate in the discovery of clues to a tale that could impune Vrianian's reputation.

Introduction 1A:

Knights of the Watch, Church of Heironeous members and those friendly with these two groups receive a summons to the Temple of Heironeous where they are informed of Corum Valstier's kidnapping. The Knights of the Watch and Church of Heironeous need the PCs help in locating Valstier. The church will give the PCs a copy of the kidnapper's letter.

Introduction 1B:

All others receive a letter from a hired courier written by the kidnapper, explaining Valstier's predicament and further taunting the PCs that they will be unable to locate him before he is killed. The content of this letter varies slightly depending upon whether the PC in question has participated in thwarting Maimbua's earlier schemes or not.

Encounter One:

It is suggested in the letter that certain clues will be found Valstier's residence in Orlane. When the PCs travel there, they will find Valstier's house in perfect order. If the PCs search they can find momentos of Valstier's history in the Knights of the Watch, a confession of Erik Thunder, a clue to the identity of the kidnapper, a more detail invitation to chase him with some explanation of his motives and a strange magical item that retains only a bit of it's former power. Additionally, people living nearby will indicate that a curtained carriage stopped by Valstier's house not long ago, but they were unable to see anyone enter or leave the house, though they did hear quite a ruckus. PCs may also hear rumors of someone in a curtained carriage selling magic items at a ridiculously low price.

Encounter Two:

When leaving Valstier's house, they will hear an explosion down the street. This is a spell weaver's disk detonating. A member of the Corporation purchased it from the curtained carriage and was playing with it in a local tavern when it exploded killing him and several bar patrons. A friend of his, also a Corporation member, was in the outhouse when it exploded and was spared. He has another of the disks himself which he will hand over to the PCs when they realize it was the disk that exploded. About the time the PCs take possession of it, its owners will return to claim it.

If a PC member of The Coporation is able to identify him as a Corporation member via Corpspeak, he will indicate to him they should find whoever is responsible and 'pay them back in

kind'. He will tell the PCs that the carriage rider indicated he was heading to Buxton's Crossing.

Encounter Three:

In Buxton's Crossing, the PCs will most likely stop into a local inn to find out if the curtained carriage has been through town yet. They will also overhear a conversation regarding a local bully and criminal who has recently begun doing many good deeds, though they believe it to be just another one of his cons. They will discover that the bully bought something from the curtained carriage.

Encounter Four:

When the PCs go to the bully for information, they will discover that after buying a new hat, he had a 'revelation' and now only wants to help people. He will assist the PCs by telling them that the curtained carriage left for Provan if the PCs can help convince the locals that the bully has mended his evil ways.

Encounter Five:

When the PCs arrive in Provan, they will immediately notice that there is trouble. Several panicked townsfolk run past them, and when questioned, indicate that 'skeletal elves' appeared out of nowhere and begun attacking townsfolk at random. PCs can follow the sounds of fighting and will come upon a Gran March officer wielding a silver bastard sword surrounded by several githyanki.

After the battle, the officer will inform the PCs that he purchased the sword from a curtained carriage that had come through not long ago, as he wanted a relic from the fighting in Haradaragh. He will thank the PCs for saving him and will inform them that the curtained carriage is heading to Traziada in Barony Manthus.

Encounter Six:

The PCs arrive in Traziada, and upon questioning the locals, they will indicate that they saw the curtained carriage ride through town not some minutes ago. They will direct the PCs to the other side of town, and the PCs will suddenly find carriage tracks that lead them to a clearing around a statue of a former commandant. The carriage will be there, waiting silently. Upon arriving at the scene, Maimbu will speak telepathically to the PCs and inform them of the reason for the kidnapping of Valstier and his attempt to have the Commandant deposed. He will taunt the PCs, inviting them to his home plane. He will drop a

scroll, empty a sack of 'magic items', toss several 'beans' to the ground which will spawn monsters, and then planeshift the entire carriage away.

Conclusion:

Upon defeating the last of their foes, the PCs will find the scroll is of a specialized form of planeshift that will transport the PCs to a specific point in another plane, but it is not known which plane it points to. The magic items are of vary type and are all cursed, bonding with the first poor soul to touch one. Each PC can only receive one cursed magic item. After informing the Knights of the Watch, Church of Heironeous or any other authorities, they will be asked to pursue this curtained carriage to whatever the destination of the planeshift scroll is.

PREPARATION FOR PLAY

Prior to beginning play, the GM will want to familiarize themselves with several rules items and information about the PCs as follows:

- Determine if any of the PCs are members of or friendly to the Knights of the Watch, or the Church of Heironeous. These PCs will receive Introduction A and Player Handout 1.
- Determine if any of the PCs are members of The Corporation.
- Determine if any PCs have played *GRM5-01 The Commandant's Parlor*, *GRM5-04IN The Lich Queen's Vengeance*, *GRM5-08 Up a Winding Stair*. These PCs will receive Introduction B and Player Handout 2. All other PCs will receive Introduction B and Player Handout 3.
- The following skill checks and saving throws should be rolled in advance from every player: Spot check x3, Listen check x3, Will save x3
- No divination spell will allow a PC to locate Maimbu's black carriage or anything or anyone within it (including Maimbu and Corum Valstier), as it is protected by a host of powerful magics. This includes, but is not limited to Scry, Locate Object, Locate Creature, and Sending.
- Some higher level PCs may want to use spells such as Teleport to move from town to town. In this case, assume that

Maimbua knows that he is dealing with more powerful adventurers, and is using his own Greater Teleport ability to move, always staying one step ahead of the PCs. If the PCs somehow gain information that allows them to skip entire encounters (or do so out of sheer luck), they will not receive experience points or treasure for the encounters that were skipped.

- Maimbua's black carriage, as well as the beasts who pull it, never leaves any tracks unless Maimbua wills it to. At no point will PCs ever find any tracks from the carriage or horses until Encounter 6.
- This module makes use of several cursed magic items that may affect or bind to a character who so much as even picks one up. Because of this, the GM must inquire as to who specifically picks up which items and where they are stored throughout the entire module, whether the item is cursed or not. Maintaining this line of questioning throughout the module will prevent players from meta-gaming about which items are cursed and which are not. All curses should be adjudicated using the relevant rules for removal of the curse for each specific item as outlined in the DMG.

INTRODUCTION 1A: FRIENDS OF THE JUST

The following introduction is for those PCs that are members or friends of the Church of Heironeous or the Knights of the Watch.

A warm, late spring morning in Orlane finds you in the market of the town. The city has now been fully rebuilt through the business savvy of Chancellor Houseman since the giant invasion in CY 592. As you review the wares of merchants and farmer's alike, a preteen boy in ill-fitting chainmail approaches you. "Excuse me, sir [or madam] the priest asked me to find you and give you this." Saying this, boy hands you a letter sealed with two unmistakable sigils: a lightning bolt clenched in a strong right fist and shield with a rampant owl emblazoned upon it.

The note is simple and urgent. It is from Watcher Seil Prygen, Intrepid Fox and he is requesting your immediate attendance at the small chapel to Heironeous maintained by the 20th Battle at their headquarters.

Reaching the chapel, you see that Watcher Prygen is a dark-haired priest of Heironeous in addition to being a Knight of the Watch. His blue eyes flash with insight and cunning as he greets you and several others entering the sanctuary by name.

"I would normally stand on formality and take a moment to properly introduce myself, but time is of the essence and a greater life than mine is at stake. At dawn today, copies of this letter were simultaneously delivered to every stronghold of the Knights of the Watch in Gran March and Arweth."

Players should be given Player Handout One at this time.

He continues as you read, "because of the Order's strong ties to the Church of Heironeous, we have enlisted the aid of the faithful and their allies. In summary, Watcher Corum Valstier who was like a second father to generations of knights has been kidnapped by someone calling themselves Maimbua and daring us to try to catch him. As we speak Knights of the Watch are mustering from every corner to track down this fiend, but you are here now and we would like to request your aid."

If the PCs agree to cooperate, Watcher Prygen can supply the following additional information:

- Watcher Valstier was the unofficial historian for the Knights of the Watch. He has been writing a history of the order for several years.
- He was the sponsor for several generations of Knights and several notable military officers.
- His full title is Watcher Corum Valstier Most Gallant Hippogriff.
- He has lived in Orlane for the last several decades since his retirement from active service to the Knights.
- When the letters regarding Valstier's kidnapping were received, Watcher Prygen was contacted via several *sendings* to check in on his fellow Watcher.
- The letters were all delivered by hired couriers who were paid in strange silver coins. They were given the letters the

previous evening by men of varying description in several Gran March cities.

- When Watcher Prygen reached Valstier's cottage, he found no signs of a struggle but only another copy of the letter and Dispatcher Erik Thunder's lifeless body. He clearly died in intense physical and spiritual pain.
- If the PCs wish to examine Thunder's corpse Prygen will take them to it in a different part of the chapel where it is being prepared for burial.
- Watcher Prygen has determined that Dispatcher Thunder either cannot or does not wish to speak with the living or return to life. No spells requiring access to the soul will work on Thunder including, but not limited to *speak with dead*, *raise dead*, *reincarnation* and *resurrection*.
- Dispatcher Thunder's corpse is intact save for the carved message and a small dagger wound on his back at the base of the neck.
- A message was carved into Thunder's flesh in Infernal. Prygen has taken the liberty of translating the message. Based on his healing checks, Prygen has determined that Thunder himself carved the message before he died while under some kind of compulsion. Player Handout #4 is a transcription of this message into Common.

Thunder's confession requires some explanation. In *GRM5-02 Enemy of My Enemy*, Erik Thunder did in fact misguidedly fear a union of liberated Geoff and Veluna against the Gran March and the Knights of the Watch. He sought counsel with some of his fellow knights and his friend and spiritual advisor Aliam Nestor. Nestor convinced him that treating with the giants, despite going against everything the Knights of the Dispatch believe, was the right choice. Unfortunately Nestor is one of many aliases of the infamous Nolar Thotec, a cleric of Hextor hoping to embarrass the knights.

In the course of *GRM5-02* Thotec blackmailed a druid into thwarting PCs attempting to prevent Thunder's emissary from reaching the giants. This druid had in his possession a letter indicating Thotec's desire for the mission to succeed and when the letter made its way back to Thunder he realized his folly.

Later in CY 595 Hugo of Geoff, The Grandiose Imperial Wyvern of the Knights of the Watch, held a convocation with the senior knights. What transpired there is secret even from most knights, but an order went out from there that all knights were to search their souls for folly and weakness, be evaluated by three of their brethren and recommit themselves to the order or be cast out. Thunder already knew he failed to measure up but through his rank and some deception was able to hide from the inquest.

Thotec is no fool and realizes his potential exposure with Thunder still alive. Maimbua has been searching for allies against Gran March and in pursuit of a lever against the Knights of the Watch discovered Thunder's duplicity. While Thotec and Maimbua have not met they are very aware of each other's actions and Thotec has facilitated Maimbua's efforts from a distance in the hope that Thunder's death would result. Maimbua recognized the machinations of another master of darkness and has obliged Thotec while serving his own needs.

Once he has answered all relevant questions from the PCs, Watcher Prygen will provide them with directions to Valstier's cottage and ask them to proceed with haste.

