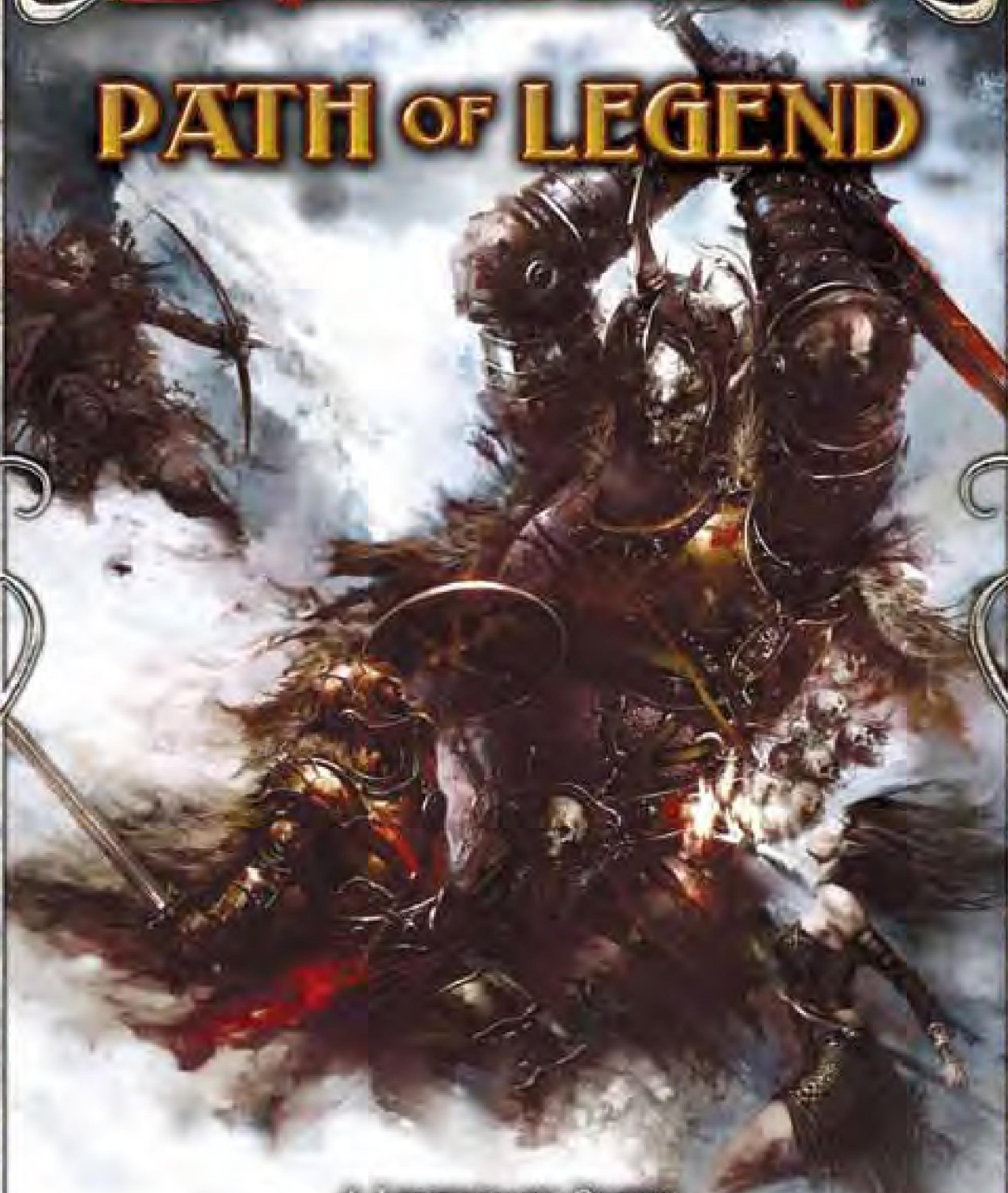


DAWNFORGE

CRUCIBLE OF LEGEND

PATH OF LEGEND



A LEGENDARY QUEST
IN THE WORLD OF DAWNFORGE

d20
system

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Author's Dedication: For Jimmie and LaVerne, my parents, and Fred's mother Ruth, who taught me the nobility of sacrifice. For my wife and children, Katrina and Adrienne and Christopher, who love me without question. For Fred, my other self. Rest in peace, Fred and Ruth. I miss you every hour of every day.

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WELCOME TO THE PATH OF LEGEND

Path of Legend is the second sourcebook for the DAWNFORGE campaign setting. This full-length adventure campaign leads would-be heroes on an epic quest across Ambria to solve an ancient riddle and recover a lost artifact. By the time they complete *Path of Legend*, characters should have advanced from 1st to 5th level.

HOW TO USE THIS BOOK

If you plan to play a character in *Path of Legend*, you should stop reading now. This book is for DMs and reading further will likely spoil the excitement and drama that *Path of Legend* has to offer.

DMs who have run published adventures before should have little difficulty with *Path of Legend*, as it follows a tried and true format. The adventure spans four chapters, with locations ranging from Saranor, to Ebernath, to Sildanyr, to the Morningstar Mountains.

The encounters are designed for a group of four characters, but there are notes on scaling that will help DMs adjust their difficulty. Also, while there is a lot here for the characters to do, as DM you may want to incorporate the events described in *Path of Legend* into adventures and encounters of your own design. This is easy

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enough to do—and, in fact, several hooks throughout the book suggest further adventures—but you may have to modify the encounters in this adventure to allow for more powerful characters.

Throughout this book, descriptive passages are presented in italics. As DM, you can either read these passages aloud to the players or paraphrase them, depending on your style and preferences.

Stat blocks for all NPCs and monsters are located in Appendix 1 at the back of the book. You are hereby granted permission to photocopy this section for use in the game. That will make keeping track of the many characters and creatures a lot easier. The same goes for the player handouts presented in the appendices. These are musical clues that the characters will discover throughout the adventure, and you should photocopy them and hand them out to the players for reference.

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PATH OF LEGEND

INTRODUCTION

INTRODUCTION

Welcome! You hold in your hands *Path of Legend*, a full-length campaign for the DAWNFORGE setting. We designed *Path of Legend* as a detailed introduction to DAWNFORGE, and it is intended for four 1st-level player characters (PCs). Before running *Path of Legend*, the DM (you) should be familiar with the DAWNFORGE campaign setting.

As much as possible, *Path of Legend* makes no assumptions about the various PCs' races and classes. Of course, a party composed of tieflings, orcs, and thin-bloods presents interesting roleplaying challenges since *Path of Legend* opens in lands dominated by races ill-disposed to view such PCs with kindly eyes. Also, it is not necessary that PCs start *Path of Legend* as comrades-in-arms. The main event of Chapter 1, Scene 1, can serve to introduce the PCs to each other.

ADVENTURE
OVERVIEW

Path of Legend revolves around a century-old mystery that the PCs must piece together in order to prevent two different evils from getting their hands on the *Harp of Law*, a powerful magic item, and *Lolynfrey*, a fabled elven tome. The adventure opens during the Festival of Songs in Saranor in Anderland. The PCs' involvement in the main plot starts accidentally when the PCs find themselves suddenly defending a wounded girl, Arya Zojon, from a gang of ruffians. Although the PCs emerge victorious, the girl succumbs to her injuries, but not before she presses a silk-wrapped tuning fork into one PC's hands along with the whispered command,

"Keep Mnesarchus's Key safe!"

The tuning fork is actually the magical Key of Mnesarchus. When properly struck, it calls up an illusory map with the first clue as to where the *Harp of Law* and *Lolynfrey*, two legendary magic items that once belonged to Mnesarchus, have been hidden for the past century. The first clue leads the PCs to the College of Mathematicians in Ebernath. On the way down the Netheryn River, the PCs pass through the Dertgar, a village plagued by swarms of fiendish bats unleashed from a long-forgotten burial mound by a would-be tomb robber. If the PCs are hero enough, they can destroy the swarms and lay to rest the tortured soul within the cairn.

By hook or crook in Ebernath, the PCs need to gain access to the lower stacks of the college's library. There the party faces Mnesarchus's guardians and traps in order to discover his second clue. When deciphered, the second clue directs the PCs toward the "roots of Lathail's Willow." Before the PCs leave Ebernath, they run afoul of Oliphia Six-Fingers and her henchmen. It was Oliphia who ordered the attack against Arya Zojon in Saranor. Then, as now, Oliphia covets the Key, and she is willing to kill to get what she wants.

And so begins the PCs' adventure across Anderland to Ersevor, city of the elves in Sildanyr, in order to find Lathail's Willow. In Mnesarchus's day, the Willow was a music conservatory, but today it is home to evil night elf caretakers of the Terror, a half-monstrous spider/half-green dragon believed to be one of Lathail's children. The third and final clue to the whereabouts of the *Harp of Law* and *Lolynfrey* are in the Terror's lair. Of course, the PCs must best or outsmart the night elves and the formidable Terror itself in order to win this clue. After deciphering the third and final clue, the PCs set out to find the Scar of Ice in the Morningstar Mountains near Frostwater Bay. The PCs also encounter some of the fey denizens of Sildanyr, perhaps earning the grati-

tude of one tiny fey by retrieving some stolen wedding gifts from a trio of belligerent fanaan sidhe.

The last part of the adventure takes the PCs deep into Sildanyr's forest and then into the Morningstar Mountains. Along the way, the party meets members of the Griffin Company, who are far from their stomping grounds on a scouting mission. Finally, after braving the monsters of the mountains, the PCs reach the Ascent Perilous, the scaling of which is made all the more dangerous by a pair of hungry harpies that decide to make a meal of the party.

Atop the Ascent Perilous, the PCs see the magical lake Winter's Tarn and eventually meet the ogres of grag-il-Fewd, a village near where the lake abuts the cliffs of the mountains' higher elevations. They also discover that the village is in the grips of political controversy caused by the missionary efforts of a half-celestial giant eagle and a half-fiend worg, each of whom is trying to convert the villagers either to the cause of good or the cause of evil.

Acting on behalf of the village chief's brother, the PCs agree to debate the half-fiend worg about the merits of good versus evil. The chief has sworn to decide to support either the eagle faction or the wolf faction based on the results of this disputation. When the PCs win the debate against the half-fiend worg, the wolf faction decides enough is enough and launches its coup against the chief. When the dust settles, the PCs stand victorious, having fought alongside the eagle faction on behalf of the ogre chief.

In this way the PCs earn access to the eldritch Well of Song within the hall of the ogre chief. From the Well of Song, they are finally able to retrieve both the *Harp of Law* and *Lolynfrey*. But, success is not theirs yet, for a phasm, an agent of the Black Circle, masquerades as an ogre in grag-il-Fewd. When the PCs leave the village behind, the phasm ambushes the party in order to steal these legendary items. If the PCs can defeat this powerful shapechanger, they have at last walked the *Path of Legend*.

In addition to the main plot, *Path of Legend* includes two interludes. Interludes are brief events or encounters that take place as the PCs travel between Chapters 1 and 2, and Chapters 3 and 4. PCs who successfully complete *Path of Legend* should gain sufficient experience points (XP) to advance to at least 5th level.

LEGEND QUEST

Path of Legend is also a legend quest. Legend quests are a unique aspect of the DAWNFORGE setting. Characters who successfully complete *Path of Legend* gain a legend point which grants them a level in a legendary path and brings them closer to legendary status. This special reward is in addition to the normal XP and treasure gained in *Path of Legend*. For more information about legendary paths and legend points, see pages 84-86 of the Dawnforge setting book.

ADVENTURE BACKGROUND

MNESARCHUS AND THE CELESTIAL CHORUS

Mnesarchus of Avennar is a bard and scholar who became legendary within his own lifetime. His mystical theories about the relationships between mathematics, music, and arcane magic attracted both students and scoffers alike. Unlike many famous sages, relatively little is known about Mnesarchus's actual achievements for he apparently wrote nothing of his ideas. Instead, others recorded Mnesarchus's theories, and the accuracy of their treatises has long been suspect.

What little that is known about Mnesarchus's life must be gleaned from early biographies, most written by authors who attribute divine powers to him, some written by scholarly rivals who attribute gross ignorance and insanity to him. Most sources agree that Mnesarchus's father was Samos, a saltblood merchant who came from Seagarden, while his mother was Pythais, a minor Deluene noblewoman. A widely recorded story tells how Samos brought a shipment of wheat to Avennar during a time of famine. As a reward, Samos was granted citizenship and the hand of Pythais in marriage. As a child, Mnesarchus traveled widely with his father. Accounts of Mnesarchus's early travels speak of him being tutored by the learned men of Ebernath.

All accounts of Mnesarchus's physical appearance are likely fictitious except for one detail about a birthmark shaped like a crescent moon on his thigh. He may have had two or three brothers, but their names are lost to history. Mnesarchus was certainly well-educated. He played the lyre and could recite the epic poems of the Durning Highlands in the Bard's Tongue. As a young adult Mnesarchus traveled to Seaward in Anderland and studied under Miletus and his illustrious student Ximander. In Seaward he learned mathematics and astronomy. He was also exposed to arcane arts. While studying in Seaward, it is believed that Mnesarchus developed his initial theories. When he was probably 25 years old, Mnesarchus vanished for more than a decade.

Little is written about these missing ten years. Mnesarchus's critics agree that he journeyed to the jungles of Zangala in order to learn the dark secrets of the azir, the rulers and chief priests of the yuan-ti. Regardless of the truth of these rumors, Mnesarchus returned to Avennar a changed man. Charismatic passion burned in his heart, and he quickly attracted a following of eager acolytes. According to one biographer, Mnesarchus reached the acme of perfection in arithmetic, music, and arcane sciences.

Outside Avennar, Mnesarchus established the first Monastery of the Celestial Choir. Acolytes studied music, mathematics, astronomy, and arcane magic.

Most of these acolytes were not residents of the monastery, but were children of wealthy citizens sent to the monastery for an education. Both male and female, these students, called akousmatics, lived in their homes and visited the monastery during the day for instruction. A smaller number of Mnesarchus's followers, all men, formed an inner circle called the Mathematikoi, all of whom resided permanently at the monastery. The Mathematikoi took strict vows of celibacy, were vegetarians, and were permitted no personal possessions.

Mnesarchus taught the Mathematikoi himself. Given their strict discipline and secrecy, little is known of their specific beliefs, but the following tenets can be reliably gleaned from existing sources:

1. At its deepest level, all reality is musical in nature.
2. Music, which is the sound of wisdom, is used for spiritual purification.
3. Through spiritual purification, the soul can rise to union with the divine.
4. Certain symbols have arcane significance.
5. All brothers of the Celestial Choir must observe strict loyalty and secrecy.

Beyond these basics, details of Mnesarchus's teachings are sketchy. The Mathematikoi and akousmatics produced works about mathematics, music, astronomy, and arcane magic that have entered libraries and private collections far and wide, but Mnesarchus himself apparently wrote nothing. Also, most of the treatises available in libraries or private collections are rather general in nature. They contain little of Mnesarchus's secret doctrines beyond vague references and innuendoes.

Eventually, Mnesarchus promoted one of the Mathematikoi, Cyanthes, to head the monastery. Then Mnesarchus and several of his most trusted followers left the Kingsmarch to establish other monasteries, some of them in remote places. That was only slightly more than 100 years ago, and yet today there are no known Monasteries of the Celestial Choir left active. No one is

quite sure what happened. It is known that Cyanthes and several other Mathematikoi living in the first monastery were horribly murdered. The Mathematikoi in charge of other monasteries located near major cities also met horrible fates. Rumors that the assassins were demonic are widespread. Rumors aside, it is undeniable that someone or some group greatly desired the destruction of Mnesarchus's sect.