INTRODUCTION 1B: TAUNTS OF THE TIGER

The following introduction is for all PCs that did not receive the first introduction

A warm, late spring morning in Orlane finds you in the market of the town. The city has now been fully rebuilt through the business savvy of Chancellor Houseman since the giant invasion in CY 592. As you review the wares of merchants and farmer's alike, a young boy in ragged clothing approaches. "Excuse me, sir [or madam] that man asked me to find you and give you this." Saying this the boy hands you a letter and turns to point at someone. He cocks his head curiously and says, "Well, he was right there a minute ago. I hope the silver he gave me doesn't disappear too."

Players should be given Player Handout Two or Three as appropriate at this time.

The boy does not know anything about the contents of the letter. He will describe the stranger as a human man with a scruffy beard and fine clothes. If the PCs ask to see the silver, the boy

will become suspicious of their motives. If they push the issue he will attempt to run off. If he is caught and/or forced to show the coin, it is indeed a strange silver piece with the words, "By Vlaakith's Might." A DC 20 Knowledge (Planes) check tells the PC that Vlaakith is the Lich Queen that rules over the githyanki race with an iron hand. If the PC has played *GRM5-01 The Commandant's Parlor* or *GRM5-04IN The Lich Queen's Vengeance*, they will receive a +5 circumstance bonus to this roll.

An attempt at Gathering Information will take 1 hour, cost 5 gp and yield the following: (give all information up to the DC check indicated)

- DC 5: A strange carriage pulled by black horses was seen in Orlane just yesterday. Its owner was obviously very wealthy.
- DC 10: A cloaked man wearing fine clothes was selling magic items from the carriage. I hear the magic items were going for dirt cheap prices! I wish I had been around to get one.
- DC 15: The carriage had the symbol of the Knights of the Watch on its doors, so I figured the Knights were just trying to help out the community by selling some of their gear at low prices. Say what you will about the Knights but they are very giving.
- DC 20: My brother says the carriage stopped at Corum Valstier's house, but that's nothing new. There's always some high fillutin' Knight or another stopping by his place.
- DC 25: The carriage left Valstier's house after being there for only 10 minutes. It took the road east out of town.
- DC 30: I think the magic items that the Knight of the Watch carriage was selling are cursed. My cousin bought one and he's been acting strangely ever since.

Many people in Orlane know where Valstier lives and will gladly give directions.

If any Corporation PCs use their contacts to get more information about either Valstier or the carriage, they are directed to see Perin Tunghan, boss of the local gang The Wheat Street Warriors. He can usually be found at The Crying Giant

Tavern. Coincidentally, the directions to The Crying Giant take the PCs right past Valstier's House.

Encourage the PCs to at least investigate Valstier's residence. If they do so, proceed to Encounter 1.

ENCOUNTER 1: KNIGHT FALL

A well kept rock lined path leads through a small copse of elm trees. After a short bend in the path, you see a small cottage. Approaching the door to the house you see that it is closed and two armed men are standing guard on the porch. Both wear chainmail and carry halberds and longswords. Their tabards display the argent owl symbol of the Knights of the Watch.

The guards are low-ranking Knights of the Watch, Thorian Tapek, Courageous Vigil and Razen Ennegan, Intrepid Vigil. They are both 18 years old and fresh out of the military, having spent most of their military career fighting giants in Geoff. They have been instructed to stand watch on Valstier's house until relieved. These young Knights are very respectful of everyone, especially other Knights. PCs who played *GRM2-03 Midnight Dawn* may recognize Thorian Tapek as Corum Valstier's young protégé from that module. He will know any PCs who participated in his rescue by sight and name and be openly friendly to them (providing a +5 circumstance bonus to the diplomacy checks below).

They have been instructed not to allow anyone but government officials or other Knights of the Watch to enter the premises. They will freely allow PC members of the Knights of the Watch or Dispatch to enter the house. Any active duty member of the military can make a DC 10 Diplomacy to check to enter the house to have a look around. Other PCs must make a DC 30 Diplomacy check to be allowed entry. A PC showing the guards their letter from Maimbua receives a +10 circumstance bonus to this roll. Alternatively, a PC may make a Bluff or Disguise roll to gain entry, or enter surreptitiously without the Watchers' knowledge. The guard's stats are located in Appendix 1. Keep in mind that both guards will get an opposed roll and, since they trust each other implicitly, will back the other's instincts with regards to deception.

The guards cannot be bribed, and under no circumstances will both guards leave their post. If the PCs are rude, belligerent or disrespectful to

the Knights, their attitude will immediately shift to Unfriendly and they will deny entrance to the house to that PC and anyone obviously associated with them. Any PC caught trying to enter the house will provoke a similar attitude change, and, additionally, one Knight will use his signal whistle to summon a patrol, then both will attempt to subdue the perpetrator using non-lethal force. A cavalry patrol of 8 soldiers on horseback will arrive within 2d10 rounds. Unless the PC takes special measures to avoid capture (simply running away will not work) assume that the patrol apprehends them and throws them in the stockade for a minimum of 4 days. Give that player his AR as his adventure is now over. If the PC avoids capture, he is now Wanted per the AR.

Entering Valstier's home you find the knight's cottage in nearly perfect order. The furnishings are austere and there is nothing of great value, although the walls are hung with a variety of portraits of knights and several shelves are covered with mementos of quests long complete. One room looks to have once been a large library, but now it's book shelves lie nearly barren and dust covered.

A Search check will reveal the following:

- DC 5: A portrait of two young looking Knights of the Watch with an older knight. A Knowledge (nobility) check DC 15 will determine that the older man is Valstier, DC20 will indicate that one of the younger men is Magnus Vrianian and a DC25 will indicate that the other is Petros Gwalchen.
- DC 10: A replica of a bridge is prominently displayed on one of the empty book cases. The inscription on it reads, "To Watcher Corum Valstier from the grateful people of Orlane. You are the bridge from our past to the future."
- DC 15: In a desk drawer are copies of dozens of letters of recommendation to squire to the Knights of the Watch across a span of five decades. Notable among these are a letter for Commandants Petros and Vrianian.
- DC 20: Burned into the floor beneath a fine rug is a message from Maimbua. See Player Handout Five. Decoding the map is relatively simple. The first line is a somewhat odd introduction. The second clearly refers to Thunder's

body that was left in the cottage. The third seems to be without a geographic component and should be interpreted as meaning Orlane. A Knowledge (geography) check DC 10 will reveal that the fourth seems to indicate a man in Buxton's Crossing. A Knowledge (geography) check DC 15 will reveal that the fifth seems to indicate spoils of a battle in Promanshire (A Knowledge (history) DC10 will reveal that there have been no significant battles there in modern history). A Knowledge (geography) check DC 20 will reveal that the sixth seems to indicate something in Barony Manthus at the feet of the Lortmils of which Traziada is the capital city

- DC 25: A metal rod hidden under the simple sofa. It is 10 inches long and about 1 inch in diameter and covered with intricately etched arcane sigils. A DC 25 Knowledge (planes) check will indicate that this metal is actually Astral Driftmetal and is found only on the Astral Plane, while a DC 25 Knowledge (arcana) check will reveal that the runes relate to magic dealing with curses and the storage of magical power. A *detect magic* spell will reveal a 'dim' lingering aura on the rod, and a DC 22 Spellcraft check will reveal that the aura is of the Transmutation school. The rod is all that remains of a *bane rod*, a device of Maimbua's own creation that can store a variety of malicious spells and release them with but a thought, from any distance. This device is what gave Maimbua the edge over Valstier and Erik Thunder. He had a summoned Invisible Stalker carry the rod into the house, then released it's energy, in this case a stored *greater bestow curse* that reduced the Strength of everyone in the room to 1, permanently.

The "map" above is the first of many clues that may allow the PCs to piece together the nature of Maimbua's grudge against the Commandant. They are outlined here and in each encounter that includes one for completeness:

1. A Knight of the Watch (Thunder), through hubris, is unknowingly duped by his enemies.
2. An outsider (spellweaver) comes for a dearly held magic item that was stolen from it.
3. A person (Dyrain) committed to his way of life is given a gift that turns him irrevocably from his path and the community around him shuns him.
4. Another outsider (githyanki) comes for a dearly held magic item that was stolen from its kindred.
5. A Commandant (Treyne) with a secret is honored by the people of his home, despite having an illegitimate child.

While the GM should not tie together what these clues mean in combination, players should have a chance to learn each clue's independent meaning in order to make the journey have purpose. Allow them to draw their own conclusions.

As the PCs leave Valstier's house, proceed to Encounter 2.

ENCOUNTER 2: FREE LUNCH?

You make your way down the elm lined path to the main road when the sound of a loud explosion reaches your ears. You quickly discover the source of the disturbance is a small tavern not one hundred yards distant. Its windows and shutters have been blown out and wisps of smoke curl into the sky. The door has been blown off its hinges and a badly burned man staggers out into the street. A woman shrieks and several townsfolk rush to his aid.

The tavern is The Crying Giant Tavern and the burned man is Darin, the tavern owner. He has been badly burned but is still alive. Several other patrons and staff are not so lucky. If the PCs enter the tavern they will find a scene of destruction.

Seven male patrons and two female serving girls are clearly dead. The tavern is in shambles, chairs and tables are smashed and blackened from the blast and blood and body parts are splashed liberally about the room. Small fires smolder here and there and the entire place looks as if it has just been 'fireballed'.

Suddenly, a young man with short blonde hair and scruffy beard wearing commoners clothes and an embroidered cloak bursts through the back door. His face pales visibly and he rushes over to one of the dead men. Gathering him up in his arms, you can hear him whispering "Dub, no".

The tavern is in no danger of catching fire. If questioned, the man will tearfully relate his story.

"The name's Perin. Me and Dubne came here to The Crying Giant for some breakfast. I had just left to go to the outhouse and Dub was fiddling with a magic amulet we had just bought yesterday. I heard the explosion and rushed back in."

Perin reverently lays the body of his comrade down on the blood soaked floor, "Perhaps, we could take this conversation outside, I'm feeling a little...ill". He stands and makes his way out the front door, pausing in the street to violently wretch.

PCs with the Corporate Speak language need to make a Spot check DC20 to notice some script in Corporate Speak hidden among the embroidery of his cloak conveying two concepts, "Elder" and "Brother." For non-Corporation PCs, the spot check and a Decipher Script check DC30 will reveal this information. Perin, once satisfied by the PCs motives, will ask them to avenge Dubne's death by hunting down the carriage. He will assure the PCs that he will make it worth their while.

It is easy to locate the scorched amulet lying on the floor next to Dubne's body. If questioned regarding it, Perin will say that they each purchased one of the amulets from a wealthy looking man riding in a black carriage. The man said that, when activated, the amulets would increase their health and agility. The man was selling them at cut rate prices, but the carriage had the symbol of the Knights of the Watch on it, so he figured it was just a really good deal. The man has his own amulet around his neck, which he will gladly hand over to the PCs for inspection.

The amulets are 6 inch diameter disks of an unknown, apparently indestructible metal. Perin's amulet glows with color that slowly shifts through the spectrum. A *detect magic* spell will reveal a Dim lingering aura on the burnt amulet and a Strong aura on Perin's amulet, while DC 18 Spellcraft checks will identify the auras as from the Transmutation school.