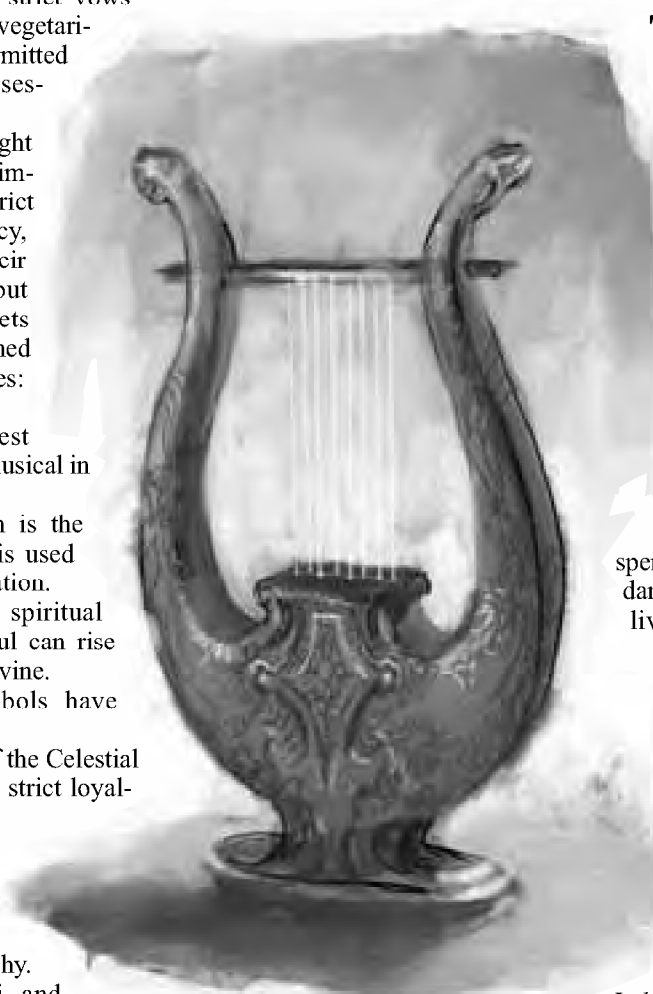
THE BLACK CIRCLE AND THE HARP OF LAW

Here is the unknown truth about Mnesarchus's fate: He and most of his followers were betrayed from within and slain by agents of the Black Circle. The Black Circle is a secret society of evil phasms and doppelgangers committed to throwing down the pillars of civilization and plunging the world into never-ending night.

Stories that Mnesarchus spent a decade in Zangala learning dark arts are false. The scholar instead lived among the dawn elves of Sildanyr studying the secrets of music and magic. There he greatly impressed his hosts with his remarkable insights as well as with the force of his personality. When Mnesarchus returned to Avennar to build the first Monastery of the Celestial Choir, he brought with him a valuable gift, an ancient elven tome on the bardic arts entitled

Lolynfrey.

Mnesarchus kept *Lolynfrey* a secret, but his receiving the tome from the dawn elves was actually part of a farewell banquet in his honor. At that banquet was a doppelganger agent of the Black Circle who had been keeping an inquisitive eye fixed on Mnesarchus. The agent reported to his cell that *Lolynfrey* was in Mnesarchus's hands and further explained as much of Mnesarchus's theories as the doppelganger had been able to discover. The doppelganger was sent to Avennar. Any advance in knowledge, especially esoteric knowledge that threatens to increase harmony, alarms the Black Circle. If Mnesarchus was indeed on a path that would hamper the Black Circle's evil goals, then Mnesarchus had to be destroyed. But only after his secrets had been stolen.



Concealed by various disguises, the doppelganger agent stayed as close to Mnesarchus as possible. He worked as a laborer constructing the Monastery of the Celestial Choir, as a merchant providing material and food for the monastery's continuing maintenance, as one of the akousmatiks studying under the Mathematikoi. Other agents of the Black Circle joined him, and soon a cell was active in Avennar, bent upon stealing Mnesarchus's secrets and destroying the man and his sect. When Mnesarchus left the Kingsmarch to establish other monasteries, agents of the Black Circle followed. Wherever Mnesarchus went, those who would murder him were never far behind.

The Black Circle discovered Mnesarchus's secret as well. Combining the knowledge in *Lolynfrey* with his own insights, Mnesarchus discovered not only a mathematical theory of music, but also developed a mathematical science of arcane magic. By combining the two, Mnesarchus was able to directly influence the mathematical and magical nature of reality. By using harmonious tones in which the ratios between notes were whole numbers in combination with arcane words and symbols, Mnesarchus could charm people and monsters, heal injury and disease, negate the effects of negative emotions, and, most distressing of all to the Black Circle, destroy chaotic creatures.

Mnesarchus gave his discoveries form as the *Harp of Law*, a musical instrument of exceptional quality and amazing magic power. When the *Harp of Law* was complete, the Black Circle struck. Mnesarchus and his sect were destroyed in one horrible night of violence. Many important tomes were stolen and later destroyed.

But the Black Circle's plot met two significant failures. The assassins were unable to acquire either the *Harp of Law* or *Lolynfrey*. Mnesarchus feared that enemies would seek his destruction, and he feared what the *Harp of Law* and *Lolynfrey* could do in the wrong hands. He wove powerful enchantments between his own life force, the *Harp of Law*, and *Lolynfrey*. The poisoned knife that ended Mnesarchus's life sundered those enchantments, teleporting *Lolynfrey* and the *Harp of Law* to a safe location unknown to anyone but him.

Even a century later, the Black Circle has not forgotten these failures.

THE TROUPE OF THE SIX-FINGERED HAND

Oliphia Six-Fingers is a wicked trueborn woman driven by an overwhelming obsession to fulfill her darkest desires. She possesses great charisma, especially when it comes to members of the opposite sex. Her cruelty, a source of enormous pleasure for her, delights in manipulating others to her advantage and their destruction. Oliphia is all the more terrible because her evil hides behind a beautiful, artistic facade.

Three years ago, Oliphia learned of the existence of Mnesarchus's Key. Running from the authorities of

Goatscrag in the Durning Highlands eager to see justice served against her, Oliphia journeyed to Ebernath and insinuated herself into the household of the kindly sorcerer-sage Chen Zojon by befriending Chen's teenage daughter Arya. Although Oliphia did not know it at the time, Chen's father, Hyund Zojon, was one of the few Mathematikoi who survived mass murder at the Black Circle's hands. Whatever secrets Hyund knew about Mnesarchus and the Celestial Choir's inner workings died with him, but Hyund did not remain faithful to all of his vows. After some time in hiding, he moved to Ebernath and married. He did not pass on Mnesarchus's teachings to his only son, but could not help but instill in Chen a love for both music and magic. Chen, in turn, passed on this love to his only child Arya.

A widower by the time Oliphia weaseled her way into this home, Chen's keen mind had softened. In little time, Oliphia was like another daughter to Chen. Not much more time passed before Oliphia had moved out of the guest rooms and into Chen's bedchamber. The aged sorcerer's paternal affection for Oliphia, twisted by her subtle but perverse charm, turned into an all-consuming lust. Once she consolidated her control over Chen, Oliphia played up her new role as lady of the manor, running rampant through Chen's accounts and alienating Arya from her father. She opened Chen's home to local ruffians, several of whom she took as lovers in order to further torment Chen into subservience. One night, in a fit of self-abasement aimed at pleasing his cruel mistress, Chen showed Oliphia Mnesarchus's Key.

The Key holds secrets that conceal the locations of *Lolynfrey* and the *Harp of Law*. In form, the Key appears to be nothing more than a common tuning fork, but when struck its single tone conjures up an illusory riddle. Once solved, this riddle puts the PCs on the trail of Mnesarchus's most valuable treasures, which have lain hidden for the past century. Chen showed Oliphia the Key, and he told her about his father Hyund and how he entrusted the Key to Chen's protection.

The next day Oliphia made plans to murder Chen and Arya and steal the Key. Arya overheard Oliphia's instructions to one of her bloody-minded paramours, and Arya confronted Chen with Oliphia's treacherous plans. Unfortunately, Chen's mind was so twisted by Oliphia's attentions that he could not bring himself to believe his own daughter. Fearful and hopeless, Arya stealthily took the Key and fled Ebernath. Oliphia, unaware that the Key was gone, carried out her plan. Chen died sleeping in Oliphia's arms.

Arya's disappearance with the Key enraged Oliphia. In accordance with her wishes, Chen had made Oliphia his sole heir. With a fortune at her disposal, Oliphia now bends her considerable will toward finding Arya and the Key. She assembled a group of her lackeys into a wandering troupe of performers and sent them out after Arya. Their instructions are simple: find Arya, kill her, and return with Mnesarchus's Key.

CHAPTER ONE

SARANOR

SYNOPSIS

The PCs arrive in Saranor in Anderland during the Festival of Songs, a week-long annual event in which musicians from all over the world vie for golden laurels and the finest masterwork instruments. The Festival is truly a joyous time. Merchants from far and wide crowd the markets to hawk their goods. Crowds throng the streets in celebration. Musicians, jugglers, acrobats, mimes, and poets perform in the taverns, in the markets, and on the greens. Ale and wine flow. The scents of people and food hang thick in the air.

Arya is also in Saranor, desperately trying to stay one step ahead of Oliphia's thugs, the Troupe of the Six-Fingered Hand. The Troupe picked up Arya's trail in a small town where she was staying with distant cousins. They almost caught her there, but Arya slipped away during the night. Since arriving in Saranor, Arya has blended in with the crowds. The Troupe dogs her every step.

While this drama goes on behind the scenes, the PCs have an opportunity to participate in various contests and perhaps earn a little coin in the process. One of these events is a combination obstacle course race and drinking contest that can serve as a means of introducing the PCs to each other should you wish. When it is time to advance the story, Arya and the Troupe enter the PCs' lives, kicking off the violence in Scene 3. By the end of this chapter, the PCs possess the Key of Mnesarchus and the first clue that leads them onto a path of legend.

SCENE 1: THE FESTIVAL OF SONG

The last harvest of the summer has been brought in from the fields around Saranor. The storm season is not far away. Already, cooler air blows in from the Icehammer Front, and light rain showers are commonplace. Still, the worst of the weather waits for later months, and the citizens of Saranor revel in the annual Festival of Songs. The seasonal rites to the Green Man and Lady of Flowers are over. Crowds of locals and visitors throng the cobblestone streets and brightly festooned market squares. Hundreds of traveling entertainers and peddlers of all sorts have arrived in Saranor. The entertainers come to compete in the dozens of contests. The peddlers try to fill their pockets with coins by hawking their wares.

If the PCs start *Path of Legend* as strangers to each other, go ahead and move right into the race. Or, if preferred, let the PCs wander around, sampling Saranor's goods and services. This opening scene is an excellent place for you to insert roleplaying encounters.

OGWALD'S RACE

The crowds begin to move toward the center of Saranor, where the ancient stone wall of the Old City squats sternly. Long ago, Saranor outgrew the confines of the wall. A veritable maze of cobblestone roads cut through densely inhabited neighborhoods of sod and timber buildings. Children, who are

numerous in Saranor, race along happily. The air is charged with anticipation because Ogwald's Race is about to begin.

Ogwald Garstomper is one of Saranor's more successful and most famous citizens. A saltbood sea captain who more than a decade ago retired to enjoy his hard earned riches, Ogwald sponsors his race each year during the Festival of Songs. The course, fraught with obstacles and made more exciting by the mandatory quaffing of large quantities of ale, attracts eager folk from throughout Anderland and beyond. Three contestants walk away from the race both drunker and richer for their troubles. First prize: a silver and ivory tankard. Second and third prizes: silver medallions.

Six competitors participate in the race. If the PCs do not know each other, each PC can be a racer. If more racers are needed to bring the total to six, generic racer NPCs are provided in Appendix One. If a player does not wish his PC to participate in the race, you should encourage that player to run a generic racer. This keeps everyone involved in the game as more than a spectator. Before running the race, refer to Appendix Three, which describes the effects of alcohol.

Determine the alcohol tolerance of each racer. You should be aware of the use of Balance, Climb, Jump, Ride, and Swim skills to make the most of this race. Each leg of the race is divided into increments. Note that the actual distances covered by increments are abstract, as are the actual speeds of competitors. These rules supersede the running mechanic in the core rules, presenting a more streamlined way of resolving competitive races.

Each increment requires an ability or skill check. Running requires a Strength check. Each competitor adds 2 points to any roll per 10 ft. of movement rate. The Run feat grants an additional +2 bonus in foot races. Note that the actual distance traveled is not important, only the relative results from appropriate checks.

Ogwald's Race follows a path around the Old Wall, including a swim across a canal fed by the Netheryn River and a final dash on horseback to the finish line. Weapons, armor, and magic are not permitted. Ogwald's stables provide the horses for the final leg. Ogwald also has 1st-level disciples stationed along each leg of the race to administer healing to contestants who take a nasty fall. At certain stations along the course of the race, competitors must stop and down a tankard of ale equal to 8 AU. This makes the race more difficult as the competitors proceed, since the amount of alcohol consumed invariably impairs performance.

For each increment, competitors make a check of the appropriate type. Keep a running total of all checks. Highest total shows who is in the lead at any given point during the race. You should narrate the race in the manner of a sports announcer in order to emphasize the

action rather than the dice results. The players can do double duty both as racers and the crowds of excited spectators.

Increments

Description

1–2

Initial Dash: All racers start by downing a tankard of ale before running. The first increment is a straight run, designed to put some space between the competitors. In the second increment, competitors must leap a mud-filled ditch (Jump DC 12). Failure causes no damage but imposes a –2 penalty to the racer's next check.

3–4

Wall of Debris: The street is blocked by a 20-foot-tall wall of boards, carts, chairs, etc. Competitors must climb over the wall. This has a base DC of 10 for both increments. The first increment represents climbing up the blockade. The second increment represents climbing down the other side. After reaching the street on the other side of the blockade, each racer must drink a second tankard of ale.

5–6

Second Dash: At the top of the cliff, runners race down the street toward the canal. At the end of the street, each racer must leap down into the canal (Jump DC 10). A failed Jump check lands the racer in the canal, but does not avoid the rocks or wooden posts (1d4 points of damage).

7–8

Swim the Canal: Competitors must now swim across the canal. The current is negligible. Each increment requires a Swim check (DC 10). A racer who starts to drown either in the canal or the underwater tunnel is rescued by Ogwald's hirelings but is disqualified from the competition.

13

Underwater Tunnel: On the opposite bank, swimmers enter a sewage outflow tunnel. The tunnel is dark and disorienting (Swim DC 12). The tunnel opens into a flood control ditch where each racer must quaff a third tankard of ale.

9–12

Third Dash: Racers exit the ditch and return to the street on the other side of the canal. This section of the race is the longest. On the tenth and twelfth increments, competitors must negotiate greased logs laid across ditches (Balance DC 12). Falling off a log does not cause

damage, but the thick mud in the ditches imposes a -2 penalty to the racer's next check. It is possible to jump a ditch (Jump DC 15), and failure has the same result as falling off a log.

13–14

Horserace: Horses are waiting for the racers for the final leg of the race, but each racer must consume his final tankard of ale before mounting up. A racer whose Ride check for an increment is 0 or less falls off his horse, taking 1d6 points of damage.

Treasure: The winner of the race receives a commemorative silver and ivory tankard (150 gp). The second and third place finishers each receive commemorative silver medallions (75 gp).

Ad-Hoc XP: Participation in Ogwald's Race, win or lose, is worth 50 XP per contestant.

Development: After the race, Ogwald invites all the racers and their friends for food and drinks at the Feral Flounder, Ogwald's rowdy but high-quality tavern. Emphasize that accepting Ogwald's invitation is a good way to curry favor with an influential citizen as well as get a free meal. Moving the action to the Feral Flounder gives players further opportunities to roleplay their characters, which is especially important if the race served as the means by which the PCs are first introduced. Ogwald's courtiers and sycophants join the party. Competitors in the race, especially the top three finishers, are subjected to many congratulations, hearty back-slaps, and huzzahs. For at least the next few hours, the racers are celebrities.

SCENE 2: THE FERAL FLOUNDER

The Festival of Song is in full swing in the Feral Flounder. A bawdy song-and-dance group performs on the stage, barely audible over the tavern patrons' yells, catcalls, and applause. The tables have been moved from the center of the main drinking hall, forming an impromptu, 15-foot-square arena in which a stunningly beautiful night elf demonstrates the fine art of the elven song-blade. A rowdy crowd surrounds another table at which a powerfully muscled orc engages in an arm-wrestling contest. Another mob of patrons, apparently led by a male gnome, watches a game of drunken daggers.