A Knowledge (planes) check DC 25 will reveal that the disks are actually *chromatic disks*, powerful magical devices created by the Spell Weavers, an enigmatic, six-armed race of powerful spellcasters. Maimbua acquired several of the disks and sold them under false pretenses to individual's that he believed could and would attempt to activate their power (usually by the Use Magic Device skill). When anyone except a Spell Weaver attempts to activate the device, it explodes and deals 4d10 points of damage to everything with 30 feet (no saving throw).

Unfortunately for the PCs, a pair of Spell Weavers are currently tracking the location of these disks so that they can be retrieved and the thief properly punished. Depending on the APL, the Spell Weavers will send their minions against the PCs, or do battle against the PCs themselves.

The spell weavers are flying invisibly overhead, and once they spot Perin in the street handing his amulet over to one of the PCs, they will begin preparing for their attack.

APL 6 (EL 6)

Phase Spider (1), hp 49; see *Monster Manual*, page 207.

Hellhound (1), hp 27, see *Monster Manual*, page 151.

APL 8 (EL 8)

Phase Spiders (3), hp 49 each; see *Monster Manual*, page 207.

APL 10 (EL 10)

Spell Weaver (1), hp 60; see *Appendix 4*.

APL 12 (EL 12)

Spell Weaver (2), hp 60 each; see *Appendix 5*.

After the Spell Weavers or their minions attack, Perin will run back into the destroyed tavern to hide until the battle ends. Assuming that the PCs survive the encounter, he will tell them that the man in the carriage mentioned that he had to leave straight away to go to Buxton's Crossing, and left town heading in that direction.

If at some point PCs discuss the implications of the "six armed" spellweavers with regard to Maimbua's map, allow an Intelligence Check DC15 to discern item two of the allegory:

The allegory of the Commandant's deed that has resulted in Maimbua's grudge is outlined here and

in each encounter that includes one for completeness:

1. A Knight of the Watch (Thunder) through hubris is unknowingly duped by his enemies.
2. An outsider (spellweaver) comes for a dearly held magic item that was stolen from it.
3. A person (Dyrain) committed to his way of life is given a gift that turns him irrevocably from his path and the community around him shuns him.
4. Another outsider (githyanki) comes for a dearly held magic item that was stolen from its kindred.
5. A Commandant (Trey) with a secret is honored by the people of his home, despite an illegitimate child.

While the GM should not tie together what these clues mean in combination, players should have a chance to learn the independent meaning of each clue in order to make the journey have purpose. Allow them to draw their own conclusions.

If the PCs go to see Perin before going to Valstier's house, these same events will occur as they approach the tavern.

ENCOUNTER 3: THE CHASE IS ON

The sight of The Smiling Fox Tavern greets you as you enter Buxton's Crossing in search of your quarry and the kidnapped Watcher. People and horses make their way though the crossroads of the March busily going about their daily tasks. There is no sign of the black carriage you seek or the chaos Maimbua threatened to spread in his wake.

If the PCs question general townsfolk regarding the whereabouts of the black curtained carriage, a Gather Information check will cost 5 gp, take 1 hour of time and yield the following results: (give all information up to the DC check indicated)

- DC 5: A strange carriage pulled by black horses was seen in Buxton's Crossing just yesterday. Its owner was obviously very wealthy.
- DC 10: A cloaked man wearing fine clothes was selling magic items from the

carriage. I hear the prices were really good. Don't seem right to me.

- DC 15: The carriage had the symbol of the Knights of the Watch on its doors. I saw Dyrain Eden talking to whoever was inside, I figured he was finally in trouble, but nope, they let him walk away.
- DC 20: I'm pretty sure Dyrain Eden bought something from that black, curtained carriage. He's been acting funny ever since. Like somebody put the fear of Hieroneous in him.

Alternatively, if the PCs go to the local watering hole, The Wagon Wheel Inn, they can ask questions of the barman, Sefig. He will give the above information on a successful Diplomacy check of the corresponding DC. PCs will get a +2 circumstance modifier if they are active-duty members of the military, and a +2 circumstance modifier if they are identifiable as Knights of the Watch (both modifiers can apply).

Additionally, the PCs have a chance to overhear a conversation between four older men in one corner of the tavern. A DC 15 Listen check will allow a PC to identify the words "black carriage" spoken by one of the men at that table.

If the PCs converse with the men they can relate the following:

- Their names are Yanni, Thelan, Andrell, and Bena. They are carpenters in Buxton's Crossing.
- Yanni saw the black, curtained carriage just yesterday afternoon. It was leaving the home of Dyrain Eden's, a well known bully, thug and part time criminal, but Yanni wasn't sure where it went after that.
- Thelan will say that Dyrain Eden has been acting strangely ever since. He usually comes by the tavern and harasses everyone in it, bullying someone out of a drink or meal, but not today.
- Andrell lives three houses down from Dyrain Eden and says that he's planted flowers and painted the door, and even cleaned up all the trash in the yard, too.
- Bena has a story to top all of those. Last night, while he was eating dinner, there was a knock at the door. When Bena answered it, it was Dyrain Eden. He went on about how he sorry for stealing Bena's

mule. He even gave him 2 gold pieces to make up for it. He suspects Dyrain must have been hit in the head with a rock.

The men will gladly give directions to Dyrain Eden's house.

ENCOUNTER 4: CHANGE OF HEART

Dyrain Eden's house is a ramshackle affair that has obviously been patched in several places quite recently. A window box holds freshly planted flowers and a new coat of soft blue paint glistens on the door emblazoned with the lightning bolt of Heironeous. A light-hearted whistling can be heard within, the notes easily recognizable as a popular Gran March anthem.

If the PC's knock, Dyrain will answer the door and gladly welcome them inside. It is obvious that the house has recently been cleaned from top to bottom. Dyrain is a younger, heavily built man wearing freshly patched cotton pants and shirt, as well as a new, floppy brimmed fishing hat and a dirty apron. He will offer tea and some freshly baked cookies that he just made. In addition to these confections, Dyrain also has some fine carpenter's tools out and is crafting cribs and children's furniture for the local Hospitaler's orphanage.

If questioned about the black carriage, Dyrain will admit that he did buy his new fishing hat from the gentleman in the carriage, but that was all. He tried the hat on then and there and came home. He will also inform the PCs that he saw the carriage leave and it was on the road out of town that leads to the town of Proman.

When questioned about his strange activity, Dyrain will simply say that he has turned over a new leaf, and wants to try to right the wrongs of his past. He wants the townsfolk to believe that he is no longer his old self and would like the PCs to help convince the townsfolk that he's no longer the ruffian he once was.

Unknown to Dyrain, the hat he purchased was a *helm of opposite alignment*. He had originally intended to rob the owner of the carriage, but when he put on the *helm*, his alignment of Chaotic Evil changed to Lawful Good. Dyrain thoroughly enjoys his new outlook on life. If a PC wants to inspect the *helm*, he will gladly allow them to do so.

Should a PC be so foolish as to place the *helm* on his head, he must make an immediate DC 15 Will save. If successful, there is no adverse affect, but the save must be repeated every time the *helm* is taken off and put back on again. If the PC fails the saving throw, their alignment will instantly change to the exact opposite of the spectrum. If the PC has a neutral component to his alignment, that will randomly become one of the four extremes (law, chaos, good or evil, as appropriate). If this makes a PC with an unplayable alignment (Chaotic Evil or Lawful Evil) the DM should provide the PCs with opportunities to correct their new alignment within the encounter. However should the PC end the scenario with an evil alignment or take evil actions during the scenario, void the AR and submit Character Sheets of the affected PC to the triad for resolution. [SS1]

If the PCs agree to help Dyrain Eden, have them make a Diplomacy check to represent each group of townsfolk they attempt to convince. A DC 20 check indicates the townspeople believe the PCs tale about Dyrain's 'reformed ways'. Five such successful checks will have convinced enough townsfolk for word to get around.

If at some point PCs discuss the implications of the "man of faith" (Dyrain) with regard to Maimbua's map, allow an Intelligence Check DC15 to discern item three of the allegory:

The allegory of the Commandant's deed that has resulted in Maimbua's grudge is outlined here and in each encounter that includes one for completeness:

1. A Knight of the Watch (Thunder) through hubris is unknowingly duped by his enemies.
2. An outsider (spellweaver) comes for a dearly held magic item that was stolen from it.
3. A person (Dyrain) committed to his way of life is given a gift that turns him irrevocably from his path and the community around him shuns him.
4. Another outsider (githyanki) comes for a dearly held magic item that was stolen from its kindred.
5. A Commandant (Treyn) with a secret is honored by the people of his home, despite an illegitimate child.

While the GM should not tie together what these clues mean in combination, players should have a

chance to learn the independent meaning of each clue in order to make the journey have purpose. Allow them to draw their own conclusions.

ENCOUNTER 5: ASTRAL MARAUDERS

Making your way to an inn recommended to you by the guards at the gate, You have been in the town of Proman for less than ten minutes when you hear a commotion ahead. Several citizens flee out of a blacksmith's shop, yelling 'undead elves are attacking'!

The 'undead elves' are actually a group of githyanki alerted to the presence of a silver sword in Proman by Maimbua. If the PCs enter the blacksmith's shop, read the following:

Two of what must be the 'undead elves' stand, swords drawn, though their forms are blurry and out of focus. They face a Gran March Quiver's Lieutenant, who bleeds from several wounds. The Lieutenant, his back against a wall, defends himself with a silvery bastard sword in an awkward two-handed grip. Behind the counter of the shop, over the body of what is presumably the blacksmith.

APL 6 (EL 10)

Githyanki Fighters (2): hp 59 each; see Appendix 2.

Githyanki Wizard (1): hp 32; see Appendix 2.

APL 8 (EL 12)

Githyanki Fighters (2): hp 84 each; see Appendix 3.

Githyanki Wizard (1): hp 48; see Appendix 3.

APL 10 (EL 14)

Githyanki Fighters (2): hp 105 each; see Appendix 4.

Githyanki Wizard (1): hp 60; see Appendix 4.

APL 12 (EL 16)

Githyanki Fighters (2): hp 135 each; see Appendix 5.

Githyanki Wizard (1): hp 72; see Appendix 5.

After the battle, assuming that he lives or is returned to life, Lieutenant Iain Ensis, currently in the Archery Quiver of the 12th Battle, will graciously thank the PCs for helping him. He will tell them that he bought the sword because he

wanted a trophy from the fighting in Haradaragh, but has been stationed here the entire time. When a black curtained carriage came through late last night, he thought it was his lucky day. The gentleman was selling an inexpensive silvery sword. The carriage had the emblem of the Knights of the Watch on the door, so he assumed that everything must be on the up and up. He will say that the cloaked gentleman mentioned that he was heading to Traziada in Barony Manthus next, which seemed odd, since Traziada is so much smaller than, say, Ander's Falls.

Treasure: If the PCs explain the implications of owning the weapon, he will be dismayed and tell them that he no longer wants it. If a PC offers to take it off his hands, he will gladly give it to them.

If at some point PCs discuss or the implications of the "spoils of war" (githyanki silver swords) with regard to Maimbua's map, allow an Intelligence Check DC15 to discern item four of the allegory:

The allegory of the Commandant's deed that has resulted in Maimbua's grudge is outlined here and in each encounter that includes one for completeness:

1. A Knight of the Watch (Thunder) through hubris is unknowingly duped by his enemies.
2. An outsider (spellweaver) comes for a dearly held magic item that was stolen from it.
3. A person (Dyrain) committed to his way of life is given a gift that turns him irrevocably from his path and the community around him shuns him.
4. Another outsider (githyanki) comes for a dearly held magic item that was stolen from its kindred.
5. A Commandant (Treyn) with a secret is honored by the people of his home, despite an illegitimate child.

While the GM should not tie together what these clues mean in combination, players should have a chance to learn the independent meaning of each clue in order to make the journey have purpose. Allow them to draw their own conclusions.

ENCOUNTER 6: CONFRONTATION

Wearily, you enter the small town of Traziada, wondering what round of bizarre goings on you will find next. A small tap room on the edge of town called Stonewalker's Rest seems a good enough place to quench your parched throats and take you out of the glaring heat of the noonday sun.

The owner of Stonewalker's Rest, Seidoc Stonewalker, an aging dwarf, is sitting on the porch of his establishment, as he has no patrons at this time. If questioned about the black carriage, he will idly comment that a black carriage rolled past here less than 10 minutes ago. If questioned where it is was heading, Seidoc will point down the road to the center of town, saying he didn't know where it was going, but it was going there in an awful hurry, and he will point out the wheel and hoof tracks in the dusty roadway that carriage left behind.

A DC 8 Survival check will allow anyone with or without the Track feat to follow the tracks through town.

The tracks will pass through the town of Traziada and will follow an infrequently used road up a small, wooded hill. When the PCs reach the top of the hill, read the following:

The light woods that embraced the road part at the top of the hill, revealing a clearing approximately 100 feet in diameter. In the center of the clearing, at the apex of the hill, sits a 12 foot tall statue of man wearing an ornate but old-fashioned suit of platemail, one hand grasping a sword which is pointed to the sky. The discoloration of the statue and lichen that clings to it tells you that this statue has been here for many, many years.

A DC 20 Knowledge (History) check reveals that the statue is that of former Gran March Commandant Treyn. He was the third or fourth to follow the universally loathed Commandant Berlikyn and was of little historical note save that he was born in Traziada. The few histories that mention him indicate that during his youth he was ensorcelled by a dryad in the dim forest and sired a child by her.

Directly opposite the statue from you sits the infamous black carriage that you have been hunting. It's wood is black and polished to a high sheen, apparently immune to the road

dust which now covers you in thin coating of powder. Two massive horses, black as night, pull the vehicle, though now they stand quiet.

Black curtains line the windows of the carriage, drawn tight. There is no sign of the carriages occupant, and strangely, there seems to be no driver.

This is the location that Maimbua has chosen for his confrontation with the PCs. Here he plans to have his minions kill them, but knowing how resourceful and lucky many adventurers are, he has a back up plan in place.

He observed the PCs approach using an *arcane eye* positioned in the tree tops, and has activated a special twenty foot *cube of force* that he owns for protection. He has also cast *shapechange* and assumed the form of a balor.

As the PCs approach, he will address them using the balor's telepathic ability. Read the following:

Suddenly, a deep, bestial voice fills each of your heads at the same instant.

“Welcome, my little pawns. I see you decided to take me up on my challenge.” The voice emits a low, growling laugh. “Alas, our meeting must be short, but your efforts must not go unrewarded.” The door to the carriage swings open and a 12-foot-tall demon with dark red skin and massive leathery bat wings steps out, though it seems to be too large even for the massive black carriage. Tucked into its belt is a gigantic flaming sword, and it carries a simple leather bag in its right hand, while the other clutches something small in its fist. Something within the bag seems to struggle and cry weakly.

A DC 30 Knowledge (Planes) check will identify the beast as a balor, a powerful demon from the lower planes.

The debilitated form of Watcher Corum Valstier stumbles from the carriage behind the creature. “Do you seek this knight of the waste?” It laughs again in your head and takes on a singsong tone. Valstier flails weakly against the legs of the beast, but has no effect. “If you survive you may continue our merry little chase on my terms and in my worlds.” With speed belying his age and injuries, Valstier snatches the creature’s flaming sword from its belt and brings it to bear against his foe. Maimbua is unphased and unharmed. He bats Valstier aside as an afterthought and the

sword falls clattering into the floor of the carriage before the monster continues.

“If you prove to be the weaklings I suspect you are, then you will die in this meaningless hovel and this knight will follow soon after. Follow me, my little pawns, and find out who your beloved Commandant truly is! By Magnus’ hand, my deeds are done!” With that, he rakes the soft flesh of Valstier’s neck and blood begins to slowly flow as he throws the body of Valstier back into the carriage. Almost at the same moment the creature tosses the contents of its left hand to the ground; several tiny beans.

The beans suddenly grow and contort into the shapes of several hideous monsters, while the beast that was addressing you clambers back into his carriage. As the monsters move to attack the carriage vanishes from sight, but a final thought plays through your mind, “When you come, tell them Maimbua sent you...” The fiend tosses the leather sack to the ground and several weapons and items spill out onto the ground.

If a player attempts to attack the carriage and interrupt the boxed text, their attack will likely be stopped by the *cube of force* that separates the carriage from the PC. Have the PC mark off the spell or arrows and continue the boxed text from there. Maimbua's entire speech and the actions he takes will take approximately 3 combat rounds, so allow the PCs that time to cast spells on themselves, but only if they think to do so.

The beans are magic and will sprout different monsters at different APLs:

APL 6 (EL 9)

Red Slaad (2): hp 58 each; see *Monster Manual*, page 228.

APL 8 (EL 11)

Blue Slaad (3): hp 72 each; see *Monster Manual*, page 229.

APL 10 (EL 13)

Green Slaad (4): hp 81 each; see *Monster Manual*, page 230.

APL 12 (EL 15)

Gray Slaad (3): hp 98 each; see *Monster Manual*, page 231.

Green Slaad (4): hp 81 each; see *Monster Manual*, page 230.

Tactics: *APL 6:* The Red Slaad approach to battle is quite straightforward, charge and pounce the nearest or most dangerous looking foe, and attack it until it is unconscious and move on to the next. They will use their stunning croak when able to affect the most number of opponents. The Red Slaad do not coordinate their attacks in any way.

APL 8: The Blue Slaad will open with chaos hammer, and then hold person on an obvious warrior type if not engaged in melee by then. The Blue Slaad prefer to let their enemies come to them so they can make use of their devastating full attack actions. They will use telekinesis on spellcasters if not currently engaged in melee and attempt to grapple them.

APL 10: The Green Slaad will use it's area of effect spells to damage its opponents, particularly chaos hammer and fireball. It will use deeper darkness to help protect itself against melee attacks and dispel law to attempt to dispel any negative spell effects on itself. The slaad will coordinate their attacks to maximum potential.

APL 12: The Gray Slaad will use their fly ability to attempt to get away from melee and then use power word stun to disable as many PCs as possible. One Gray Slaad will use its animate object ability on the statue of the former Commandant to animate it and direct it to attack the PCs. They will then use area of effect spells to deal damage, like chaos hammer and lightning bolt, concentrating their attacks on any PC able to threaten them. The statue is a Huge Animated Object with Hardness of 10. See Monster Manual page 14 for more information.

Treasure: After the battle, the PCs can inspect the leather bag thrown down by Maimbua. It contains two identical books, two identical stones, and two identical swords. This is a mixture of cursed and normal magical items. They are: a *vacuous grimoire*, a *Boccob's blessed book*, a *stone of good luck*, a *stone of weight*, a *cursed -2 sword*, and a *+1 bane (evil outsider) longsword*. The bag also contains a single scroll. A DC 27 Spellcraft check or a *read magic* spell will identify the spell on the scroll as being Plane Shift, though it seems specifically keyed to a particular location. What plane it leads to, however, is unknown.

The first person picking up one of the magic items has a 50% chance of picking up the cursed item. Roll randomly when PCs declare who taking which items. All of the cursed items are bound to a specific PC and may not be removed without

specific actions. See the section Items Found on the Adventure Record for more information.

If at some point PCs discuss or the implications of the "Commandant's crimes" (Treyn) with regard to Maimbua's map, allow an Intelligence Check DC15 to discern item five of the allegory. This check is only relevant if the PCs successfully made the Knowledge (history) check regarding Treyn):

The allegory of the Commandant's deed that has resulted in Maimbua's grudge is outlined here and in each encounter that includes one for completeness:

1. A Knight of the Watch (Thunder) through hubris is unknowingly duped by his enemies.
2. An outsider (spellweaver) comes for a dearly held magic item that was stolen from it.
3. A person (Dyrain) committed to his way of life is given a gift that turns him irrevocably from his path and the community around him shuns him.
4. Another outsider (githyanki) comes for a dearly held magic item that was stolen from its kindred.
5. A Commandant (Treyn) with a secret is honored by the people of his home, despite an illegitimate child.

While the GM should not tie together what these clues mean in combination, players should have a chance to learn the independent meaning of each clue in order to make the journey have purpose. Allow them to draw their own conclusions.

CONCLUSION

It is likely and expected that the PCs will relay their findings to the appropriate officials. Knights of the Watch and Church of Heironeous officials will be alarmed to find out that Valstier has been kidnapped and will ask that the PC's make themselves available if a rescue mission is needed.

Some PCs may want to pay for spellcasters to remove any cursed items from their possession, see the Temple Influence Points and NPC Spellcasting Document

(GM_Temple_Influence1.pdf) for relevant information on the cost of such activities.

Word of Valstier's capture does not go without notice by the Commandant and his officer's. Several days after their return from Traziada, the PCs have the following experience.

Two men in the uniforms of officers in Gran March's army approach you shortly before dusk. "Pardon me. I am Captain Callwin, would you be so kind as to follow us. We'd like to speak with you." A journey of several minutes takes you to a nearby barracks. The Captain opens a door to a darkened room and ushers you in, closing it behind you.

A single candle burns in the darkness, resting in a simple iron holder on a work desk. A bearded man in a Gran March military uniform with no rank insignia, nods at you grimly and greets you by name. "I am an officer with the Internal Vigilance unit. Knight Colonel Javert asked me to speak with you regarding the recent kidnapping of Watcher Valstier..." as his sentence trails off, it is clear to you that the man expects a full and detailed account.

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

Defeat the guardians of the spell weaver disks.

APL 6: 180 xp.
APL 8: 240 xp.
APL 10: 300 xp.
APL 12: 360 xp.

Encounter 4

Assist the bully Dyrain Eden in convincing the people of Buxton's Crossing of his reformed ways.

APL 6: 90 xp.
APL 8: 113 xp.
APL 10: 135 xp.

APL 12: 158 xp.

Encounter 5

Defeat the githyanki kill team.

APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.

Encounter 6

Defeat the slaadi.

APL 6: 270 xp.
APL 8: 330 xp.
APL 10: 390 xp.
APL 12: 450 xp.

Story Award

Inform the Knights of the Watch and relevant authorities of Maimbua's plans.

APL 6: 90 xp.
APL 8: 112 xp.
APL 10: 135 xp.
APL 12: 157 xp.

Total possible experience

APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 2:

APL 10: L: 83 gp, C: 0 gp, M: *two cure serious wounds potions* (62 gp each), *potion of remove blindness/deafness* (62 gp each), *ring of counterspells* (333 gp), *amulet of health +2* (333 gp).