Serving wenches glide around the room, hands full of tankards and platters. Several hulking fellows in chain shirts, spiked gauntlets on their meaty fists, glower at the tavern's patrons with steely eyes. One snaps off

a quick salute to Ogwald as he leads you to a long table near one wall. Benches on one side of the table permit everyone to sit and watch the goings-on in the tavern. A sumptuous feast has been laid out for Ogwald and his guests to enjoy.

There are three contests underway in the tavern. Each provides a way for the PCs to earn a little XP and possibly some money (if they win).

XELARNA'S CONTEST: DUELING SONG-BLADES

Xelarna, a night elf bard, accepts challenges to song-blade duels. She has a second song-blade in a wooden case in the event that a challenger does not have one of his own. The elven song-blade is described in Appendix Two. Song-blade duels require duelists to sing and perform, sometimes while fighting, but Xelarna is not interested in shedding blood. At one of the tables around the impromptu arena sit three judges, all local bards, one of whom has an hourglass to time the competition. It costs a challenger 5 sp to enter a contest against Xelarna.

A duel lasts for five Perform checks. Xelarna and the PC she competes against take turns making Perform checks. Each Perform check represents part of a total performance that includes singing, dancing, and playing the song-blade. Xelarna performs a sad ballad about Pryamus and Anahi, a dawn elf prince and night elf princess whose forbidden love brought ruin to both their houses. Encourage the player running the PC who competes against Xelarna to describe or even act out his PC's performance. At the end of the contest, total Xelarna's and the PC's Perform checks. Highest total is declared the winner by the judges.

Treasure: If the PC wins the song-blade duel, he earns 1 gp. If a PC's average Perform check over the course of the contest is 20 or greater, Xelarna is so impressed that she concedes the contest and gives one of her song-blades to the PC as a gift.

UN'S CONTEST: ARM- WRESTLING

Un, an orc barbarian, is one of the Feral Flounder's bouncers. He is enjoying some time off by arm-wrestling, and he warmly accepts all challengers. Each round, competitors make Strength checks. Un will not use his racial talent except against another orc, an ogre, a minotaur, or a competitor who insults him. Arm-wrestling with the weak arm (the character's off-hand) imposes a -2 penalty to each Strength check. Un alternates arms from contest to contest. There is a 50% chance that a PC faces Un when the orc uses his weak arm. Subtract the PC's Strength check from Un's

Strength check. If the result is positive, Un scores that many points. If the total is negative, the PC scores that many points (as a positive number, of course). The first competitor whose total points reach 20 is the winner.

If neither competitor reaches this target number quickly, they may begin to tire. A character can arm-wrestle for a number of rounds equal to his Constitution, but after that, he must succeed at a Constitution check (DC 10) to continue to arm-wrestle. He must check again each round, and the DC increases by 1 for each check he has made. Characters with the Endurance feat gain a +4 bonus to this Constitution check.

If he fails this check, a character can no longer arm-wrestle and automatically loses. If both competitors fail their Constitution checks in the same round, then the winner is whoever had the higher point total. A character who fails the above Constitution check incurs a -2 penalty to all Strength-based checks involving that arm until he can rest for at least one minute.

Treasure: Betting on each contest is fierce, but the stakes are not high. The victor gets a cut of the pot before the remainder is paid out to the winning betters. A PC earns 1d3 x10 sp by besting Un.

EMERSEN'S CONTEST: DRUNKEN DAGGERS

The gnome rogue Emerson Molva drummed up support for a game of drunken daggers. This game uses the drinking rules found in Appendix Three. In drunken daggers, competitors take turns standing in front of a silhouette drawn on a piece of cloth and hung on the wall. While one competitor stands in front of this outline, his opponent hurls a dagger at the silhouette. The goal is to not hit the character in front of the outline (although more bloodthirsty contests are possible).

An outline has a base AC of 5, but with a +4 cover bonus to AC because of the person in the way. The outlines of Small or Large competitors have the appropriate size modifier to AC. Range penalties apply. The first throw takes place at a range of 10 feet. Each additional

throw is moved back 5 feet, space limitations permitting. In the Feral Flounder, 30 feet is the farthest throw possible in Emerson's game. If the attack hits the outline, the game moves onto the next competitor. Since competitors stand still in front of their targets, they get no Dexterity bonus to their AC. If neither competitor is disqualified after his first throw, each downs a shot of whiskey (10 AU), backs up 5 feet, and throws again. This continues until someone wins. There are three ways to be disqualified from competition:

1. Missing the outline entirely, or striking the person standing in front of the outline.

2. Dodging out of the way of a thrown dagger.

3. Becoming either plastered or unconscious from drinking.

Because players are not supposed to move when being thrown at, they can be sneak attacked if they are within 30 feet, but only if the thrower is intentionally trying to hit them. The potential victim can make a Sense Motive check against the thrower's Bluff check to try to guess if his opponent plans to actually harm him. He has a -1 penalty to his Sense Motive check for every 10 feet of distance.

Treasure: Spectators bet on the contest as it progresses. The winner gets a share of the pot equal to 3d6 sp per round that the game lasts.

Ad-Hoc XP:

Participation in any of three contests described above earns the PC 15 XP.

Development: After the PCs have had plenty of time to enjoy Ogwald's generosity and get involved in the tavern's night life, Ogwald tells his guests that, if needed, he has arranged accommodations for them at the Inn of the Nine Mirrors, a fine establishment not too far from the Feral Flounder. Ideally, all of the PCs decide to retire for the evening at the same time and walk to the inn as a group. Assume that the PCs spend enough time at the Feral Flounder to leave at whatever condition of drunkenness each player desires for his PC.



DRUNKEN DAGGERS

Attack Roll

Greater than or equal to outline's AC
Between 1 to 7 points less than outline's AC
More than 7 points less than outline's AC

Result

Outline is hit.
Person might be hit. Make a normal attack roll.
Both the outline and person are missed.

SCENE 3: A DAMSEL IN DISTRESS (EL 4)

Scaling: This combat encounter is scaled for four PCs. For each additional PC, add another hired thug.

The moon shines somewhat close to the horizon. It is well after midnight, and most of Saranor sleeps behind closed doors and shuttered windows. The cobbled streets, littered with festive refuse, are dimly lit by both moonlight and colorful lanterns hung above most doorways. Tired and content, you enter the courtyard of the Inn of the Nine Mirrors.

Contentment vanishes quickly as the sounds of a muffled cry and rapid footfalls echo around you. A girl with flowing, dark red hair rushes forward. A dagger protrudes from her left shoulder. Her face is a mask of fear and pain. She staggers into [insert PC's name] arms.

"Keep Mnesarchus's Key safe!" she says with a feeble voice.

"Well, well," comes another woman's voice. "Here's our little bird. We'll be taking her off your hands, now. Mother's orders."

The wounded girl is Arya Zojon, who presses the silk-wrapped Key of Mnesarchus into the PCs hand as she slumps into his arms. The other woman is Free Terpsic, one of Oliphia's agents. Free is accompanied by Sezil Breakneck and two local thugs named Cheb and Moddo. The villains enter the courtyard after Arya, fanning out to the positions marked on the map. Yelda Grayn, a tiefling wizard and another of Oliphia's agents, has sent her owl familiar Ollo to keep an eye on Free and Sezil. Permit the PCs a Spot check opposed by Ollo's Hide check (DC +8 for range and distraction) to notice the owl that wings and roosts on the courtyard wall at the same time Free and company enter the scene. Via *empathic link*, Ollo keeps Yelda informed of the general tone of success enjoyed by Free and company in retrieving the Key.

Tactics: Oliphia's agents are perfectly willing to walk away if the PCs hand over Arya and the Key. Free searches Arya before leaving the scene and discovers

the Key is missing. A much more likely eventuality, however, is a fight between the PCs and the villains.

Free targets an unarmored or lightly armored PC for a poisoned dagger attack. If she attacks a flat-footed PC within 30 feet, her attack enjoys an additional +1 bonus to attack and damage rolls (Point Blank Shot feat) and also inflicts +1d6 points of sneak attack damage. Once she has thrown both of her poisoned daggers, Free enters melee with her shortsword, trying to flank a foe.

Sezil, armed with a great hammer, activates his burst of speed spirit adept power and closes on the most heavily armed or armored PC. In battle, Sezil is straightforward and brutal. If badly wounded and circumstances present themselves, Sezil retreats long enough to drink his *potion of cure light wounds* before re-entering the fight.

Cheb and Moddo stick together and double-team a PC, especially one that gives evidence of spellcasting ability. If either hired thug is reduced to 2 or fewer hp, they throw down their weapons and flee or surrender.

Free and Sezil are more motivated. They know going back to Yelda empty-handed is a potentially fatal mistake. Sezil views his mission as do or die, and fights to the finish. Free exploits Sezil's zeal to cover her escape rather than fall in battle. She does not return to Yelda unless successful, preferring to take her chances on her own. Ollo flies away if attacked or when the fight turns decisively against the villains.

Arya is at 0 hp and has suffered 2 points of temporary Dexterity damage when she stumbles into the PCs. Her efforts to reach the PCs tear open her wound, and she starts to lose 1 hp per round unless stabilized (Heal check DC 15 or 10% chance per round). Arya is also poisoned. Even if stabilized, 9 rounds after she encounters the PCs, she must make another Fortitude save (DC 13) or suffer 2d6 points of damage. Anyone examining her shoulder wound determines Arya is poisoned.

Treasure: The PCs can loot defeated villains. Also, one of the PCs now possesses the Key of Mnesarchus. If Arya survives, she awards the PCs her jewelry and entrusts the Key to their care.

Ad-Hoc XP: In addition to XP for defeating the villains, award the PCs 50 XP each if they attempt to save Arya, whether she survives or not.

Development: This encounter has noticeable potential to be deadly given Free's sneak attacks and poisoned daggers combined with Sezil's high damage melee

attack. If the fight turns against the PCs, either Xelarna or Un can enter the fray on the PCs' side in order to save the day. Five to eight (1d4+4) minutes after the fight begins, the city watch shows up. The PCs should have little trouble explaining their innocence, especially if Arya survives. Also, witnesses from the inn can vouch for the PCs.

Captured villains may be cooperative, but the city watch does not allow the PCs to interrogate criminals. Sezil and Free are hostile to the PCs. The hired thugs are unfriendly. Appropriate use of Bluff, Diplomacy, or Intimidate checks that adjust these attitudes to at least friendly convince a villain to tell what he knows about Arya, Yelda, and the Key.

Cheb and Moddo do not know much. They were both hired by Free to kidnap Arya. They believe that Arya is the daughter of a local merchant, and that Free and Sezil planned to hold her for ransom. Neither hired thug has met Yelda, nor do they know anything about the Key.

Free and Sezil both know Yelda, who is supposed to meet them at the waterfront in the morning after murdering Arya and stealing the Key. They also know that the Key is supposed to be returned to Oliphia in Ebernath. Sezil knows that the Key has something to do with hidden treasure, but he does not know what the illusion means.

If Arya survives, she also requests the PCs' help in avenging her father's murder. She offers the Key as payment for their assistance. Arya insists on accompanying the PCs to Ebernath. Treat her as hostile for attempts to dissuade her from this course of action. If the PCs go to the waterfront in the morning, they do not find Yelda.

Warned off by Ollo, Yelda has booked passage back to Ebernath and sailed at first light from another part of Saranor.

SCENE 4: THE KEY OF MNESARCHUS

Eventually, the PCs will strike the Key:

As the single note fades, an ethereal, glowing image swirls into existence, floating in the air before you: what appears to be stairs winding down then opening up into a library. Shelves heavy with tomes flank a central aisle leading to a stout, wooden portal. A strange tune plays on what sounds like a harpsichord, mostly melodic but with a few harmonies interspersed, and then the door swings away from you. Brilliant light floods the scene. Lastly, a voice speaks:

"The notes are the letters.

Bass staff first, then treble.

Four harmonies, then three.

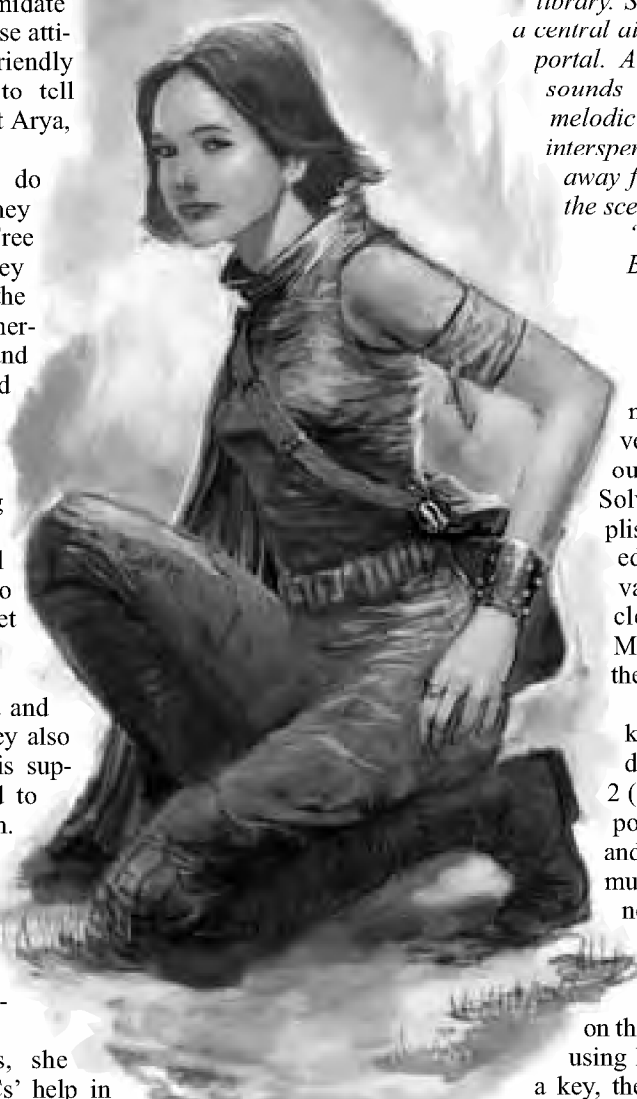
Twenty-one letters in total."

The entire illusion lasts for one minute. The strange tune and the voice provide the clues to mapping out Mnesarchus's personal code. Solving this riddle can be accomplished by means of bardic knowledge, Decipher Script, Perform, and various Knowledge skills. Persistent, clever players may also break Mnesarchus's code more or less on their own.

Any PC with ranks in Perform knows enough about music to produce the contents of Handouts 1 and 2 (see page 62). Handout 1 shows the positions of the musical notes on bass and treble staves. Handout 2 is the musical piece played by the Key. Each note, counting a harmony as a unit, stands for a letter.

Players should be able to match letters to most of the notes on the bass and treble staves on their own using Handout 1. By using Handout 1 as a key, they can piece together most of the message hidden in the notes of Handout 2. The hidden message reads: Ebernath Math Lower Stacs. If the players are stuck, a Decipher Script check (DC 20) determines the notes that correspond to the following letters: A, E, N, R, and T.

This is also a good time for PCs to use various skills



MNESARCHUS'S KEY

Notes on Bass Staff	A	B	C	D	E	F	G
Letters	A	B	C	D	E	F	G
Notes on Treble Staff	A	B	C	D	E	F	G
Letters	H	I	L	M	N	O	P
Bass Harmonies	AB	BC	CD	DE			
Letters	R	S	T	U			
Treble Harmonies	AB	BC	CD				
Letters	V	W	Z				

to get more information about Mnesarchus and the Key's first message. The following list suggests information that can be revealed with appropriate checks. Other facts from *Path of Legend's* introduction can be used as well.

- There is a College of Mathematicians in Ebernath [bardic knowledge or Knowledge (geography) check (DC 10)].
- Mnesarchus was a learned bard [bardic knowledge or Knowledge (history) check (DC 15)].
- Mnesarchus founded an arcane college in Avennar [bardic knowledge or Knowledge (history) check (DC 15)].
- Mnesarchus's arcane college spread to other cities [bardic knowledge or Knowledge (history) check (DC 15)].
- Mnesarchus and his followers were murdered [bardic knowledge or Knowledge (history) check (DC 20)].

Ad-Hoc XP: Award each character XP equal to a CR 1 encounter for solving the Key's riddle.

Development: The PCs' next destination is Ebernath. The Key's first clue points them to Ebernath's College of Mathematicians. Those seeking the Key are from Ebernath. If Arya lives, she desires to return to Ebernath to bring Oliphia to justice. The quickest route to Ebernath is to book passage on a river barge down the Netheryn River to Stormhaven on the Parthian Sea. Travel costs are 1 sp per mile between Saranor and Stormhaven.

If the PCs ask around (Gather Information check DC 10), they find out that a river captain named Giselle Lundree needs additional crew and guards. Finding Giselle and negotiating terms with her delays the PCs departure from Saranor a day or two. Giselle initially offers the PCs 1 sp per day each, payable upon arrival in Stormhaven. She goes as high as 3 sp per day per PC if the PCs improve her attitude from unfriendly (on the question of salary) to at least friendly. If Arya accompa-

nies the PCs and they explain her plight to Giselle, grant a +2 circumstance modifier to Diplomacy checks to negotiate with Giselle. From Stormhaven, the PCs can easily find passage to Ebernath on any one of several merchant vessels that leave port each day.

Alternatively, a lowlander PC with the Connected racial talent can find free passage all the way to Ebernath with a successful check (1d20 + character level + Charisma modifier) against DC 15.

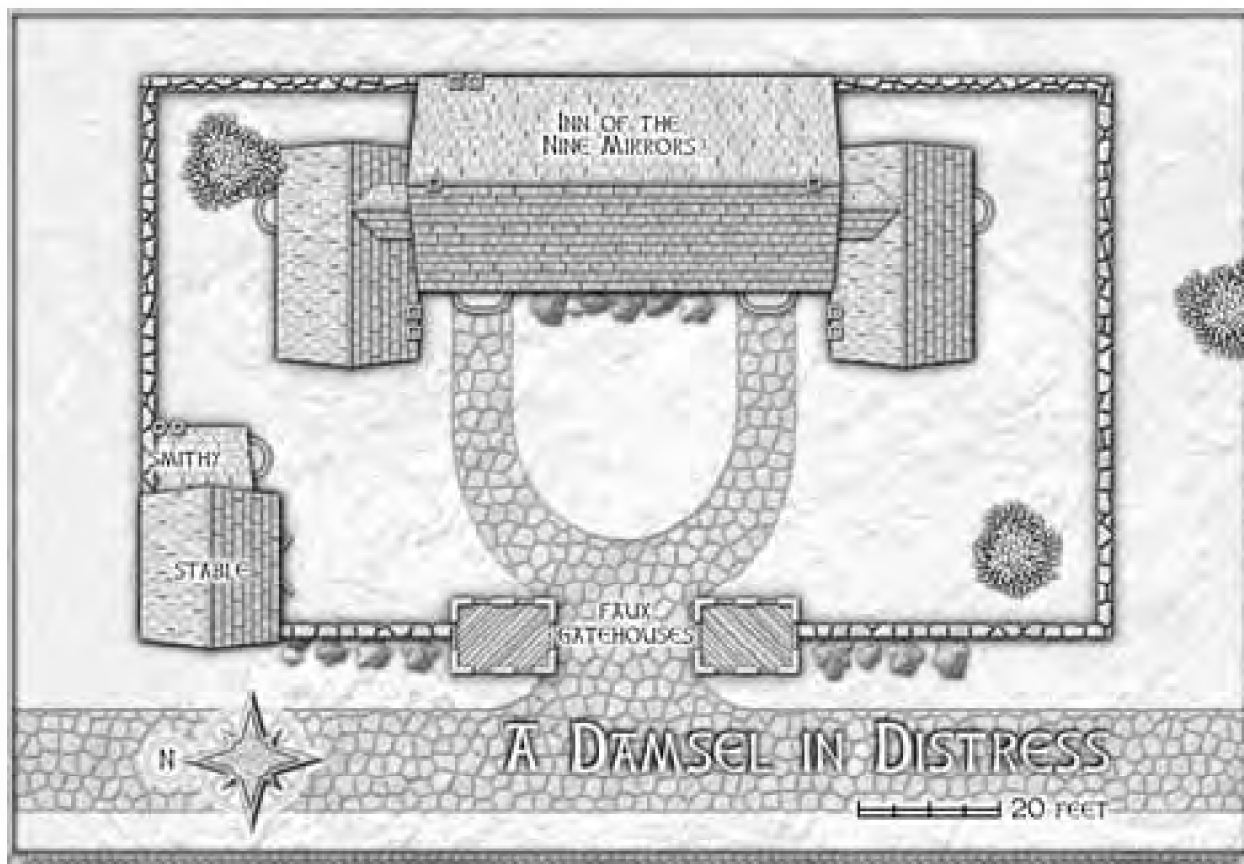
INTERLUDE 1: THE HAUNTED CAIRN

In 596, the tieflings of the Valhedar Dominion launched their first campaign against the Kingsmarch from the Emerlyn Peninsula. In the initial months of that war, it seemed as if the Valhedrin legions would triumph, but the knights of the Kingsmarch and their celestial allies turned the tide. By 598, the tieflings were being slowly forced back across the Shield. By 600, the Dominion's forces were routed, and the clans of the Kingsmarch were victorious.

In 599, Grim Dertgar, a tiefling fighter, deserted his unit and fled east across Emerlyn into Anderland. He made it as far as the Netheryn River several days southwest of Saranor before he stopped running. Grim made his fighting skills useful to the people of a small village troubled by goblin raiders and won himself a place in the community. He lived his remaining years in the village. When Grim died of a fever in 615, the respectful villagers buried him in a cairn in the center of their sacred grove.

Dertgar (hamlet): Conventional; AL NG; Population 90 adults, 100 gp limit; Assets 450 gp; Mixed (80% human, 10% halfling, 5% elf, 3% tiefling, 2% dwarf).

Authority Figures: Lares Gangel, male lowlander shaman 2.



Important Characters: Constable Mezz Salos, male halfling warrior 3.

All of this happened almost four centuries ago. The sacred grove is now just a smallish forest hugging both banks of the river. No one in the village of Dertgar knows the story of their home's namesake or who is buried in the cairn. What they do know is this: Three days ago, Brinsle Yummer, a halfling rogue, broke into the cairn and robbed the tomb of Grim's cold iron shortsword, unintentionally releasing an angry spirit and a flight of fiendish bat swarms. Brinsle has been arrested and sits in the stocks in Dertgar's center, covered with a thick, pulpy coat of rotten vegetables and offal.

As the PCs near Dertgar, they see the bright red warning flag flying at the village's edge. One of Dertgar's militia waves and hollers, alerting the PCs that passage through the forest ahead is not safe due to "flying devils." If the PCs decide it best to go around the forest, they add four days travel time. Heading through the forest provokes the fiendish bat swarms. Ideally, the PCs take time to help the villagers.

Lares Gangel, Dertgar's elder, believes that returning Grim's sword to the cairn will undo the curse Brinsle unthinkingly unleashed. He also warns the PCs that the swarms of "demon bats" are apparently immune to fire and exceptionally fierce. The swarms lurk in the forest and are active even during the day (unlike normal bat swarms). Mezz Salos, Dertgar's constable, led three

able-bodied men into the forest to return the sword, but the swarms were too great a challenge for them. One villager died, and Mezz and the other two escaped with serious injuries. Lares and Mezz are determined to get rid of the bat swarms and return the shortsword to the cairn. They offer up to 400 gp worth of goods and services to convince the PCs to help, but Dertgar cannot provide any magical items at all or any equipment item worth more than 100 gp.

FIENDISH BAT SWARMS (EL 2, 4, OR 5)

Scaling: This combat encounter is designed to be very difficult for four PCs. For every two additional PCs, add another fiendish bat swarm.

There are three fiendish bat swarms in the forest. All three swarms together present a very difficult encounter. It is recommended that the PCs face a single bat swarm shortly after entering the forest. When the PCs get within sight of the cairn, the remaining two swarms attack.

Tactics: The swarms are not tacticians. They instinctively move to attack the nearest good-aligned PC, smiting good with their first attacks. Swarms pursue fleeing prey for up to 1d4+2 rounds. In no case do any of the swarms move more than 100 yards from the forest, nor do they enter more than 10 feet into the cairn.

GRIM'S GHOST (EL 6)

There is the cairn, a grass- and shrub-covered hillock no more than 20 feet high or 60 feet in circumference. Trees press in close on all sides. The normal animal sounds of the forest have ceased. A palpable chill hangs in the air. A muddy shovel and pick lay near the pile of upturned earth marking where Brinsle Yummer dug his thieving way into the tomb. The halfling's tunnel yawns blackly at you.

The tunnel is only 4 feet across. Medium characters must crawl into the cairn's central chamber. Grim's ghost lurks near his burial pit, angry and sorrowful. Grim makes a Listen check to determine if he hears the PCs approach. When he becomes aware of the PCs, he turns on them in full ghostly fury and warns them away. If the PCs sneak in and simply toss Grim's shortsword into the cairn, Grim bids them enter.

Near an open grave at the center of the low-ceilinged burial chamber floats a ghostly humanoid dressed in a somber robe and diaphanous shroud. Visible on its angular, shadowy face are jagged, blood-red marks. Two nub-like horns grow from its forehead. Its arms are long and thin, as is the body that fades away into gray mist and then to nothing at all near the floor.

Tactics: Grim does not wish to fight. He desires peace. If the PCs do not quickly explain their presence in his tomb, he manifests and emits a frightful moan. He uses his incorporeal touch attack against the nearest PC who does not flee from his frightful moan, all the while angrily yelling for everyone to depart never to return.

Giving the shortsword back to Grim causes a notice-

able change in the ghost's demeanor. He is still sorrowful, but no longer angry. Grim thanks the PCs for their trouble and apologizes for the fiendish bat swarms, which were somehow released when he manifested to frighten Brinsle. If the PCs have not yet defeated all of the bat swarms, returning Grim's sword reduces their strength. Halve each remaining bat swarm's hit points.

Should the PCs engage Grim in conversation, his attitude is friendly. He tells the PCs his story: how he deserted the Valhedrin legions, how he fled east, how he became a local champion, how he lived his final few years in peace but remains haunted by the evil that characterized so much of his life. Grim has remained in his tomb for the past 400 years for fear of what fate awaits him in the next world.

With a successful Diplomacy check (DC 20), the PCs convince Grim that he turned his back on evil and has surely earned mercy, even reward, in the afterlife. If more than one PC tries to convince Grim to give up unlife, have the PC with the highest Diplomacy skill or Charisma modifier make the Diplomacy check. The PC with the second highest Diplomacy skill or Charisma modifier can aid another. Grant appropriate circumstance bonuses (no more than +2) for good roleplaying during the conversation.

Treasure: As a reward for calming his troubled soul, Grim gives the PCs his cold iron shortsword.

Ad-Hoc XP: It is doubtful the PCs can defeat Grim in combat. They can, however, lay to rest his troubled spirit, an act worth XP as if Grim had a CR equal to the party's level (as per CRs for Noncombat Encounters, DMG).



CHAPTER TWO

THE LOWER
STACKS

By the start of Chapter 2, a party of four PCs has probably earned XP sufficient to advance to 2nd level. If you think it is appropriate, award each PC 50 XP for good roleplaying and general participation. Ebernath is a good place for PCs to train to gain their new levels. Events in Chapter 2 are scaled for a party of four 2nd-level PCs.

SYNOPSIS

The PCs arrive in Ebernath with at least one mission: to solve the Key's first clue. They may also seek justice for Arya against Oliphia Six-Fingers. Unfortunately, Yelda Grayn reached Ebernath well ahead of the PCs and warns Oliphia that trouble is coming. Oliphia and Yelda went into hiding, but Oliphia has her eyes and ears on the streets. Oliphia deciphered Mnesarchus's first message, and she knows the PCs are heading to the College of Mathematicians.

In the College of Mathematicians, things are not going well, although very few of the College's faculty are aware of the problems in the lower stacks. When Chen first showed Oliphia the secret of the Key, he unknowingly activated guards put into place by Mnesarchus himself. Mnesarchus's original plan was that one of his disciples, armed with appropriate knowledge, would retrieve the *Harp of Law* and *Lolynfrey*.

Only two senior scholars at the College know that the lower stacks are no longer safe. Since very people ever require access to the lower stacks, these scholars have not hastened to solve their problem. After all, they have other matters to attend to: engineering projects for Ebernath's merchant-princes and other wealthy citizens, treatises to write, dissertations to review, classes in advanced mathematics to teach, and so forth. These scholars, Liebton the Geometer and Newniz the Architect, want to rid the lower stacks of Mnesarchus's

guardians, but do not want to rely on city officials (who always seem to want something in return at a future date) or common adventurers (who tend to kill first and ask questions later while looting valuables and destroying property).

Somehow, the PCs must enter the lower stacks and both sort out the trouble there as well as discover the next clue from Mnesarchus's Key. The two courses of action here are either to convince Liebton and Newniz that the PCs can provide appropriate help or to sneak into the library. Neither course is foolproof. Regardless of which course the PCs choose, one of Oliphia's paid informants learns that the PCs have entered the lower stacks. He reports immediately to Oliphia, and she marshals her forces to get the key by ambushing the PCs.

SCENE 1: JUSTICE
DEFERRED

This scene is played only if the PCs seek out Oliphia at the Zojon estate or report Oliphia's crimes to Ebernathian authorities.

SEEKING OLIPHIA

The Zojon home is a stately building constructed of dark wood varnished so that it seems to glow from within and roughly quarried limestone blocks sealed with mortar. Windows of amber-colored glass are shut tight against the increasingly cold weather. Like most of the architecture in Ebernath, the Zojon home has few straight lines. Circles and ovals dominate the facade. Windows and even the doors are rounded. Gardens, once well tended but now overgrown from neglect, form rippling

patterns of varied hues of green dotted with colorful winter blossoms. The leaves of the large trees planted in a great circle around the home wave their autumn colors.

There is no need to exercise caution, although the PCs might not know this. Two days ago, Oliphia dismissed the servants, locked up the estate for the winter, and went into hiding in Ebernath. A DC 10 Gather Information check with the residents and servants of the homes around the Zojon estate can turn up all sorts of rumors about Chen Zojon's taking up with "that woman," about the disreputable sorts seen coming and going at all hours, etc. The neighbors, especially their servants, are quite nosy if not terribly accurate.

REPORTING OLIPHIA

Rather than take matters into their own hands, PCs may report Oliphia's criminal activities to the authorities in Ebernath. A DC 10 Gather Information check determines that the constable in charge of matters in the Zojon estate's part of the city is Hernan Lemus, a lowlander disciple. Hernan is a busy man, and getting past his secretary of affairs, an officious, small-boned salt-blood woman named Aimie Pocen, is not an easy task.

Trying to find Hernan at the constabulary is difficult. He is usually out patrolling the streets, visiting with those who depend on his protection from thieves, etc. Aimie, however, is seemingly omnipresent in the constabulary. PCs seeking information about where or how to report Oliphia are told they need to speak to Hernan, but Aimie is not loose with information about where he can be found. Treat Aimie as unfriendly. Appropriate use of interaction skills can change her attitude, but she does not respond well to either Intimidate or bribes. PCs attempting such routes suffer a -4 circumstance penalty to relevant skill and Charisma checks when dealing with

Aimie. She has a +6 modifier to Sense Motive.

Rather than dealing with Aimie, the PCs can hit the streets. A DC 15 Gather Information check tracks Hernan down after one or two hours. This route puts the

PCs into contact with various citizens of Ebernath, who each point the PCs toward the last place Hernan was known to be heading.

Hernan is polite but business-like. He is very much interested in only the facts of a matter. Opinions and emotions, according to Hernan, cloud judgment and interfere with his duties as a law enforcer. He listens to the charges against Oliphia with interest, and at once assembles a group of the watch and heads to the Zojon home. He is unfriendly to the idea of the PCs accompanying him, but if Arya is with the

PCs, grant them a +2 circumstance to checks to sway Hernan's opinion.

Regardless, Hernan warns the PCs that they have no judicial authority in Ebernath, and that vigilantism is dealt with quite harshly.