APL 12: L: 166 gp, C: 0 gp, M: *four cure serious wounds potions* (62 gp each), *two potion of remove blindness/deafness* (62 gp each), *two rings of counterspells* (333 gp), *two amulet of health +2* (333 gp).

Encounter 5:

APL 6: L: 0 gp, C: 0 gp, M: *two +2 great sword* (185 gp each), *two +2 breastplate* (112 gp each), *two ring of protection +1* (166 gp each), *two sets gauntlets of ogre power* (333 gp each), *four potions of cure moderate wounds* (25 gp each), *headband of intellect +2* (333 gp), *cloak of resistance +1* (83 gp), *scroll of bloodstar* (58 gp), *scroll of blast of force* (12 gp each), *githyanki silver sword* (695 gp)

APL 8: L: 0 gp, C: 0 gp, M: *two +1 great sword* (185 gp each), *two +1 breastplate* (112 gp each), *two ring of protection +1* (166 gp each), *two sets gauntlets of ogre power* (333 gp each), *three amulets of health +2* (333 gp each), *three cloaks of resistance +2* (333 gp each), *four potions of cure moderate wounds* (25 gp each), *headband of intellect +2* (333 gp), *scroll of bloodstar* (58 gp), *scroll of blast of force* (12 gp), *githyanki silver sword* (695 gp)

APL 10: L: 0 gp, C: 0 gp, M: *two +2 great sword* (695 gp each), *two +2 breastplate* (362 gp each), *two ring of protection +1* (166 gp each), *two sets gauntlets of ogre power* (333 gp each), *three amulet of health +2* (333 gp each), *three cloaks of resistance +2* (333 gp each), *four potions of cure moderate wounds* (25 gp each), *headband of intellect +4* (1333 gp), *gloves of dexterity +2* (333 gp), *scroll of bloodstar* (58 gp), *scroll of blast of force* (12 gp), *githyanki silver sword* (695 gp)

APL 12: L: 0 gp, C: 0 gp, M: *two +2 great sword* (695 gp each), *two +2 breastplate* (362 gp each), *two ring of protection +1* (166 gp each), *two belts of giant strength +4* (1333 gp each), *two amulet of health +4* (1333 gp each), *amulet of health +2* (333 gp), *three cloaks of resistance +2* (333 gp each), *four potions of cure critical wounds* (116 gp each), *headband of intellect +4* (1333 gp), *gloves of dexterity +2* (333 gp), *scroll of bloodstar* (58 gp), *scroll of blast of force* (12 gp), *githyanki silver sword* (695 gp)

Encounter 6:

ALL APLs: L: 0 gp, C: 0 gp, M: *Boccob's blessed book* (1041 gp), *stone of good luck* (1666 gp), *+1 bane (evil outsider) longsword* (692 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 0 gp, C: 0 gp, M: 5,939 gp – Total: 900 gp

APL 8: L: 0 gp, C: 0 gp, M: 8,187 gp – Total: 1,300 gp

APL 10: L: 83 gp, C: 0 gp, M: 11,832 gp – Total: 2,300 gp

APL 12: L: 166 gp, C: 0 gp, M: 17,050 gp – Total: 3,330 gp

ITEMS FOR THE ADVENTURE RECORD

Special

o **Possessor of a Githyanki Silver Sword:** This PC has taken possession of a githyanki silver sword. Although its original owner was slain, its disappearance has not gone unnoticed by his kin on the Astral Plane. In any future encounter with githyanki during which the PC has the sword in his possession, the githyanki will make slaying this PC and recovery of their sword a top priority. It is possible they may also send a party to reclaim this blade at a later date.

o **Favor of Dyrain Eden:** For helping Dyrain redeem himself with the folk of Buxton's Crossing, this PC has earned his favor.

o **Invitation to Another World:** This PC has been challenged by Maimbua to pursue him across the planes and to discover the source of his vendetta against Commandant Magnus Vrianian.

o **Influence Point with the Church of Heironeous:** For service to the church in tracking Valstier's captor and reporting what transpired, this PC has earned an Influence Point with the Church of Heironeous.

o **Favor of Elder Brother Perin:** For pursuing the murder of one of Perin's associates, Perin will use his connections within the Corporation to provide this PC with additional access (Frequency: Regional) to one of the items this PC has access to on the Item Access list below. If this PC is a member of the Corporation, they gain additional access to three items instead of a single one. Circle the item(s) on the list below that you choose to gain additional access to.

o **Valstier's Library:** For investigating the disappearance of Corum Valstier, the Knights of the Watch give this PC access to Valstier's library. This PC gains access (Frequency: Any) to purchase one, and only one, of the following (circle the item selected): *manual of bodily health* +1, *manual of gainful exercise* +1, *manual of quickness in action* +1, *tome of clear thought* +1, *tome of leadership and influence* +1, *tome of understanding* +1.

o **Favor of Thorian Tapek, Courageous Vigil:** In return for pursuing Watcher Valstier's captor, this PC has earned influence with Thorian and, through him, the Knights of the Watch. Alternatively, a human, dwarven, or half-elven PC

can use this Favor to gain Watcher Tapek's recommendation to squire to the order.

τ **Cursed!** This PC has taken possession of one or more cursed items (circle the ones this PC took): *stone of weight (loadstone)*, *cursed -2 sword*, *vacuous grimoire*. The curses on these items take effect immediately; mark these items as REMOVED when the curse on each of them is broken (as per the item description in the *Dungeon Master's Guide*).

τ **Wanted!** This PC has committed actions that are considered illegal in Gran March and would result in the PC being sentenced to hard labor. This PC was able to elude capture, but his or her name and description have been circulated throughout Gran March by the Army and the Knights of the Watch. If this PC is ever observed inside the borders of Gran March by military personnel or law-abiding citizens, they will be arrested and removed from play for a certain number of TUs; contact the Gran March triad for details of this punishment.

Item Access

APL 6:

- +1 Bane (Evil Outsider) Longsword (Adventure; DMG)
- Arcane Scroll of Blast of Force (CL 5th; Adventure; SpC)
- Arcane Scroll of Bloodstar (CL 7th; Adventure; SpC)
- Boccob's Blessed Book (Adventure; *Dungeon Master's Guide*)
- Githyanki Silver Sword (Adventure; MM, Price: 8,530 gp)
- Stone of Good Luck (Adventure; *Dungeon Master's Guide*)

APL 8 (all of APL 6 plus the following):

- Cloak of Resistance +2 (Adventure; *Dungeon Master's Guide*)

APL 10 (all of APLs 6, 8 plus the following):

- +2 Breastplate (Adventure; *Dungeon Master's Guide*)
- +2 Greatsword (Adventure; *Dungeon Master's Guide*)

- Ring of Counterspells (Adventure; Dungeon Master's Guide)
- Staff of Fire (Adventure; Dungeon Master's Guide)

APL 12 (all of APLs 6, 8, 10 plus the following):

- Cloak of Resistance +3 (Adventure; Dungeon Master's Guide)
- Headband of Intellect +4 (Adventure; Dungeon Master's Guide)
- Ring of Protection +2 (Adventure; Dungeon Master's Guide)

APPENDIX 1 – NPC STATISTICS

ENCOUNTER 1

DM Note: Use the same stat block for both guards in Encounter 1.

Thorian Tapek or Razen Ennegan, Male Suel Human **Ftr6**: Medium Humanoid (Human); CR 6; HD 6d10+12; hp 52; Init +5; Spd 20 ft. (4 squares); AC 16 (+1 Dex, +5 chainmail), touch 11, flat-footed 15; Base Atk/Grp: +6/+8; Atk +10 melee (1d10+5,20/x3, mw halberd); Full Atk +10/+5 melee (1d10+5,20/x3, mw halberd); AL LG; SV Fort +7, Ref +3, Will +3; Str 14, Dex 12, Con 14, Int 12, Wis 12, Cha 12.

Skills & Feats: Craft (armorsmithing) +3, Craft (weaponsmithing) +3, Diplomacy +4, Handle Animal +6, Listen +6, Ride +12, Spot +6; Alertness, Improved Initiative Mounted Combat, Power Attack, Cleave, Quick Draw, Weapon Focus (Halberd), Weapon Specialization (Halberd).

Possessions: mw halberd, mw longsword, chainmail, dagger.

ENCOUNTER 5

Lieutenant Iain Ensis: Male Oeridian Human **Ftr8**: Medium Humanoid (Human); CR 8; HD 8d10+16; hp 68; Init +8; Spd 30 ft. (6 squares); AC 20 (+4 Dex, +5 chain shirt +1, +1 deflection), touch 15, flat-footed 16; Base Atk/Grp: +8/+9; Atk +10 melee (1d10+2; 19-20/x2, +1 bastard sword) or +14 ranged (1d8+4,19-20/x3, +1 composite longbow mighty (+1 str)); Full Atk +10/+5 Two-handed (1d10+2;19-20/x2, +1 bastard sword), +14/+9 ranged (1d8+4,19-20/x3, +1 composite longbow mighty (+1 str)); AL LG; SV Fort +9, Ref +7, Will +3; Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 10.

Skills & Feats: Climb +6, Handle Animal +6, Intimidate +11, Jump +5, Ride +17, Swim +4; Improved Critical (Longbow, Composite), Improved Initiative, Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Manyshot, Weapon Focus (Longbow, Composite), Weapon Specialization (Longbow, Composite)

Possessions: +1 mighty (str +1) composite longbow, githyanki silver sword (+1 bastard sword), *cloak of resistance* +1, *ring of protection* +1, *chain shirt* +1.

APPENDIX 2 – APL 6

ENCOUNTER 5

Githyanki Fgt6: Medium Humanoid (Extraplanar); CR 7; HD 6d10+18; hp 59; Init +6; Spd 20 ft. (4 squares); AC 19 (+2 Dex, +6 +1 *breastplate*, +1 deflection), touch 13, flat-footed 17; Base Atk/Grp: +6/+10; Atk +12 melee (2d6+9/19-20, +1 *greatsword*); Full Atk +12/+7 melee (2d6+9/19-20, +1 *greatsword*); SA Psionics; SQ Darkvision 60 ft., SR 11; AL CE; SV Fort +7, Ref +4, Will +4; Str 18, Dex 15, Con 16, Int 10, Wis 10, Cha 8.

Skills & Feats: Ride +10, Jump +12; Cleave, Dodge, Improved Initiative, Iron Will, Power Attack, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*).

Psionics (Sp): 3/day – *Daze* (DC 9), *Mage Hand*, ~~*Blur*~~, *Dimension Door*; CL 6.

Possessions: +1 *greatsword*, +1 *breastplate*, *ring of protection* +1, *gauntlets of ogre power*[SS2].

Githyanki Wiz6: Medium Humanoid (Extraplanar); CR 7; HD 6d4+18; hp 32; Init +6; Spd 30 ft. (6 squares); AC 16 (+2 Dex, +4 *mage armor*), touch 12, flat-footed 14; Base Atk/Grp: +3/+3; Atk +3 melee (1d6, quarterstaff); Full Atk +3 melee (1d6, quarterstaff); SA Psionics; SQ Darkvision 60 ft., SR 11; AL CE; SV Fort +6, Ref +5, Will +6; Str 10, Dex 14, Con 16, Int 18, Wis 10, Cha 8.