Ad-Hoc XP: This scene is a good opportunity for some role-playing and appropriate use of interaction skills. Award up to 50 XP for such activities.

SCENE 2: THE COLLEGE OF MATHEMATICIANS

The College of Mathematicians stands behind decoratively carved limestone walls near Ebernath's center. Majestic colonnades and soaring arches dominate the architecture. Each arch's extrados bears bas-relief carvings of mathematical symbols while the voussoirs show images of celestials bearing tomes, compasses, and measuring sticks. The buildings are topped with domes gleaming with bur-



NEWNIZ'S PROBLEM

16			
			8
	7		
		15	

16	2	3	13
5	11	10	8
9	7	6	12
4	14	15	1

nished bronze. Wide, cobbled walkways around circular parks of carefully manicured grass and neatly arranged poplars connect the campus's various buildings.

A DC 10 Gather Information check made on campus finds out that the lower stacks are located under the Library of Mathematics and that access to the lower stacks is currently forbidden to all by decree of Liebton the Geometer and Newniz the Architect. Anyone on campus can tell the PCs where Liebton and Newniz's offices are. No one knows why the lower stacks have been closed. Feel free to invent any number of rumors in order to put the players on guard against the wrong things.

There are two ways to enter the lower stacks. The first is to meet with Liebton and Newniz and get permission. The second is to sneak in.

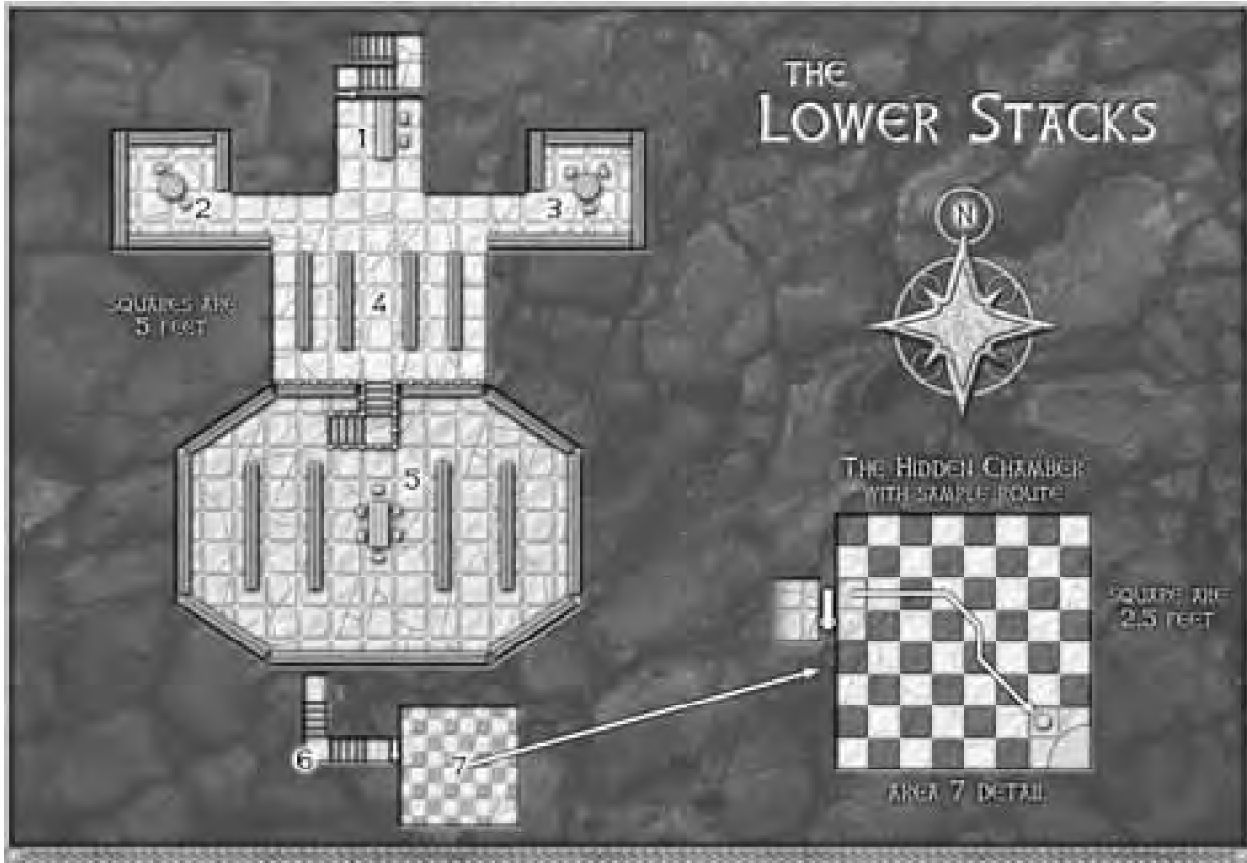
THE DIPLOMATIC APPROACH

Liebton and Newniz share offices in the Library's northwest tower. Their rooms are cluttered with books, papers, models, rulers, slide rules, compasses, and protractors. Both are hostile to the idea of letting adventurers wander in off the streets and into the lower stacks. Bluff or Diplomacy checks are good ways to get them to change their minds. Intimidate may seem to work, but as

soon as the PCs are gone, Liebton and Newniz alert campus security and send for the city watch. If the PCs manage to improve their attitude to at least friendly, Newniz relates the following:

"Trouble started a bit more than a week ago in the lower stacks. Not too many people go down there. Just us two, a couple other professors, m'be an advanced student once in a blue moon. Last time I went down there, I got run out by the damned furniture. Two ridiculously oversized bronze coat racks, flailing around, knocking books off the shelves. Who needs coat racks that big? Doesn't make any sense. Nearly busted my head open. Haven't been back down there since."

At this point, neither of the professors is yet willing to allow adventurers into the lower stacks. They quite frankly express doubts about the mental acuity of adventurers in general, and do not want to let a "gang of dullards loose among the College's most valuable books." Bluff and Diplomacy are to no avail at this point. If the PCs want into the lower stacks, they need to prove their intellectual worth. To do so, they must solve mathematical puzzles posed to them by Liebton and Newniz.



LIEBTON'S PROBLEM

"A major domo of a local estate has a problem. An entourage recently left the estate, and he wishes to know exactly how many people were in the entourage. Unfortunately, he forgot to make a headcount. Realizing that the entourage broke fast just recently, he goes to the chef and asks for the number of people at the morning meal. The chef says, 'Every two people shared a bowl of porridge. Every three shared a goblet of fresh milk. Every four shared a platter of ham and eggs. They used 65 dishes in total.' So, now you tell me: How many people were in the entourage?"

The answer is 60. The solution is $(x/2) + (x/3) + (x/4) = 65$.

NEWNIZ'S PROBLEM

"I got this floorplan I'm workin' on. The floor must have four rows of four tiles each. Each tile must be numbered one through sixteen, but there's a catch. Each row and the

diagonals from corner to corner must add up to thirty-four. Show me how the floorplan ought to look."

PC Skills and Puzzle Solving: If the players are having a hard time with either problem, permit a DC 15 Knowledge (architecture and engineering) or Intelligence check. Success with Liebton's problem is sufficient to reveal the solution. Leave it up to the players to solve for x . Success with Newniz's problem is sufficient to reveal the placement of four of the numbers on the magic square (see hint). Leave it up to the players to solve the rest of the puzzle.

If the PCs solve both problems, the professors are sufficiently impressed with their mental abilities to permit them access to the lower stacks. They, of course, demand that none of the college's property be damaged or destroyed, except for the animated furniture. If the PCs inquire about payment for their services, the professors offer 50 gp for each PC and not a copper more. After all, it was the PCs who came to them.

If the PCs manage to improve the professors' attitude to helpful, they volunteer the 50 gp for each PC and also offer the assistance of a campus security guard and give the party one *potion of cure light wounds*.

Ad-Hoc XP: Negotiating with the professors is sufficient for a 50 XP roleplaying award for each PC. Each problem solved is worth 50 XP each as well.

SNEAKING INTO THE STACKS

The PCs may decide to sneak into the lower stacks. Doing so should not present too much difficulty. The Library is lightly guarded by a couple of 1st-level lowlander warriors who patrol the building's perimeter after its doors close for the evening three hours after sundown. The PCs also must negotiate two locked doors: one to enter the library and another to enter the lower stacks.

Good Wooden Door: 1-1/2 in. thick; hardness 5; 15 hp; break DC 18; Open Lock DC 20.

Development: Oliphia has a paid informant at the university with instructions to pass on information about strangers asking about or snooping around the library. Within a few hours of their first inquiries, word reaches Oliphia that the PCs are in town. The villainess makes plans to get the Key. She has Yelda use her familiar to follow the PCs in an effort to find out where they are staying, what routes they use to get to and from the College of Mathematicians, and the best place to stage an ambush.

Each time the PCs move from point A to point B (for example, from their lodgings to the College), have a random PC make a Spot check against DC 20. If successful, he spots Ollo, but the mere sight of an owl is not particularly unusual if Ollo was not seen in Saranor. Simply pass the PC a note stating that he sees an owl resting on a flagpole, rooftop, or some other suitable place.

After Ollo reports to Yelda, Oliphia heads out to the different places the PCs visit. She uses Gather Information to find out as much as she can about what the PCs have been up to. Oliphia makes Gather Information checks at each location to get the gist of the PCs activities and plans, insofar as such things could possibly be overheard or were discussed with NPCs outside the party. Against a foe as persuasive and charming as Oliphia, absolute security is difficult.

In this manner, Oliphia is nearly certain to learn when and how the PCs plan on leaving Ebernath. She then arranges to ambush them before they leave the city. Since the PCs must sail to leave, Oliphia's ambush takes place at the docks (see Scene 4, below).

Ad-Hoc XP: Getting past the guards without killing them (an advisable course of action since people might remember a group of adventurers asking about the lower stacks and then connect them to the murders) is still worth XP as if they had been slain in combat. Neither of the guards have keys to the library doors. Those are held by Liebton, Newniz, and the head librarian.

SCENE 3: GUARDIANS IN THE STACKS

The lower stacks are accessed via narrow, winding stone stairs that end in a 5-foot-square landing before a locked good wooden door. The walls are masonry. Floors are flagstone except in areas 1–4, where the floor is made of wood. The stone ceiling is 10 feet high at the entrance and rises 20 feet above area 5.

1. CIRCULATION DESK

The door squeaks open into a 15-foot-by-15-foot antechamber. Immediately to your left is a long, narrow table behind which are two stools. A heavy book, ink bottle, blotter, and several quills rest on the table. An everburning torch glows on the table's farthest end. The air is dry and cool. Cobwebs are packed thickly into corners. Straight ahead, four bookshelves rise from floor to ceiling. Between the shelves, almost lost in shadows, stairs descend.

A quick examination of the book shows that it is a log of books checked out of the lower stacks. Most of the entries are for Liebton and Newniz.

Development: There is an animated bronze coat rack in the east stacks (area 3). A PC with low-light vision or darkvision can peer around the corner and see this monster standing in the southeast corner of the east stacks (although the PCs may not realize it is a threat unless warned by Liebton and Newniz).

Allow the animated bronze coat rack a Listen check to detect the arrival of the PCs. Increase the DC of this check by +5 because of the distance between the animated bronze coat rack and the PCs' point of entry. If the animated bronze coat rack hears the PCs, it moves to



drive away these intruders. It is also likely to spot anyone leaving the antechamber. Remember: Animated objects have no skills and minimal Wisdom scores. Their Listen and Spot checks are the result of 1d20–5.

2. WEST STACKS

Floor-to-ceiling bookshelves cover the walls of this 20-foot-by-20-foot room. A small, round table sits in the center of the room. Two stools are pulled up near the table.

The shelves are stuffed with thick, dusty tomes about mathematics in all of its aspects.

3. EAST STACKS (EL 2+)

The animated bronze coat rack may spot anyone leaving the antechamber and heading directly toward the east stacks. If so, it moves immediately to attack. The east stacks appear just like the west stacks, only there are three stools around the table. The following paragraph is to be read when the animated bronze coat rack attacks.

Impossibly, the tall, thick coat rack made of bronze standing in the southeast corner of the stacks twists and swivels, almost like a serpent. The metal creaks and groans in protest as the coat rack begins to hop madly in your direction!

Tactics: The animated bronze coat rack always closes as quickly as possible on the closest target, charging if necessary to execute its slam attack. It repeats this tactic each time a new closest target becomes available. Clever PCs can exploit this tactical weakness. The animated bronze coat rack can also be lured into combat between the bookshelves in the balcony stacks (area 4). These areas count as narrow space for the monster. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space you take a –4 penalty on attack rolls and a –4 penalty to AC.

Development: The other animated bronze coat rack and the animated tapestry are in the lower stacks (area 5). The animated tapestry unfurls itself and arrives at the

top of the stairs to the balcony stacks 3 rounds after combat starts. The other animated bronze coat rack arrives 5 rounds after combat starts.

4. BALCONY STACKS

Four more ceiling-high shelves stand crammed with tomes and treatises on mathematics. A space some 15 feet wide separates the bookshelves into two groups of two. A waist high wooden banister marks the end of the balcony area. Stone steps lead down to the lower stacks.

The railing just about marks the end of the illumination provided by the *everburning candle* on the circulation desk. Beyond the railing, all is shadows and darkness.

5. THE LOWER STACKS (EL 4+)

The animated tapestry lays rolled up on the table. The second animated bronze coat rack stands near the southwest wall. They move to attack as soon as they have detected intruders. The animated tapestry flows across the floor like rippling water.

You've reached the lower stacks: a large octagonal chamber at least 60 feet across from east to west with a 20-foot-high ceiling. A sturdy table stands in the center of the area, surrounded by low-backed chairs. A bolt of heavy cloth—perhaps a tapestry—lays rolled up on the table. Every wall you can see is covered by a bookshelf. There are also four freestanding bookshelves, each 12 feet high with two of them to each side of the table.

Tactics: The animated bronze coat rack fights just like its counterpart in the east stacks. The animated tapestry closes on the closest target, attacking with its knotted rope cords and attempting to roll up its target with an improved grab. It then stays in place, making grapple attacks and lashing out against anyone who comes within melee range.

Remember that a grappled foe can only attack



SONG PUZZLE

The Voice Sings

"Across arctic snows, the lovers wind their way,
From golden sunrise to the end of the day,
Sharing lives and souls full of virtue true.
Silver doves wing ahead with fond ado.
Beneath the silent shadow of the new moon,
The lovers' dance sadly ends too soon."

Hinted Color

White
Black
White
White
Black
Black

Key Words

arctic snows
end of the day
virtue true
silver doves
shadow, new moon
sadly

with light weapons and suffers a -4 penalty on such attack rolls. A grappled target may attempt to play dead in order to fool the animated tapestry into releasing him. Make a Bluff check opposed by the animated tapestry's unskilled Sense Motive check. If the Bluff check succeeds, the animated tapestry makes one last grapple check (unopposed if the bluffer wants his ruse to work) before letting go and moving to attack the next nearest target.

6. SECRET CORRIDOR (EL 3)

A section of the bookshelf on the southern wall is a locked, trapped secret door. If the trap is not disabled before the lock is tampered with or attempts are made to open the door, the trap fires a poison arrow.

Secret Door: 2 in. thick; hardness 5; hp 20; Search DC 20; break DC 25; Open Lock DC 20.

Poisoned Arrow Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged touch (1d8 plus poison/x3, arrow); poison (Large monstrous scorpion venom, DC 14 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 19; Disable Device

15.

On the other side of the secret door is a 5-foot-square landing at the top of a short flight of stone steps that lead to another similar landing before turning east to descend farther into the earth.

7. HIDDEN CHAMBER (EL 2)

The stairs end before a 5-foot-square landing. A stout wooden door blocks your way.

The door into the hidden chamber is trapped. If the lock is tampered with or attempts are made to open the door, a wall stone near the door's edge falls off, revealing a space full of brown mold. The brown mold inflicts 3d6 points of nonlethal cold damage each round to all creatures in the space immediately in front of the door.

If the trap is triggered, it is possible to reset it by placing the wall stone back into place. This requires 1 full round and a successful DC 16 Disable Device check (effectively resetting the trap). Unfortunately, before the Disable Device check can be made, the repairer suffers cold damage and must make a Concentration check (DC 10 + one-half damage dealt). If the Concentration check fails, the repairer is too distracted by pain, chattering teeth, and trembling hands, etc., to effect the repair. Repairing the trap prevents further damage but does not actually disable the device. Of course, a simple *ray of frost* is sufficient to kill the brown mold.

Strong Wooden Door: 2 in. thick; hardness 5; break DC 25; Open Lock DC 25.

Box of Brown Mold: CR 2; mechanical; touch trigger; repair reset; 5-ft. cold aura (3d6, cold nonlethal); Search DC 22; Disable Device DC 16.

The door opens to reveal a 40-foot-by-40-foot chamber with a low, 7-foot-high ceiling. In the southeast corner of the chamber is a bench and harpsichord, both covered with dust and cobwebs. Except around the harpsichord and the area immediately in front of the entrance, the entire floor is laid out like a chessboard with alternating squares of black and white marble, each just under 3 feet to a side.

When the first PC enters the room, the harpsichord begins playing a waltz. There is a plaque on the wall to the left of the door. It reads: "Moving with merry measure, my questing friends. Dance the course correctly to avoid painful ends." A *detect magic* spell reveals that the harpsichord radiates strong illusion magic, and the floor tiles radiate faint evocation magic. When the plaque is read aloud, a disembodied voice sings the words listed in the table on the previous page.

The plaque and the verse are the clues to getting across the room to the harpsichord unharmed. Each line of the verse hints at a color, as indicated above. Any PC attempting to move across the room must dance from square to square, in the color order indicated by the verse. Each move from square to square requires a DC 10 Perform (dance) check. Failing the Perform (dance) check or moving into an incorrect square results in a shock sufficient to inflict 1d6 points of electricity damage (Fortitude save DC 15 halves).

Moving into an incorrect square also resets the sequence. For example, if a PC's moves are white, black, and then black, he suffers 1d6 points of electricity damage. His next moves must be white, black, and then white, as if he had just begun. If a PC has not reached the harpsichord in six moves, the sequence starts again from the beginning. Trying to climb around the room on the walls or jumping over one or more squares results in 1d6 points of electricity damage per square bypassed. Once at least one PC makes it to the harpsichord, the music stops playing, and the floor can be safely walked on.

The harpsichord, now silent, appears completely normal, if a bit dusty. One of its keys, however, bears a peculiar indentation, one shaped very much like Mnesarchus's Key.

If Mnesarchus's Key is placed into the indentation, the harpsichord plays another tune, this one strange and disjointed. A *minor image* of Mnesarchus's second clue appears in the air above the instrument. For the time being, whenever the Key is struck, it displays the second clue. When solved, this clue reads: "Roots of Lathail's Willow."

A DC 10 Knowledge (religion) check is sufficient to know that Lathail is the immortal honored by some night elves for starting the civil war fought within Sildanyr. If the PCs think to ask Liepton or Newniz about Lathail's Willow, the professors can get them the following answer in a day:

"Somewhere in Sildanyr there is reported to be a grand willow tree held sacred by the fanatical night elf followers of Lathail. Supposedly, it is the site of dark rituals and is protected by some sort of immortal beast. More than this, we could not discover, but this is not surprising. The elves are often tight-lipped with their lore. Your best bet is to travel to Ersevor and resume your search there."

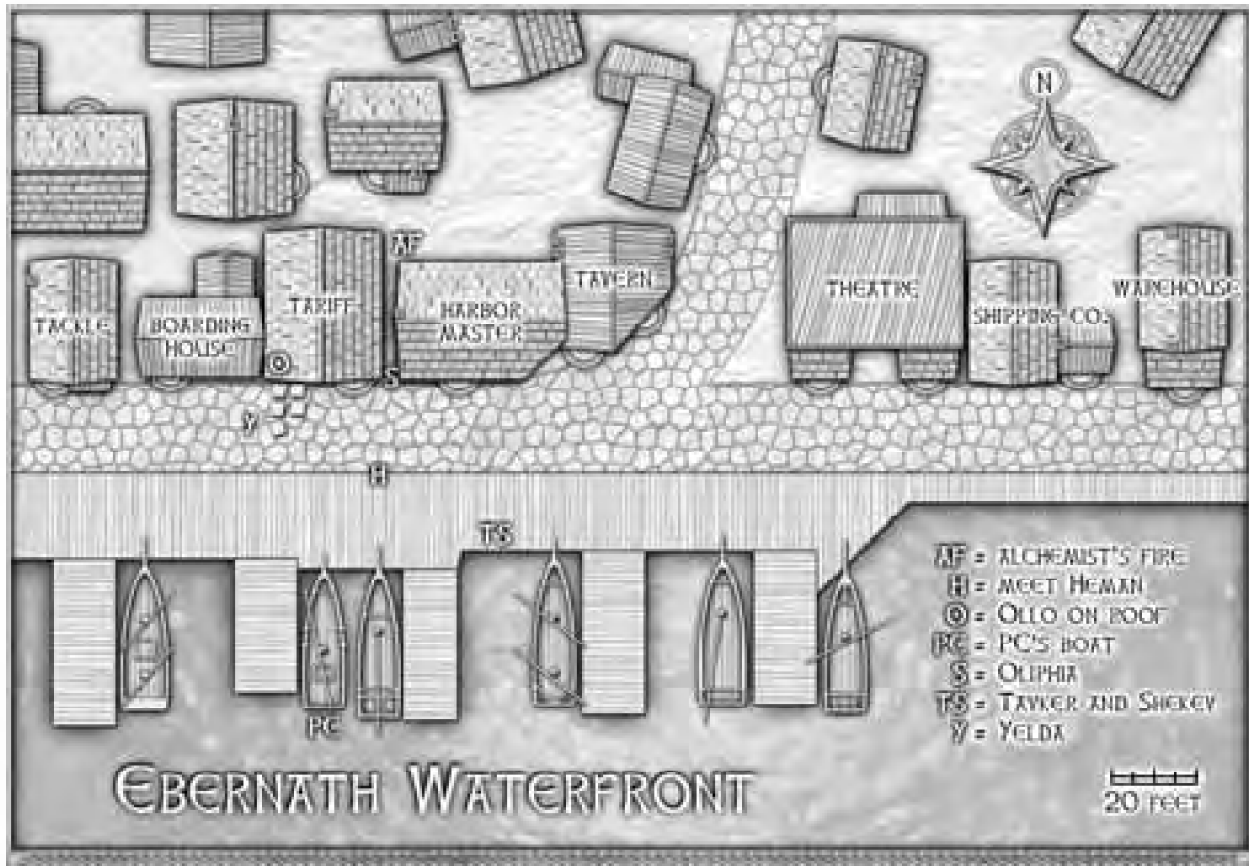
Ad-Hoc XP: Solving the floor puzzle is equal to a CR 2 encounter.

Discovering Mnesarchus's second clue is equal to a CR 1 encounter. These awards are in addition to XP for the box of brown mold.

SCENE 4: SIX-FINGERS STRIKES! (EL 7)

Scaling: The encounter with Oliphia and her allies is quite difficult. The assumption is that the PCs enter the encounter at full strength. Arya is on hand to see the PCs off, as is Hernan Lemus (who thus provides the PCs with some assistance). For parties larger than four PCs, add another local rogue for every two additional PCs.

The eastern sky is just starting to glow with sunrise orange as you make your way



onto the docks in time to catch the morning tide. Several ships, including yours, are anchored out in the harbor. Launches and the smaller vessels of local fishermen are taking on crew and supplies. The launch sent to carry you out to the ship on which you've booked passage knocks gently against the dock.

Walking toward you, looking serious, as usual, is the constable Hernan Lemus. He waves to attract your attention.

Hernan has come to see the PCs off. He received word of events in the lower stacks, and a little footwork revealed the PCs' time and point of departure. During the conversation with Hernan, have a random PC make a DC 20 Spot check. If successful, that PC sees Ollo, which may tip off the PCs that something is wrong. If the players state their PCs are on the lookout for trouble, they may notice one or more of the villains nearby.

Tactics: Oliphia, Yelda, and two local rogues (Shekev and Tavker) are in position when the PCs arrive. The local rogues are posing as fishermen repairing a net. A Sense Motive check against a Bluff check (with a +2 bonus if one rogue successfully aids his partner) can detect the rogues' ruse, for they are more intent on the PCs and are not particularly handy with a net. Oliphia hides in the narrow alley between the harbor-master and tariff collector. Yelda stands behind a stack

of crates. Spot checks against their Hide checks may detect Oliphia and/or Yelda.

Yelda has already cast *false life* and *mage armor* on herself. When the PCs arrive on the scene, Oliphia drinks her *potion of cat's grace* and *potion of shield of faith*. By the time she orders the attack, there remains two minutes of duration on each potion. She drank her *potion of protection from arrows* about a half hour before the PCs show up. Oliphia's and Yelda's stat blocks reflect these preparations.

Once they are spotted or when Oliphia issues the command, the villains attack. The following table shows each NPCs' tactics for the first five rounds of combat.

None of the PCs' foes desire death. Yelda and Oliphia cut and run once they are reduced to less than 25% of their hit points. Yelda runs if Oliphia retreats, regardless of her own hit point total. The rogues attempt to flee or surrender once one of them falls in battle, or when one or both of their bosses cut and run. Yelda and Oliphia cover their retreats with smokesticks. Oliphia moves down the alley between the harbor-master and tariff collector. She has spread alchemist fire across the debris, and ignites it with a tindertwig to deter pursuers. Rushing through the flames inflicts 2d4 points of fire damage. If seriously injured, Oliphia takes time after starting the fire to use her divine scroll of *cure moderate wounds* (DC 23 Use Magic Device check). Yelda dives into the harbor and swims under the docks. The next

NPC TACTICS

NPC	Round	Action
Oliphia	1	Fire first poisoned arrow at Hernan.
	2	Fire second poisoned arrow at nearest PC or use Bluff to feint in combat if engaged in melee.
	3	Fire third poisoned arrow at same PC or use Quick Draw with poisoned rapier and attack in melee.
	4	If not already in melee, moves against closest foe to attack with poisoned rapier.
	5	Continue melee combat. May make use of Bluff to feint in combat if it seems prudent. If combat is going badly, attempts to use her <i>wand of color spray</i> (DC 20 Use Magic Device check).
Yelda	1	Use <i>shield</i> spell-like ability. This adds a +4 shield bonus to her AC.
	2	If still not spotted, use Silent Spell ability with <i>summon monster I</i> to summon fiendish badger. Regardless, Yelda casts <i>summon monster I</i> .
	3	While fiendish badger attacks closest enemy, Yelda casts <i>hideous laughter</i> against enemy spellcaster.
Local Rogues	4–5	Readies action to use <i>acid splash</i> to disrupt enemy spellcasters.
	1	Use Quick Draw to throw daggers at nearest enemy.
	2	Use Quick Draw to draw shortswords and then close for melee against nearest enemy.
Hernan	3–5	Continue to double team same enemy if at all possible. Make use of flanking to get sneak attack damage.
	1	Casts <i>bless</i> to aid himself and the PCs.
	2	Draws light mace and engages in melee, preferably against Oliphia.
	3–5	Continues to melee. May break off fight in order to cast spells if necessary.

round, she drinks her *potion of water breathing* and retreats underwater. Ollo simply flies away.

Development: Victory here is a noteworthy accomplishment. The enemies are organized and prepared. If Oliphia and Yelda escaped, they do not show up again during *Path of Legend* (unless you want them to), but Oliphia knows how to hold a grudge. She (and Yelda, if the wizard survived) flee Ebernath to set up shop in another city. Perhaps one day the PCs may again cross swords with Six-Fingers and her allies.

If Hernan survives the battle (and the PCs acquitted themselves well), he is quite impressed by their courage and resolve. So long as the PCs behave themselves, they have earned Hernan's respect, and he can be counted as a friendly contact in Ebernath. The constable rushes the PCs on their way, promising to take care of judicial matters for them. Should Hernan die, the PCs have some explaining to do to the local authorities (who arrive after the battle unless you need a *deus ex machina* to save the PCs from death). Arya (if she is present) and other witnesses can vouch for the PCs, so legal problems are not on the horizon for the heroes. The PCs do find it necessary to book passage aboard another ship.

CHAPTER THREE

THE ROOTS OF LATHAIL'S WILLOW

The trip upriver to Ersevor is lengthy, but not necessarily eventful. The PCs' route passes back through Dertgar and Saranor, and provides opportunities for the PCs to visit with NPC acquaintances and friends in those places. If the PCs successfully completed Interlude 1, they are welcome guests in Dertgar. They can even count on a few days free lodging in Dertgar's only inn. In Saranor, the PCs may look up Ogwald Garstomper, assuming they parted on good terms. Ogwald is very interested in hearing about their adventures since the day of the race, and he is willing to pay for another banquet at the Feral Flounder. Un is still there. Emersen has moved on to parts unknown. Xelarna reportedly journeyed north toward Sildanyr. At your discretion, any of these reunions may earn small roleplaying XP awards.

By the start of Chapter 3, the PCs ought to be 3rd level. If they are not, provide an encounter or two during the journey northeast to Ersevor. The different challenges in this chapter are scaled for a party of four 3rd-level characters.

SYNOPSIS

The PCs arrive in Ersevor, the greatest elven city in Sildanyr, searching for information about Lathail's Willow. Inquiries lead them to the reclusive night elf scholar Annares Mesee, who coincidentally is Xelarna's teacher. After getting past Annares's mighty minotaur cohort Roarer (with or without getting themselves thrashed), the PCs tell Annares about their quest, and Annares tells them how to find Lathail's Willow. Possibly in the company of Kricak Pai, a dawn elf ranger-guide, the PCs venture into the wilds of Sildanyr, toward territory nominally controlled by evil night elves. Along the way, they encounter the diminutive illwn sidhe Tod and have a chance to help this toad-like

fey creature retrieve stolen wedding presents from a trio of belligerent fanaan sidhe. Finally, the PCs arrive at Lathail's Willow near where the Netheryn River plunges from the Morningstar Mountains.

Unfortunately, Lathail's Willow is now the headquarters for a squad of night elf fanatics led by Baravg Thu, a night elf disciple of Lathail, and her second-in-command, Sarru Desar, a night elf fighter/rogue. Worse still, the tree is also lair to the Terror, a half-monstrous spider/half-green dragon believed by its night elf caretakers to be one of Lathail's children. One way or another, in order to uncover the next of Mnesarchus's clues, the PCs must enter the Willow. Conflict with the night elves and the Terror is almost unavoidable, and victory for the PCs far from certain. If successful against the night elves and the Terror, the PCs discover the next leg of their journey takes them deeper into the wilderness of the Morningstar Mountains.

SCENE 1: ERSEVOR

Days of travel come to end. Ahead stands Ersevor, city of the elves. She is a pointed city: a forest of ancient trees, and above the spires of those trees are other spires of wood and stone. Walkways spiral up trunks, along thick branches. Buildings grow from wood and earth. Ersevor's arches aim majestically toward the heavens. The seven famous bridges crossing the river glow golden in the shafts of sunlight that pierce the ceiling of green overhead. Birds and flowers show their colors everywhere. The elves themselves go about their business, aloof and imperious, speaking in the musical tones of their native tongue. Elegantly armored and armed soldiers watch from their posts as you

pass.

There are really two Ersevors: the one in the treetops and the one on the ground. Both are beautiful, but only on the ground is that beauty tempered by earthiness. The lower Ersevor is for foreigners. It is the place where trade is conducted, and the various businesses cater as much to merchants from other cities as they do to the elves. High above the streets of Ersevor, the lords and other leading citizens of the city live their lives with minimal contact with those literally beneath them.

Ersevor is an ideal place for the PCs to reequip and undergo any training necessary before heading out on the next leg of their adventure. Ersevor is a small city. Any goods the PCs wish are probably available. As the PCs explore the city, emphasize its otherworldliness. Every bit of elven architecture appears fashioned from one piece. Stone joins to stone nearly seamlessly without mortar. No nails or pegs hold wooden structures together. Tree, rock, and structure flow from one into the other as if the entire city was an organic whole.