Skills & Feats: Concentration +15, Knowledge (arcana) +13, Knowledge (the planes) +13, Knowledge (religion) +13, Spellcraft +13; Empower Spell, Improved Initiative, Scribe Scroll, Skill Focus (Concentration), Spell Focus (evocation)

Psionics (SP): 3/day – *Daze* (DC 9), *Mage Hand*, ~~*Blur*~~, *Dimension Door*; CL 6.

Wizard Spells Prepared (4/4/4/3, save DC = 14 + spell level, *15 + spell level for evocations) 0 – *dancing lights*, *ghost sound*, *message*, *prestidigitation*; 1st – *enlarge person*, ~~*mage armor*~~, *shocking grasp**, *burning hands**; 2nd – *flaming sphere**, *glitterdust*, *scorching ray**, ~~*invisibility*~~; 3rd – *fireball**, *empowered shocking grasp**, *haste*

DM Note: spells marked through are pre-cast and currently in effect.

Possessions: quarterstaff, *potion of cure moderate wounds* x4, *headband of intellect* +2,

cloak of resistance +1, *arcane scroll of blast of force* (CL 5th), *arcane scroll of bloodstar* (CL 7th).

Tactics: The githyanki are here to recover the silver sword. One fighter will focus his attacks on the Gran March Lieutenant unless he takes more than half his hit points in damage, at which point he will focus on the most dangerous foes. The other fighter and the wizard will attempt to delay the PCs. Once the githyanki have killed the Lieutenant and taken his sword, they will all *planeshift* away.

The that the githyanki wizard begins combat *invisible*. He will cast *haste* first, then use his best spells to disable or kill the PCs.

Note that some PCs be a *Possessor of a Githyanki Silver Sword* already from previous modules. The githyanki will make a point to focus their attacks on these individuals in an attempt to bring them down and retrieve their silver sword as well.

APPENDIX 3 – APL 8

ENCOUNTER 5

Githyanki Fgt8: Medium Humanoid (Extraplanar); CR 9; HD 8d10+32; hp 84; Init +6; Spd 20 ft. (4 squares); AC 19 (+2 Dex, +6 +1 breastplate, +1 deflection), touch 13, flat-footed 18; Base Atk/Grp: +8/+12; Atk +15 melee (2d6+9/19-20, +1 greatsword); Full Atk +15/+10 melee (2d6+9/19-20, +1 greatsword); SA Psionics; SQ Darkvision 60 ft., SR 13; AL CE; SV Fort +12, Ref +6, Will +6; Str 18, Dex 15, Con 18, Int 10, Wis 10, Cha 8.

Skills & Feats: Ride +12, Jump +14; Cleave, Dodge, Greater Weapon Focus (greatsword), Improved Initiative, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Psionics (Sp): 3/day – Daze (DC 9), Mage Hand, ~~Blur~~, Dimension Door; CL 8

Possessions: +1 greatsword, +1 breastplate, ring of protection +1, gauntlets of ogre power[SS3], cloak of resistance +2, amulet of health +2[SS4]

Githyanki Wiz8: Medium Humanoid (Extraplanar); CR 9; HD 8d4+32; hp 48; Init +6; Spd 30 ft. (6 squares); AC 16 (+2 Dex, +4 mage armor), touch 12, flat-footed 14; Base Atk/Grp: +4/+4; Atk +4 melee (1d6, quarterstaff); Full Atk +4 melee (1d6, quarterstaff); SA Psionics; SQ Darkvision 60 ft., SR 13; AL CE; SV Fort +8, Ref +6, Will +8; Str 10, Dex 14, Con 18, Int 19, Wis 10, Cha 8.

Skills & Feats: Concentration +18, Knowledge (arcana) +15, Knowledge (the planes) +15, Knowledge (religion) +15, Spellcraft +15; Empower Spell, Improved Initiative, Scribe Scroll, Skill Focus (Concentration), Spell Focus (evocation).

Psionics (SP): 3/day – Daze (DC 9), Mage Hand, ~~Blur~~, Dimension Door; CL 8.

Wizard Spells Prepared (4/5/4/4/3, save DC = 14 + spell level, *15 + spell level for evocations) 0 – dancing lights, ghost sound, message, prestidigitation; 1st – enlarge person, ~~mage armor~~, shocking grasp*, burning hands*, grease; 2nd – flaming sphere*, glitterdust, scorching ray*, invisibility; 3rd – fireball*, empowered shocking grasp*, haste, empowered ray of enfeeblement; 4th – Evard's black tentacles, empowered scorching ray*, ~~greater invisibility~~

DM Note: spells marked through are pre-cast and currently in effect.

Possessions: quarterstaff, potion of cure moderate wounds x4, headband of intellect +2, cloak of resistance +2, amulet of health +2[SS5], arcane scroll of blast of force (CL 5th), arcane scroll of bloodstar (CL 7th).

Tactics: The githyanki are here to recover the silver sword. One fighter will focus his attacks on the Gran March Lieutenant unless he takes more than half his hit points in damage, at which point he will focus on the most dangerous foes. The other fighter and the wizard will attempt to delay the PCs. Once the githyanki have killed the Lieutenant and taken his sword, they will all *planeshift* away.

The that the githyanki wizard begins combat *invisible*. He will cast haste first, then use his best spells to disable or kill the PCs.

Note that some PCs be a *Possessor of a Githyanki Silver Sword* already from previous modules. The githyanki will make a point to focus their attacks on these individuals in an attempt to bring them down and retrieve their silver sword as well.

APPENDIX 4 – APL 10

ENCOUNTER 2

Spell Weaver: CR 10 Medium monstrous humanoid; HD 10d8; hp 60; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +10; Grp +9; Atk +9 melee (1d3-1, slam); Full Atk +9 melee (1d3-1, 2 slams); SA spell-like abilities, spells; SQ chromatic disk, darkvision 60 ft., immunity to mind effects, shielded mind, spell weaving, SR 21, telepathy; AL N; SV Fort +2, Ref +10, Will +10; Str 9, Dex 16, Con 11, Int 18, Wis 17, Cha 16.

Skills and Feats: Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +16, Spellcraft +19, Spot +16, Use Magic Device +16; Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Spell Focus (abjuration)^B, Spell Focus (evocation)^B, Spell Penetration^B.

Spell-like Abilities: Always active – see invisibility; at will – detect magic, invisibility; 1/day – plane shift. Caster level 12th; save DC 13 + spell level.

Chromatic Disk: A spell weaver is never without its chromatic disk. This 6-inch diameter indestructible chromatic disk glows with colors that slowly shift through the spectrum. This object stores 10 additional spell levels of energy that the creature can tap and use as it wishes – the spell weaver could, for example, cast two extra 5th-level spells in a day, or 3 3rd-level spells and a 1st-level spell, or any other combination of extra spell levels that adds up to ten, so long as no single spell is higher than 5th level. (For this purpose, two 0-level spells are equivalent to one 1st-level spell.) To tap this spell energy, a spell weaver must hold the chromatic disk in at least one of its hands. The disk automatically recharges itself to full power every night, at midnight. A spell powered by the disk is cast as though the caster has the Spell Focus feat for the spell in question.

Only a spell weaver can utilize a chromatic disk. Should any other creature pick one up and try to tap its energy (by employing the Use Magic Device skill, for instance), it explodes, dealing 4d10 points of damage to everything within a 30-foot radius.

Immunity to Mind-Affecting Effects: Because its alien mind functions differently than those of other creatures, a spell weaver is immune to all mind-affecting spells and effects.

Shielded Mind (Ex): Attempts by creatures of other races to communicate telepathically with a spell weaver, or to read its mind, always fail. A creature making such an attempt must succeed at a Will save (DC 17) or be affected as if by a *confusion* spell (caster level equals the spell weaver's effective sorcerer level) for 1d6 days. This effect can be dispelled or removed with a *heal* effect.

Spell Weaving (Ex): These monsters are infamous for their ability to cast more than one spell at a time. Casting a spell occupies a number of the spell weaver's arms equal to the spell's level (maximum 6th). A spell weaver can cast more than one spell simultaneously, as long as the sum of the spell levels is six or less. It could, for example, cast one 6th-level spell, one 4th-level and one 2nd-level spell, one 3rd-level and three 1st-level spells, six 1st-level spells, or any combination of spells whose levels add up to six or less. (A single 0-level spell occupies one arm.)

Telepathy (Su): Spell weavers can communicate with each other telepathically at a range of up to 1,000 miles.

Possessions: *Potion of Cure Serious Wounds* x2, *Potion of Remove Blindness/Deafness*, *Ring of Counterspells (Greater Dispel Magic)*, *Amulet of Health +2*, *2 pinches of Diamond Dust (250 gp each)*, *staff of fire (15 charges)*.

Spells Known (9/5/5/4/3/2/1): 0-level – *acid splash*, *arcane mark*, *detect poison*, *read magic*, *dancing lights*, *ray of frost**, *ghost sound*, *mage hand*, *prestidigitation*; 1st – *mage armor*, *magic missile**, *obscuring mist*, *shield*, *ray of enfeeblement*; 2nd – *glitterdust*, *web*, *resist energy*, *mirror image*, *false life*; 3rd – *arcane sight*, *fireball**, *displacement*, *fly*; 4th – *stoneskin*, *evard's black tentacles*, *dimension door*; 5th – *feeblemind*, *wall of force**; 6th – *greater dispel magic**.

Spells Per Day (6/5/5/5/6/5/3; save DC 13 + spell level, 14 + spell level for abjuration and evocation schools, marked with *; caster level 12th).

Tactics: Before making themselves known, the Spell Weaver(s) will cast preparatory spells in this order: *Invisibility*, *Mage Armor*, *Empowered False Life** [(1d10+12)x1.5 temporary hit points], *Resist Energy 30 (Fire)*, *Resist Energy*

30 (*Acid*), *Stoneskin** [DR10/adamantine, 120 pts of protection], *Mirror Image** [1d4+4 images], *Fly* [fly speed 60', perfect maneuverability], *Shield*, *Displacement*** [note: mirror images also receive 50% miss chance from *displacement*]. Spells marked with an asterisk (*) are cast using the Spell Weaver's Chromatic Disk, and therefore do not use up any Spells per Day. The remaining spells are cast normally and the above profile reflects this. **This spell is not cast until the round before the Spell Weaver attacks. *Invisibility* will be recast as necessary.

Immediately Prior To Combat: The Spell Weaver's have been alerted to the location of the Chromatic Disks by Maimbua and have investigated the situation thoroughly. They will wait until sighting their prey before casting their round per level spells, then commence their attack on the following round, hopefully catching the holder of the disk and his companions by surprise. Note that the Spell Weaver's are constantly under the effects of a *see invisible* spell, so they will be able to see the location of any invisible PCs or familiars. On the round before the Spell Weaver's attack, they will be 220 feet in the air above the target PC. PCs have a chance (DC 29 [DC 0 + 5 for listener distracted, + 22 for distance, + 2 for being in a bustling city during the day] Listen check, +1 for every additional 10' the listener is from the PC holding the disk) to detect the Spell Weaver(s) casting their final preparatory spell (*Displacement*). During that same round they will fly down 120 feet so that they are 50 feet directly above the holder of the disk.

Round 1: Evard's Black Tentacles positioned to catch as many PCs and NPCs as possible, along with a *glitterdust* against any PCs with obvious ranged weaponry.