Most of the denizens of lower Ersevor are elven merchants and craftsmen. Many wood and moon elves live in Ersevor, but most are dawn elves. Many foreigners, mostly humans and halflings, come to Ersevor as well. Few, if any at all, dwarves are seen. There is a noticeable minority of night elves, and it is obvious they are viewed with mistrust by nearly everyone. Other races, including gnomes, are apparently absent.

Ersevor's walls are manned by soldiers at all hours. Armed patrols regularly leave the city to scout the forest. There is a tension in the air that cannot be dispelled by the beautiful architecture and decorative gardens. Civil war rages in Sildanyr, even though its fires seldom directly affect Ersevor.

FINDING THE ROOTS OF LATHAIL'S WILLOW

It is easy enough to get people in Ersevor to give their opinions about the followers of Lathail. Information of substance, however, is harder to come by. Every elf has an opinion about the war, but most repeat only rumors or even wild speculation. A DC 20 Gather Information check about Lathail's Willow does turn up a name: Anarres Messee. Unfortunately, Anarres is a sort of exile-in-residence, a night elf scholar who refuses to take sides in the civil war. As a result, he is widely reviled by many of his own people and distrusted by the dawn elves. If the PCs ask about Xelarna, a separate DC 20 Gather Information check reveals that she returned to Ersevor several days ago.

ROARER AT THE GATE

Annares lives deep within lower Ersevor. Finding his home, a dark stone tower surrounded by a thick wall of dogwood trees, is not easy. The PCs can hire a guide, but finding one willing to have anything to do with Annares or his visitors requires a DC 15 Gather Information check. Of course, the PCs may choose to brave the winding alleys and inner streets of lower Ersevor alone.

The narrow street suddenly opens into a grassy park. A 30-foot-tall tower of black stone rises from the center of the park. Around the tower are thorny dogwood trees growing so closely and thickly that they form a wall between 12 and 15 feet high. A single iron gate hung between heavy wooden posts blocks entrance to the tower's grounds. Peering between the bars of the gate, you can see a stout wooden door leading into the tower. Several night elves are working in the gardens adjacent to the tower, but they pay you no mind.

There is no bell at the gate to attract the attention of the tower's residents. Should the PCs become loud, rude, or attempt to enter the grounds, one of the gardeners rushes into the tower via a side door to alert Annares's cohort, the minotaur monk called Roarer. A couple of minutes later, Roarer strides menacingly through the front door to confront the PCs.

Iron Gate: 2 in. thick; hardness 10; hp 60; break DC 25; Open Lock DC 25.

Roarer moves to the gate, unlocks and opens it, and then orders the PCs away from the tower. He tells them flatly that "the Master" wants no visitors, and that if they do not leave he will "grind them into the ground." Roarer's attitude is unfriendly. He cannot be intimidated, but Bluff or Diplomacy can be used to convince him to ask Annares for an audience. If the PCs mention Lathail's Willow or Mnesarchus, grant them a +2 circumstance bonus to interaction checks for each reference. Any positive mention of Xelarna is met with skepticism, but Roarer does send for the night elf bard, who is Annares's student.

If the PCs attempt to enter the tower or attack, the minotaur fights. Fortunately for the PCs, Roarer is under orders not to kill intruders unless necessary.

Tactics: If a fight breaks out between Roarer and the PCs, let Roarer smack them around for a few rounds as a demonstration that sometimes patience and good manners are more effective than weapons and spells. The minotaur relies on his unarmed strikes to do nonlethal damage. If he takes at least 20 points of damage, he uses his wholeness of body

supernatural ability to heal himself (and demonstrate the PCs' ineffectiveness) before resuming combat. Roarer makes good use of his reach and feats as well. He is particularly fond of Improved Trip followed up by stomping kicks against his downed foe.

Development: Once Roarer has knocked out half the PCs, Xelarna enters the scene from the tower, calling for a halt to the fight. Roarer backs off and uses total defense. If the PCs also back off, he ceases combat. Otherwise, Roarer is more than happy to thrash the entire party into unconsciousness. Regardless, Xelarna invites the PCs into the tower, but she makes no apologies for Roarer. If the entire party has been knocked out, Xelarna has the gardeners bring them inside.

MEETING ANARRES MESEE

While the PCs wait for Anarres (or wait to regain consciousness), they are kept in the downstairs library.

The library, paneled with delicately stained tiger mahogany, sits just off the entry hall. There are several comfortable chairs. A fire crackles beneath the hand-carved marble mantle. A harp stands in one corner. Lanterns hanging from the walls provide bright illumination. Books stand on the shelves that grow from two of the walls. Above the mantle hangs a portrait of a severe night elf aristocrat. The artist's work is first rate. The subject's silk blouse and gold spun vest seem to reflect the fire light. The jewels on his long fingers sparkle. His piercing gray eyes seem to follow the viewer around the room.

A silent servant brings in a pitcher of water, several washing bowls, and a number of clean cloths. As she enters the library, you see the minotaur standing in the entry hall, powerful arms folded across his broad chest. A moment later, Xelarna comes in, carrying a dusty bottle of wine.

"Bring sweet breads and goblets, Kaci," the night elf bard tells the servant, who nods politely and exits.

Allow time for the PCs and Xelarna to talk over sweet breads and a fine, dry white wine. Xelarna explains that Anarres is her teacher. She explains that he is in many ways a good man, but injustices have left deep scars on both his body and soul.

"Anarres was a young noble just coming into his own when the war against our people began four score and three years ago. He entreated the Council of Dawn to act prudently against Lathail's followers, but he was rebuffed as a sympathizer. His efforts to stamp out the fires of war won him few friends but many enemies. The Dark Queen's widows sought his death, but had to settle for his hands." Xelarna glances sadly at the portrait. "He traveled for a time. Who knows where? He returned richer and built this tower, with Roarer's help. It has been both his home and his prison for the past seven years."

Once conversation with Xelarna has gone on long enough, Anarres Mesece makes his entrance. He still resembles his portrait, but the lines of his face are deeper and his arms end not in hands but in scarred stumps. For Xelarna's sake, he has agreed to speak with the PCs.

Unfortunately, he can provide little useful information unless the PCs mention both the Roots of Lathail's Willow and the Key. With these two seemingly unrelated clues, Anarres proves to be quite informative.

WHAT ANNARES KNOWS ABOUT MNESARCHUS

Anarres was in Ersevor a century ago when Mnesarchus visited Sildanyr. He knows most of the history presented in *Path of Legend's* introduction. He does not know that the Black Circle was responsible for the destruction of the Celestial Choir, anything about the *Harp of Law*, or about Mnesarchus's magical plans to



SILDANYR ENCOUNTERS

The PCs travel through medium, old growth forest. A creature standing in the same square as a tree gains a +2 bonus to AC and a +1 bonus to Reflex saves (these bonuses do not stack with cover bonuses). Most squares contain light undergrowth. A space covered with light undergrowth costs 2 squares of movement to move into, provides concealment (20% miss chance), and increases the DC of Move Silently and Tumble checks by +2. Fewer squares contain heavy undergrowth. Heavy undergrowth costs 4 squares of movement to move into, provides cover (30% miss chance), and increases the DC of Move Silently and Tumble checks by +5. Heavy undergrowth grants a +5 circumstance bonus to Hide checks. Running and charging through heavy undergrowth is impossible. The maximum distance for Spot checks is 2d8x10 feet. Double the distance modifier to DC for Listen checks because of the background noise in the forest.

Roll 1d8+1d12 and consult the following table. Stats for most creatures are found in the MM. The statistics for the night elf fanatics are in the Chapter 3, Scene 3 section of Appendix One.

Roll	Encounter	EL
2-3	1 nymph*	7
4-5	3 unicorns*	6
6-7	1 ghast, 3 ghouls	5
8-9	2 black bears	3
10-11	1 dryad*	3
12	2 wolves	2
13-14	1 wight	3
15-16	2 owlbear skeletons	4
17-18	5 night elf fanatics**	5
19	2 wereboars*	6
20	A solitary treant*	8

* These encounters are best treated as being one of a kind for the particular region of Sildanyr through which the PCs travel.

** If any night elf fanatics encounter the PCs and then escape, they alert their kin in the Verdant Conservatory.

protect the Harp and *Lolynfrey*. Annares tells the PCs about *Lolynfrey*, but he does not know what became of that wondrous tome. He does know that *Lolynfrey* was once kept in the Verdant Conservatory where Mnesarchus taught while in Sildanyr.

WHAT ANNAIRES KNOWS ABOUT THE ROOTS OF LATHAIL'S WILLOW

Today, the Verdant Conservatory, built by elven magic within a primeval willow, rests in night elf territory. The PCs must travel up the Netheryn to the falls. The Verdant Conservatory grows at the base of the falls on the edge of the Morningstar Mountains. The area around the Conservatory is within hostile night elf territory. Lathail's followers prowl the forest, and intruders are not tolerated. If the PCs plan on traveling to the Conservatory, they had best do so as secretly as possible. If the PCs ask about a guide, Annares directs them to Kricak Pai with the warning that Annares cannot vouch for the trustworthiness of anyone else.

Further Development: Annares sends the PCs on their way as soon as the visit is over. He wishes them luck on their quest, but he offers them no more help other than information. If the PCs decide to meet with Kricak, they find him at his residence on the outskirts of Ersevor just as Annares said. Kricak agrees to lead the PCs to the Verdant Conservatory, but with the understanding that he fights only to defend himself and that his services cost 5 gp per day.

Ad-Hoc XP: Treat the various roleplaying encounters in this scene as being equal to a single CR 3 encounter.

SCENE 2: INTO THE WOODS

Kricak Pai requires 24 hours to make ready for the trip into the forest upstream to reach the Verdant Conservatory. Kricak is a no-nonsense guide. He has little sympathy for PCs unprepared for the wilderness and

even less tolerance for fools. He takes his duties as guide very seriously, and expects those being guided to be equally serious. Between his skills and voice of the woodlands racial talent, Kricak is a valuable asset, but he refuses to be exploited or placed in unnecessary danger.

At some point during the trek northward:

The normal sounds of the forest—birds singing, insects chirping, leaves squishing under feet—gain some new accompaniment: a distinct, high-pitched sobbing, like the crying of a child.

If the PCs approach the sounds, they see:

Sitting on a large mushroom is a toad wearing a bright green vest. It sobs uncontrollably. On the ground near its webbed feet rests a tiny backpack which has obviously been torn apart. A turtle hooked to a miniature wagon rests nearby, its head and feet withdrawn into its shell. The goods on the cart have also been violently disturbed.

Should the PCs reveal themselves or be noticed by the creature, he addresses the party in Elven. Tod speaks Elven, Gnome, and Sylvan (but not all at the same time).

The green-vested toad jumps to its hind feet and howls sadly, "If you've come to rob me, too, I've nothing left to take! And the wedding is only two days hence! Woe is me!"

The creature is Tod, an illwn sidhe, a gentle type of fey creature. If the PCs are friendly, Tod explains that he was traveling to the wedding of a cousin. He was bringing presents to a cousin due to be married when he was beset by a trio of fanaan sidhe. Fanaan sidhe are ill-tempered, badger-like fey creatures. Once Tod is certain the PCs mean him no harm, he asks them to track down the fanaan sidhe and trounce them thoroughly. In payment, he offers to give them all but one of the *draughts of the illwn sidhe* that he was bringing to the wedding party. He also offers to enchant them a batch of *goodberries*.

The PCs (or Kricak) can track the fanaan sidhe with a successful DC 10 Survival check. They find the little creatures about a half mile from where they met Tod:

You hear the fanaan sidhe before you see them. They are loud and rowdy. The creatures appear to be halfling-size humanoid badgers. Several empty bottles litter the ground between them. Each has another in paw, ready to drink.

The fanaan sidhe speak only Sylvan. They are

not the least bit interested in returning Tod's property, nor are they amused by their party being interrupted. All three are hostile, and they attack with the slightest provocation.

Tactics: The fanaan sidhe attempt to use their *flame blade* spell-like abilities (DC 12 Concentration check due to drunkenness) before closing for melee. They use *flame blades* in place of their first claw attack, inflicting 1d8+3 points of fire damage with a successful melee touch attack. When two of their number are defeated, the third breaks off combat and runs, using his *longstrider* spell-like ability if possible.

Treasure: There are three *draughts of the illwn sidhe* left. True to his word, Tod offers two of them to the PCs. He also enchants 2d4 *goodberries* for the party.

SCENE 3: THE TERROR IN THE TREETOPS

The Verdant Conservatory has been converted to a site sacred to Lathail, especially dedicated to the Terror in the Treetops, a half-monstrous spider/half-green dragon that the night elves in the site believe to be a child of Lathail. Under normal conditions, there are always five night elf fanatics in the Conservatory and another five out on patrol. If the PCs encountered night elf fanatics in the woods, and any of those fanatics escaped the PCs, the Conservatory is on alert for 1d3 days. No patrols are sent out during an alert, thus increasing the number of night elf fanatics in the site.

All of the exterior doors (areas 1, 2, and 8) are barred from the inside. The night elves normally use only the grand entrance (area 1). During an alert some interior doors are locked by Sarru Desar, the site's second-in-command (specifically areas 3, 5, 9, 11, 12, and 13, including the secret doors). Sarru also activates the trap in area 10. The portcullis in area 13 is always down.

On the ground level, the night elves maintain strict light discipline, using just a few well-placed candles for light. This creates shadowy illumination throughout the entire level. A 20% miss chance past a range of 20 feet applies to creatures relying on normal vision in such conditions. Creatures 40 feet or more away have total concealment (40% miss chance). Low-light vision doubles these ranges. Darkvision ignores miss chances out to its normal range. Since all of the night elves in the site have low-light vision, this means they can lurk at the 40 feet range and enjoy concealment while their own low-light vision negates concealment penalties against their targets. Remember that total concealment grants a +20 bonus on Hide checks if moving, or a +40 bonus on Hide checks when not moving.

There is no artificial lighting at all on the second level. The inhabitants there all have darkvision.



Depending on weather conditions and the phase of the moon, some natural light may enter area 16.

All ceilings are 12 feet high except in area 16. The domed ceiling of that chamber rises to 45 feet at its apex.

Exterior Doors: 3 in. thick; hardness 5; hp 30; break DC 27; Open Lock DC 25. For exterior secret doors: Search DC 25.

Interior Doors: 2 in. thick; hardness 5; hp 20; break DC 25; Open Lock DC 25. For interior secret doors: Search DC 25.

Wooden Portcullis: 3 in. thick; hardness 5; hp 30; lift/break DC 25.

The Netheryn River roars over massive boulders, spraying water into a veil of mist that soaks the ground all around it. The Morningstar Mountains rise roughly skyward to the northeast. An impossibly large willow grows along the east bank of the river, its massive roots gripping the rocky earth. At its base, its trunk is surely more than 200 feet in diameter, and it towers hundreds of feet into the sky. Its long boughs, drooping to within 10 feet of the moist earth, are thick with long, thin leaves. The undergrowth has been cleared for 20 yards on the north, east, and south sides of the giant tree.

If the PCs move closer for inspection:

On the southern face of the willow, molded in elven style from the wood itself, are three short flights of steps. The westernmost and center flights are narrow, only about 10 feet wide, and lead up to closed doors. The easternmost stairs are about 20 feet wide and lead up to a chamber, a sort of cave in the tree.

If the site is on alert, there is a night elf fanatic hidden about 20 feet up the southeastern “corner” of the trunk. He effectively has total concealment. Unless the PCs are exceptionally stealthy, he most like spots them, especially if they carry any light sources. As soon as he spots intruders, he starts to climb toward the most sensible entrance in order to alert his fellows. Since the night elf fanatics are unusually stealthy, they can move up to their full speed while Hiding and Moving Silently at no penalty.

Tactics: It normally takes the night elf fanatic one minute to move from his hiding place to one of the doors. Five rounds later, he has entered the tree and alerted his fellows. After this point, the night elves are virtually impossible to surprise. Two minutes after the PCs are spotted, Baravg Thu, the site’s leader, has convinced the Terror that the PCs are a sacrifice sent to it by Lathail. By flying, the Terror can be on the PCs in one



or two more rounds.