Round 2: Empowered fireball positioned to catch as many PCs and NPCs as possible; along with a *magic missile* against the holder of the Chromatic Disk.

Round 3: Feblemind against any caster that has escaped the *evard's black tentacles*, *ray of enfeeblement* against any melee or ranged weaponry wielding PC that has escaped the *evard's black tentacles*; or *empowered fireball* positioned to catch as many PCs and NPCs as possible, along with a *magic missile* against the holder of the Chromatic Disk if no PCs have escaped the *evard's black tentacles*.

Round 4+: The spell weaver will attempt to neutralize any PC that directly attacks it, while

simultaneously attempting to kill the holder of the Chromatic Disk. If no PCs are able to effectively attack the spell weaver, it will use *empowered fireballs* and normal *fireballs*, along with *magic missiles* directed at the disk holder to inflict as much damage as possible, along with *feblemind* spells to eliminate any spellcasters. When the holder of the Chromatic Disk is rendered unconscious or dead, the spell weaver will fly down to retrieve the disk, using *walls of force* and *evard's black tentacles* to immobilize any PCs nearby and prevent them from attacking the spell weaver. Once it retrieves the Chromatic Disk, it will fly directly away from any opposition and use its *plane shift* ability to escape. PCs will receive only half of the normal experience point reward for this encounter if this occurs. If the spell weaver is seriously wounded at any time, it will use its invisibility ability and fly to a different position, where it will consume one or more *potions of cure serious wounds* and recast any buff spells (such as *mirror image*, *stoneskin*, etc) before returning to the fray.

ENCOUNTER 5

Githyanki Fgt10: Medium Humanoid (Extraplanar); CR 11; HD 10d10+40; hp 105; Init +6; Spd 20 ft. (4 squares); AC 20 (+2 Dex, +7 +2 *breastplate*, +1 deflection), touch 13, flat-footed 18; Base Atk/Grp: +10/+14; Atk +18 melee (2d6+10/17-20, +2 *greatsword*); Full Atk +18/+13 melee (2d6+10/17-20, +2 *greatsword*); SA Psionics; SQ Darkvision 60 ft., SR 15; AL CE; SV Fort +13, Ref +7, Will +7; Str 18, Dex 15, Con 18, Int 10, Wis 10, Cha 8.

Skills & Feats: Ride +14, Jump +16; Cleave, Dodge, Great Cleave, Greater Weapon Focus (Greatsword), Improved Critical (greatsword), Improved Initiative, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Psionics (Sp): 3/day – *daze* (dc 9), *mage hand*, *blur*, *dimension door*, *telekinesis*; 1/day – *plane shift*; CL 12.

Possessions: +2 *greatsword*, +2 *breastplate*, *ring of protection* +1, *gauntlets of ogre power* [SS6], *cloak of resistance* +2, *amulet of health* +2 [SS7].

Githyanki Wiz10: Medium Humanoid (Extraplanar); CR 11; HD 10d4+40; hp 60; Init +6; Spd 30 ft. (6 squares); AC 17 (+3 Dex, +4 *mage armor*), touch 13, flat-footed 14; Base Atk/Grp: +5/+5; Atk +5 melee (1d6, quarterstaff); Full Atk +5 melee (1d6, quarterstaff); SA Psionics; SQ

Darkvision 60 ft., SR 15; AL CE; SV Fort +9, Ref +8, Will +9; Str 10, Dex 16, Con 18, Int 21, Wis 10, Cha 8.

Skills & Feats: Concentration +20, Knowledge (arcana) +18, Knowledge (the planes) +18, Knowledge (religion) +18, Spellcraft +18; Empower Spell, Greater Spell Focus (evocation), Heighten Spell, Improved Initiative, Scribe Scroll, Skill Focus (concentration), Spell Focus (evocation)

Psionics (Sp): 3/day – *daze* (dc 9), *mage hand*, ~~*blur*~~, *dimension door*, *telekinesis*; 1/day – *plane shift*; CL 12.

Wizard Spells Prepared (4/6/5/4/4/3, save DC = 15 + spell level, *17 + spell level for evocations) 0 – *dancing lights*, *ghost sound*, *message*, *prestidigitation*; 1st – *enlarge person*, ~~*mage armor*~~, *shocking grasp**, *burning hands**, *ray of enfeeblement*, *ray of enfeeblement*; 2nd – *flaming sphere**, *glitterdust*, *heightened grease*, *scorching ray**, *invisibility*; 3rd – *fireball**, *empowered shocking grasp**, *haste*, *empowered ray of enfeeblement*; 4th – ~~*greater invisibility*~~, *empowered scorching ray**, *Evard's black tentacles*, *Otiluke's Resilient Sphere*; 5th – *empowered fireball**, *heightened fireball**, *feblemind*.

DM Note: spells marked through are pre-cast and currently in effect.

Possessions: quarterstaff, *potion of cure serious wounds* x4, *headband of intellect* +4[SS8], *cloak of resistance* +2, *gloves of dexterity* +2[SS9], *amulet of health* +2[SS10], *arcane scroll of blast of force* (CL 5th), *arcane scroll of bloodstar* (CL 7th), *staff of fire* (15 charges).

Tactics: The githyanki are here to recover the silver sword. One fighter will focus his attacks on the Gran March Lieutenant unless he takes more than half his hit points in damage, at which point he will focus on the most dangerous foes. The other fighter and the wizard will attempt to delay the PCs. Once the githyanki have killed the Lieutenant and taken his sword, they will all *planeshift* away.

The that the githyanki wizard begins combat *invisible*. He will cast *haste* first, then use his best spells to disable or kill the PCs.

Note that some PCs be a *Possessor of a Githyanki Silver Sword* already from previous modules. The githyanki will make a point to focus their attacks on these individuals in an attempt to bring them down and retrieve their silver sword as well.

APPENDIX 5 – APL 12

ENCOUNTER 2

Spell Weavers (2): CR 10 Medium monstrous humanoid; HD 10d8; hp 60; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +10; Grp +9; Atk +9 melee (1d3-1, slam); Full Atk +9 melee (1d3-1, 2 slams); SA spell-like abilities, spells; SQ chromatic disk, darkvision 60 ft., immunity to mind effects, shielded mind, spell weaving, SR 21, telepathy; AL N; SV Fort +2, Ref +10, Will +10; Str 9, Dex 16, Con 11, Int 18, Wis 17, Cha 16.

Skills and Feats: Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +16, Spellcraft +19, Spot +16, Use Magic Device +16; Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Spell Focus (abjuration)^B, Spell Focus (evocation)^B, Spell Penetration^B.

Spell-like Abilities: Always active – see invisibility; at will – detect magic, invisibility; 1/day – plane shift. Caster level 12th; save DC 13 + spell level.

Chromatic Disk: A spell weaver is never without its chromatic disk. This 6-inch diameter indestructible chromatic disk glows with colors that slowly shift through the spectrum. This object stores 10 additional spell levels of energy that the creature can tap and use as it wishes – the spell weaver could, for example, cast two extra 5th-level spells in a day, or 3 3rd-level spells and a 1st-level spell, or any other combination of extra spell levels that adds up to ten, so long as no single spell is higher than 5th level. (For this purpose, two 0-level spells are equivalent to one 1st-level spell.) To tap this spell energy, a spell weaver must hold the chromatic disk in at least one of its hands. The disk automatically recharges itself to full power every night, at midnight. A spell powered by the disk is cast as though the caster has the Spell Focus feat for the spell in question.

Only a spell weaver can utilize a chromatic disk. Should any other creature pick one up and try to tap its energy (by employing the Use Magic Device skill, for instance), it explodes, dealing 4d10 points of damage to everything within a 30-foot radius.

Immunity to Mind-Affecting Effects: Because its alien mind functions differently than

those of other creatures, a spell weaver is immune to all mind-affecting spells and effects.

Shielded Mind (Ex): Attempts by creatures of other races to communicate telepathically with a spell weaver, or to read its mind, always fail. A creature making such an attempt must succeed at a Will save (DC 17) or be affected as if by a *confusion* spell (caster level equals the spell weaver's effective sorcerer level) for 1d6 days. This effect can be dispelled or removed with a *heal* effect.

Spell Weaving (Ex): These monsters are infamous for their ability to cast more than one spell at a time. Casting a spell occupies a number of the spell weaver's arms equal to the spell's level (maximum 6th). A spell weaver can cast more than one spell simultaneously, as long as the sum of the spell levels is six or less. It could, for example, cast one 6th-level spell, one 4th-level and one 2nd-level spell, one 3rd-level and three 1st-level spells, six 1st-level spells, or any combination of spells whose levels add up to six or less. (A single 0-level spell occupies one arm.)

Telepathy (Su): Spell weavers can communicate with each other telepathically at a range of up to 1,000 miles.

Possessions: *Potion of Cure Serious Wounds* x2, *Potion of Remove Blindness/Deafness*, *Ring of Counterspells (Greater Dispel Magic)*, *Amulet of Health +2*, 2 *pinches of Diamond Dust (250 gp each)*, *staff of fire (15 charges)*.

Spells Known (9/5/5/4/3/2/1): 0-level – *acid splash*, *arcane mark*, *detect poison*, *read magic*, *dancing lights*, *ray of frost**, *ghost sound*, *mage hand*, *prestidigitation*; 1st – *mage armor*, *magic missile**, *obscuring mist*, *shield*, *ray of enfeeblement*; 2nd – *glitterdust*, *web*, *resist energy*, *mirror image*, *false life*; 3rd – *arcane sight*, *fireball**, *displacement*, *fly*; 4th – *stoneskin*, *evard's black tentacles*, *dimension door*; 5th – *feeblemind*, *wall of force**; 6th – *greater dispel magic**.

Spells Per Day (6/5/5/5/6/5/3; save DC 13 + spell level, 14 + spell level for abjuration and evocation schools, marked with *; caster level 12th).

Tactics: Before making themselves known, the Spell Weaver(s) will cast preparatory spells in this order: *Invisibility*, *Mage Armor*, *Empowered False Life** [(1d10+12)x1.5 temporary hit points], *Resist Energy 30 (Fire)*, *Resist Energy 30 (Acid)*, *Stoneskin** [DR10/adamantine, 120 pts of protection], *Mirror Image** [1d4+4 images], *Fly* [fly speed 60', perfect maneuverability], *Shield*, *Displacement*** [note: mirror images also receive 50% miss chance from *displacement*]. Spells marked with an asterisk (*) are cast using the Spell Weaver's Chromatic Disk, and therefore do not use up any Spells per Day. The remaining spells are cast normally and the above profile reflects this. **This spell is not cast until the round before the Spell Weaver attacks. *Invisibility* will be recast as necessary.

Immediately Prior To Combat: The Spell Weaver's have been alerted to the location of the Chromatic Disks by Maimbua and have investigated the situation thoroughly. They will wait until sighting their prey before casting their round per level spells, then commence their attack on the following round, hopefully catching the holder of the disk and his companions by surprise. Note that the Spell Weaver's are constantly under the effects of a *see invisible* spell, so they will be able to see the location of any invisible PCs or familiars. On the round before the Spell Weaver's attack, they will be 220 feet in the air above the target PC. PCs have a chance (DC 29 [DC 0 + 5 for listener distracted, + 22 for distance, + 2 for being in a bustling city during the day] Listen check, +1 for every additional 10' the listener is from the PC holding the disk) to detect the Spell Weaver(s) casting their final preparatory spell (*Displacement*). During that same round they will fly down 120 feet so that they are 50 feet directly above the holder of the disk.

Round 1: Evard's Black Tentacles positioned to catch as many PCs and NPCs as possible, along with a *glitterdust* against any PCs with obvious ranged weaponry.

Round 2: Empowered fireball positioned to catch as many PCs and NPCs as possible; along with a *magic missile* against the holder of the Chromatic Disk.

Round 3: Feeblemind against any caster that has escaped the *evard's black tentacles*, *ray of enfeeblement* against any melee or ranged weaponry wielding PC that has escaped the *evard's black tentacles*; or *empowered*

fireball positioned to catch as many PCs and NPCs as possible, along with a *magic missile* against the holder of the Chromatic Disk if no PCs have escaped the *evard's black tentacles*.

Round 4+: The spell weaver will attempt to neutralize any PC that directly attacks it, while simultaneously attempting to kill the holder of the Chromatic Disk. If no PCs are able to effectively attack the spell weaver, it will use *empowered fireballs* and normal *fireballs*, along with *magic missiles* directed at the disk holder to inflict as much damage as possible, along with *feeblemind* spells to eliminate any spellcasters.

When the holder of the Chromatic Disk is rendered unconscious or dead, the spell weaver will fly down to retrieve the disk, using *walls of force* and *evard's black tentacles* to immobilize any PCs nearby and prevent them from attacking the spell weaver. Once it retrieves the Chromatic Disk, it will fly directly away from any opposition and use its *plane shift* ability to escape. PCs will receive only half of the normal experience point reward for this encounter if this occurs. If the spell weaver is seriously wounded at any time, it will use its *invisibility* ability and fly to a different position, where it will consume one or more *potions of cure serious wounds* and recast any buff spells (such as *mirror image*, *stoneskin*, etc) before returning to the fray.

ENCOUNTER 5

Githyanki Fgt12: Medium Humanoid (Extraplanar); CR 13; HD 12d10+60; hp 135; Init +6; Spd 20 ft. (4 squares); AC 21 (+2 Dex, +7 +2 *breastplate*, +2 deflection), touch 14, flat-footed 19; Base Atk/Grp: +12/+17; Atk +21 melee (2d6+13/17-20, +2 *greatsword*); Full Atk +21/+16/11 melee (2d6+13/17-20, +2 *greatsword*); SA Psionics; SQ Darkvision 60 ft., SR 17; AL CE; SV Fort +15, Ref +8, Will +8; Str 20, Dex 15, Con 20, Int 10, Wis 10, Cha 8.

Skills & Feats: Ride +16, Jump +19; Cleave, Dodge, Great Cleave, Greater Weapon Focus (Greatsword), Greater Weapon Specialization (Greatsword), Improved Critical (Greatsword), Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Psionics (Sp): 3/day – *daze* (dc 9), *mage hand*, *blur*, *dimension door*, *telekinesis*; 1/day – *plane shift*; CL 12.

Possessions: +2 greatsword, +2 breastplate, ring of protection +2, belt of giant strength +4[SS11], cloak of resistance +2[SS12], amulet of health +4[SS13].

Githyanki Wiz12: Medium Humanoid (Extraplanar); CR 13; HD 12d4+48; hp 72; Init +6; Spd 30 ft. (6 squares); AC 17 (+3 Dex, +4 *mage armor*), touch 13, flat-footed 14; Base Atk/Grp: +6/+6; Atk +6 melee (1d6, quarterstaff); Full Atk +6 melee (1d6, quarterstaff); SA Psionics; SQ Darkvision 60 ft., SR 17; AL CE; SV Fort +10, Ref +9, Will +10; Str 10, Dex 16, Con 18, Int 22, Wis 10, Cha 8.

Skills & Feats: Concentration +22, Knowledge (arcana) +21, Knowledge (the planes) +21, Knowledge (religion) +21, Knowledge (nature) +7 Spellcraft +21; Empower Spell, Greater Spell Focus (evocation), Heighten Spell, Improved Initiative, Maximize Spell, Scribe Scroll, Skill Focus (concentration), Spell Focus (evocation).

Psionics (Sp): 3/day – *daze* (dc 9), *mage hand*, ~~*blur*~~, *dimension door*, *telekinesis*; 1/day – *plane shift*; CL 12.

Wizard Spells Prepared (4/6/6/5/4/4/3, save DC = 16 + spell level, *18 + spell level for evocations) 0 – *dancing lights*, *ghost sound*, *message*, *prestidigitation*; 1st – *enlarge person*, ~~*mage armor*~~, *shocking grasp**, *burning hands**, *ray of enfeeblement*, *ray of enfeeblement*; 2nd – *flaming sphere**, *glitterdust*, *glitterdust*, *heightened grease*, *scorching ray**, *invisibility*; 3rd – *fireball**, *empowered shocking grasp**, *haste*, *slow*, *empowered ray of enfeeblement*; 4th – ~~*greater invisibility*~~, *empowered scorching ray**, *Evard's black tentacles*, *Otiluke's Resilient Sphere*; 5th – *empowered fireball**, *heightened fireball**, *feblemind*, *maximized scorching ray*; 6th – *chain lightning**, *acid fog*, *maximized fireball**.

DM Note: spells marked through are pre-cast and currently in effect.

Possessions: quarterstaff, *potion of cure serious wounds* x4, *headband of intellect* +4, *cloak of resistance* +2, *gloves of dexterity* +2[SS14], *amulet of health* +2[SS15], *arcane scroll of blast of force* (CL 5th), *arcane scroll of bloodstar* (CL 7th), *staff of fire* (15 charges).

Tactics: The githyanki are here to recover the silver sword. One fighter will focus his attacks on the Gran March Lieutenant unless he takes more than half his hit points in damage, at which

point he will focus on the most dangerous foes. The other fighter and the wizard will attempt to delay the PCs. Once the githyanki have killed the Lieutenant and taken his sword, they will all *planeshift* away.

The that the githyanki wizard begins combat *invisible*. He will cast *haste* first, then use his best spells to disable or kill the PCs.

Note that some PCs be a *Possessor of a Githyanki Silver Sword* already from previous modules. The githyanki will make a point to focus their attacks on these individuals in an attempt to bring them down and retrieve their silver sword as well.

PLAYER HANDOUT #1 – MAIMBUA’S LETTER

To all Knights of the Waste,

You and your order are a farce. I have taken one of your own and I will kill him unless restitution is made and your dishonored brother is removed from his post, stripped of his title and slain. If he will not pay his debts then another of your number will pay them in blood.

I have taken the one known as Corum Valstier and when I reach the Lortmils I will spill his aged blood upon their ancient roots. You have little time to meet my demands. As you are without honor and courage I look forward to tearing open his wrinkled neck with my fangs.

The choice is yours, Valstier or Vrianian.

Maimbua

PLAYER HANDOUT #2 – MAIMBUA'S TAUNT

Misguided interloper,

Twice you have thwarted my plans for revenge upon Magnus Vrianian and his people. There will not be a third. This time, though, I invite your attempt. It will give me some sport and as the knights will, no doubt, turn to their betters for aid, I thought to invite you for them. Take no pride in this as I hold the knights in the lowest of esteem. Their lackeys I respect even less.

I have kidnapped one of their number named Corum Valstier. I journey to the Lortmils with his withered husk spreading chaos and discord in my wake. When I get there I believe I shall eat him and make a weapons rack of his bones. You should come, too, as the truth you find on the road may turn you to my side and, if not, I prefer my meat fresh. I shall see you anon, unless you are clever enough to be cowards too. Catch me if you can.

Maimbua

PS I've left you a gift at Valstier's home.

PLAYER HANDOUT #3 – MAIMBUA'S TEMPT

Newcomer to the War,

Thus far you are an uninformed bystander in my war on Magnus Vrainian. Now, I invite you to become a participant and choose sides. It will give me some sport and as the knights will, no doubt, turn to their betters for aid, I thought to invite you for them. Take no pride in this as I hold the knights in the lowest of esteem. Their lackeys I respect even less.

I have kidnapped one of their number named Corum Valstier. I journey to the Lortmils with his withered husk spreading chaos and discord in my wake. When I get there I believe I shall eat him and make a weapons rack of his bones. You should come, too, as the truth you find on the road may turn you to my side and, if not, I prefer my meat fresh. I shall see you anon, unless you are clever enough to be cowards too. Catch me if you can.

Maimbua

PS I've left you a gift at Valstier's home.

PLAYER HANDOUT #4 – ERIK THUNDER’S CONFESSION

I, Erik Thunder, of weak mind and soon to be flayed flesh hereby set forth my confession. I have been weighed in the balance and found wanting. I have known of my failure for nearly a year and have hidden it even from you my brother knights of the waste. Even Hugo’s request did not move me to reveal my weakness. Only the powers of the great Maimbua can cause me to cleanse myself.

I was duped somehow into sending Dispatchers to treat with the giants of Sterich. I feared a union of Geoff and Veluna against Gran March and the waste. The knight I sent was aided along her path by forces of evil and a letter made its way to me proving that I have been a pawn of Nolar Thotec in this matter.

Like many knights before me I was misguided by my own arrogance and fooled by powers greater than I. My actions have brought shame to me and those I meant to serve and in the end I am a useless pawn. I go now to the sleepless death I deserve.

PLAYER HANDOUT #5 – MAIMBUA'S MAP

I will not chase my tail, though you may chase my tale of woe. You may not know it but the old one I took knows.

Find here another duped knight of the waste, what he thought, what he did, and what he thought he did in haste.

Six arms will show you the price of theft, a disc will tell you what was left.

In the Crossing find a man of faith I made, for faith is a thing easily swayed.

To the Shire for spoils of war go, but the rights of conquest can bring more woe.

In Manthus at the feet you'll find a Commandant stands for all time, and I alone avenge his crimes.

DM AID: NEW RULES

NEW SPELLS

Blast of Force (Spell Compendium)

Evocation

Level: Force 3, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Drawing upon magic in its purest form, you send invisible energy whistling through the air to batter your foe..

You must succeed on a ranged touch attack with the ray to strike a target. A *blast of force* deals 1d6 points of damage per two caster levels (maximum 5d6). In addition, a successful hit forces the subject to make a Fortitude save or be knocked prone (size and stability modifiers apply to the saving throw as if the spell were a bull rush).

Bloodstar (Spell Compendium)

Conjuration (Creation)

Level: Sorcerer/wizard 4

Components: V, S, F

Casting Time: 1 standard action

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

Effect: A bloodstar

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

In a ruby flash a blood-colored, glowing crystal appears near your foes to suck the blood from their wounds.

You create a magic construct called a bloodstar that shoots from your hand and hovers in the air anywhere within the limit of the range (each round, you can move the bloodstar anywhere within range with a standard action spent concentration on the new position). The bloodstar pulses with ruby light (providing illumination in a 20-foot radius). Any creature initially designate within 10 feet of the bloodstar that takes damage from any source must make a saving throw. On a failed save, the victim takes 1 point of Constitution damage. Each time victims are damaged, they can attempt new saves.

The bloodstar cannot be attacked or harmed by physical attacks.

Focus: A ruby worth at least 30 gp..