If the PCs have not moved into the tree by this time, they likely face overwhelming odds as the inhabitants of the site marshal their forces and attack.

The Terror, although only marginally intelligent, is a deadly predator. It prefers to fight from the air, opening with its breath weapon and then using its webs along with Hover or Flyby Attack combined with Snatch. The night elf fanatics, with Baravg Thu and Sarru Desar leading from the rear, charge from the willow to join the fray 1d4+4 rounds after the Terror attacks. The fanatics move into melee as quickly as possible. Baravg and Sarru stay at range in case retreat becomes necessary. Baravg relies on her spells at first, then switches to light crossbow. Sarru fires wristbolts, and then closes for melee unless the battle goes against the night elves.

The night elf fanatics' favored enemies are dawn elves. They enjoy a +2 bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks against dawn elves.

There is little chance the PCs, even with Kricak's help, can win against these odds. Retreat is probably the only sensible option, and even then PC casualties are likely.

1. GRAND ENTRANCE (EL 1)

The wide, wooden steps lead up to a sort of cave shaped within the tree. The walls of the cave are smooth and reflective, as if sanded and lacquered. Some 40 feet from the stairs is a single, closed door. A 10-foot-tall ladder lies on the floor near the eastern wall. Next to the ladder are a few bones.

Even when not on alert, a night elf fanatic guard is posted near the four-way intersection north of the door. If this sentry detects the PCs entering the willow, he moves directly to area 6 to alert the other fanatics. The bones are from some sort of humanoid, but more information cannot be determined without highly specialized knowledge or magic.

Development: If the guard sounds the alarm, the fanatics move as quickly as possible to engage the PCs in battle. One of them attempts to slip around the conflict toward the stairs up to the second floor (area 13) in order to alert Baravg and Sarru.

2. SECRET ENTRANCES

On the other side of the cleverly hidden door is a short flight of steps leading up to a 10-foot-wide corridor heading due west. Advancing up a few of the stairs, you can see that this corridor is only 20 feet long and intersects with another hallway running north to south. The interior is very dimly lit. Shadows pool darkly in the corners.

The doors into areas 4, 5, and 6 are normally kept open. Alert PCs may be able to hear the night elves in those locations.

3. EMPTY CHAMBER

Behind the door is an empty 30-foot-by-30-foot chamber. There are pegs on the wall near the door, and the eastern wall is occupied by tall, doorless cabinets. Otherwise, the room is unremarkable.

Treasure: A DC 10 Search check reveals an empty flask underneath one of the cabinets.

4. NIGHT ELF FANATICS QUARTERS (EL VARIES)

Preparation: If not on alert, there are 1d3–1 night elf fanatics in areas 4, 5, and 6, but there are no more than four night elves all together in these rooms. Determine how many night elves are in each chamber before the PCs enter the willow. If the tree is on alert, there are up to nine night elf fanatics within the tree. Subtract from 10 the number of fanatics slain or otherwise removed from duty prior to the PCs arrival. Place one fanatic on guard outside the tree and another on guard at the four-way intersection north of area 1. Divide the remainder as evenly as possible between areas 5 and 6.

After a 10-foot walk-in, there is a 20-foot-square chamber that is obviously the quarters for five night elf guards. Five bunks, two of them double, stand against the north and west wall. A humanoid skull is fixed on one of the posts of the single bunk. There is an open door in the southern wall.

5. NIGHT ELF FANATICS KITCHEN (EL VARIES)

The center of this 40-foot-long rectangular room is dominated by a 5-foot-diameter stone stove. Heavy pipes rising from the stove, also of stone, seamlessly pierce the ceiling. The

western wall is covered with cabinets, and the western half of the north wall sports a long, sturdy counter. Pots, pans, and various cooking utensils hang from hooks grown from the wall above the counter. Part of the counter is a sink above which a spigot protrudes from the wall.

Treasure: The cabinets hold dry foodstuffs and spices. A large supply of jerked venison and bear meat hangs in one of the cabinets. There are also bowls filled with nuts and berries. Several stacks of crunchy, flat bread sit in baskets on the counter. The bread is made from ground nut meal and dried fruit. In a crate underneath the counter are 10 bottles of fine wine (15 gp each). If the spigot is turned, slightly murky, bittersweet water pours forth, drawn from the flesh of the willow itself. The water is entirely potable. There is enough food in storage for 10 people to eat two meals a day for one week. A DC 15 Search check finds these words, in Elven, scratched into the countertop: Baravg is a slave driver.

6. NIGHT ELF FANATICS QUARTERS (EL VARIES)

There is a single bunk against the southern wall and two double bunks against the south wall. A smallish table, so low to the floor that it can be used without chairs or stools, rests in the middle of the room. An hourglass sits on the table.

7. ARMORY

Racks of weapons line the walls of this 40-foot-by-30-foot chamber, but much of the space is empty.

Treasure: The following weapons are in the armory: 5 longswords, 10 shortbows (unstrung), 10 light wooden shields, 200 arrows, and 50 crossbow bolts. Oddly enough, there is also an oboe in one of the racks.

8. CHAPEL OF LATHAIL

This irregularly shaped chamber is almost a rectangle 70 feet long from east to west and 30 feet deep from south to north. A hallway enters near the northeastern corner. There are four doors leading out: one in the northwestern corner, another on the western wall, and two portals pierce the southern wall after 10-foot-square alcoves. The eastern wall is cut with a 10-foot-by-20-foot alcove as well, this one dominated by a silver statue depicting a female night elf noblewoman dressed in flowing robes.

A DC 10 Knowledge (religion) check identifies the statue as Lathail. There is a largish earthenware jar underneath the table. It is empty.

Treasure: The silver idol of Lathail (70 gp).

9. REFUSE

After 20 feet, the hall turns into a steep flight of wooden stairs ascending another 20 or so feet. The stench of waste hangs thick in the air, stinging your eyes and clogging your nostrils.

The stairs open onto a landing overlooking a refuse pit filled with urine, feces, discarded food, and other organic waste, all providing food for the willow. Anyone desperate enough to enter the waste risks contracting a disease very similar to filth fever.

Filth Fever: Contact DC 12; 1d3 days incubation; 1d3 Dex, 1d3 Con.

10. WATER TRAP (EL 4)

This chamber is an irregular pentagon running northeast to southwest for about 40 feet. A slick, dark green mold grows in streaks on the walls.

This chamber is actually a trap. There are hidden bypass switches adjacent to both entrances in the halls. If discovered and depressed, either of these switches shuts off the trap, but they do not unlock the doors. The location trigger is in the northern door. Should the northern door be tampered with or an attempt made to open it, the northeastern door slams shut and locks. Then water begins to seep from the very walls of the chamber itself, filling the room in 5 rounds (about two feet of water per round). Near the floor on the southeastern wall are three 2-inch-diameter tubes (Search DC 25) that click open 10 rounds after the trap is activated. Water drains from the room at the rate of two feet per 5 rounds. Once the water trap is sprung, disabling its device does not stop the flow of water.

Water-Filled Room Trap: CR 4; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25); multiple targets (all targets in room); never miss; onset delay (5 rounds); liquid; Search DC 17; Disable Device DC 23.

Interior Doors: 2 in. thick; hardness 5; hp 20; break DC 25; Open Lock DC 25.

11. FOUNTAIN CHAMBER

There is a stone fountain in the center of the northern half of this room. Graceful fey, probably nymphs, rise in frozen leaps from the rippling water. A vine-covered column stands

at the center of the carved figures. Water bubbles from the top of the column, running in rivulets down its sides.

A DC 15 Search check finds these Elven words carved in the floor near the fountain: Mnesarchus is an immortal.

12. MOSAIC CHAMBER

The floor of this 30 foot square room is very nearly covered by a circular mosaic of colorful pebbles. At the center of this swirling, rainbow pattern is the likeness of a lyre. Some of the mosaic has been disfigured as if by the claws of a large animal. The pebbles dislodged by this vandalism still lie on the floor.

A DC 15 Knowledge (nature) check identifies the claw marks as those of a bear.

13. CHAINED OWLBEAR (EL 4)

Unless the PCs have been deliberately stealthy, the owlbear probably hears them coming. If they are wounded (or otherwise spattered with blood), the monster smells them by the time they get within 15 feet of the portcullis. The following description assumes that the owlbear detects the PCs:

A wooden portcullis blocks the hallway ahead, which quickly becomes a source of relief, for there is a guttural roar as a nightmarish combination of bear and owl barrels through an opening in the northwestern wall of the corridor on the other side of the gate. A heavy, long chain clanks along behind it. The beast slams into the bars, one huge paw reaching out to tear the air.

The owlbear is held by a 30-foot-long, stout chain attached to a thick leather collar around its neck. The far end of the chain is firmly affixed to the center of the western wall of the chamber that opens into the corridor. The owlbear is hungry and hostile. The night elves feed it irregularly. Sarru Desar keeps it here to guard the hall and also because he dreams of having the monster domesticated. To get around the owlbear, the night elves use the secret corridor.

Tactics: The owlbear's tactics are simple: close for melee and kill, and then repeat until no one is within reach. The beast is not stupid enough to stand in the hall, straining against its chain while the PCs simply fill it with arrows. It retreats to the safety of its room after one round of such abuse. If the PCs engage the beast in melee, the chain can be used against it. A melee touch attack against AC 10 is sufficient to grab the chain. The one holding the chain, by winning on opposed Strength

check against the owlbear, forces the monster to suffer a –2 circumstance penalty to attack rolls for the next round. This Strength check is a standard action for the PC, but a free action for the owlbear.

Development: The stairs leading out of the small chamber at the end of the hallway spiral up for about 60 feet.

14. SARRU DESAR'S CHAMBER (EL 5)

There is a single bunk in the southwest corner of this large room. At the foot of the bed is a chest. A desk and chair occupies the southeast corner. Above the desk is hung a scimitar in a bejeweled scabbard. There is a freestanding bureau near the desk.

Whether the willow is on alert or not, Sarru Desar spends only about a third of his time in his chamber. He often inspects the fanatics below or can be found with Baravg, either in her chamber (area 15) or in the Terror's lair (area 16). Sarru does not enter either of these locations without Baravg.

Treasure: In the chest (Open Lock DC 25) are an amethyst (100 gp), a bloodstone (50 gp), and 377 gp. The ornamental scimitar in bejeweled scabbard is worth 550 gp, but is all but useless as a weapon (–2 attack and damage rolls).

Development: There are papers on the desk, correspondence in Elven from other followers of Lathail in the Morningstar Mountains. They discuss activities within the willow (feeding the Terror, ambushing travelers, training "soldiers in the war against Lathail's enemies," etc.), and encourage Sarru and Baravg to continue their good work. There are hints in the documents that the willow base is part of a larger network of night elf bases under a common command structure. Flesh out these hints as much as you would like as they can provide hooks for more adventure within Sildanyr and the Morningstar Mountains. Exercise caution, however, that these hints do not turn into prolonged side treks away from the PCs' current objectives.

15. BARAVG THU'S CHAMBER (EL 5)

Somewhat oddly shaped, this room runs 40 feet north to south, west to east. Its decor, such as it is, betrays both a feminine touch and a twisted soul. A comfortable bed occupies the far southeast corner. Its canopy at first appears ragged but then you realize it is woven to resemble a spider's web, complete with spiders crawling along its strands. The upright bureau is carved with delicate floral and vine patterns, but each flower, upon closer inspection, has

thorny fangs. The same motif is repeated on a three-legged table and two chairs standing on an oval rug. Bouquets of dead or dying flowers, bundled with twine, hang from pegs in the walls.

Baravg Thu is most often either in this chamber or lavishing attention on the Terror (area 16).

Treasure: Underneath the fine hand-woven rug (20 gp) is a small, hidden door (Search DC 25). In the space behind the door is a golden yellow topaz (500 gp) and 1800 sp.

16. THE TERROR (EL 7)

Amend the following description depending on light conditions. It is possible the PCs cannot see all of the chamber at once:

A wide, curved octagon, this vast chamber is at least 120 feet from wall to wall. The domed ceiling rises to about 45 feet at its apex, but most of the ceiling is obscured by thick sheets of gray webs. The steps of auditorium seating surround the floor, except for the far northern part of the chamber, and the webs hang heavy over the seating area. A stage rises from the chamber, about four feet high and slanting gently toward backstage where there is no wall. Instead the stage opens to the forest beyond through a large, hollow cylinder of webs, wound around and around the opening. The thick boughs of the willow twist and droop outside the chamber.

Once a theater, the auditorium is now the Terror's lair. The dragon-spider prefers to drop onto intruders. It dimly recognizes Sarru Desar as an ally. The Terror treats Baravg Thu in much the same manner a hound treats its owner. Baravg is often in this area, cooing to and petting the monster.

Treasure: Underneath the stage (Search DC 15 to notice the trapdoor) are offerings made to the Terror: a carnelian (50 gp), a pearl (100 gp), and 750 gp. If the PCs search below the stage, they may find a Key-shaped indentation in the floor against the exterior wall (Search DC 25). When the Key is placed into the indentation, the final clue appears. When deciphered, it reads, "Seek the Scar of Ice." For the time being, whenever the Key is struck, it displays the third clue.

Development: Finding the third clue is worth XP equal to a CR 1 encounter. The PCs' skills may help them identify the Scar of Ice. A Knowledge check may reveal useful information (see table).

KNOWLEDGE (GEOGRAPHY)

Knowledge Check	Facts Recalled
DC 15	The Scar of Ice is a glacial valley in the Morningstar Mountains near Frostwater Bay.
DC 20	The Scar of Ice is northeast of a low pass elevation lake called Winter's Tarn.
DC 25	Winter's Tarn sits atop and drains over a high cliff known as the Ascent Perilous. The Ascent Perilous is the easiest nonmagical route to Winter's Tarn.

KNOWLEDGE (HISTORY)

Knowledge Check	Facts Recalled
DC 20	There was once a tribe of ogres who lived at the base of the Ascent Perilous. After years of conflict with the elves of Sildanyr, these ogres moved higher into the mountains.
DC 25	Deceased elven historian Morgaf of Ersevor wrote in his <i>Historie of the Migration to Sildanyr</i> that Winter's Tarn is called grag-il-Fewd, which is Giant for the Ogre's Pond.

Only if the PCs recall facts about Winter's Tarn or the Ascent Perilous, allow a Knowledge (arcana) and/or Knowledge (local) check:

Knowledge Check	Facts Recalled
DC 15	Winter's Tarn, according to legend, never freezes, and its waters ripple with music.
DC 20	The source of the music is a vast ice cave on the far shore of the lake. Strange lights can be seen at night dancing in the mouth of this cave.
DC 25	Within this cave is an eldritch well known as the Well of Song.
DC 30	The Well of Song is the site at which the Wild Man of the Wood, the legendary scion of all satyrs, ascended to the ranks of the immortals.

INTERLUDE: THE GRIFFIN COMPANY

After finishing up at the Verdant Conservatory, the PCs are almost ready to complete *Path of Legend*. Returning to Ersevor for supplies and information about the Scar of Ice may be in order. The PCs should all be 4th level. Depending on how they acquitted themselves (and if you feel his presence beneficial), Kricak may agree to accompany the PCs to the Scar of Ice, but only for a full share of any treasure discovered.

Getting to the Ascent Perilous is accomplished by returning upriver to the mountains. From there, the PCs follow lowland trails north by northwest, journeying in the rough, wooded border between the mountains proper and Sildanyr.

ENCOUNTERS

If you like random encounters, there is a 5% chance per hour of travel for one. Roll 1d8+1d12 and consult the following table.

Roll	Encounter	EL
2	4 trolls*	9
3	5-6 dire wolves	8
4	2 ettin skeletons*	7
5	2 displacer beasts	6
6	1 ghastr, 3 ghouls	5
7	2 giant wasps	5
8	4 grigs	4
9	4 krenshars	4
10-12	Normal animals	3
13	2 dire weasels	4
14	2 large monstrous spiders	4
15	2 wights*	5
16	2 giant praying mantises	5
17	3 assassin vines	6
18	3 gargoyles	7
19	7-9 bugbears	8
20	1 juvenile copper dragon*	9

* These encounters are best treated as being one of a kind for the particular region of the Morningstar Mountains through which the PCs travel.

In addition to any random encounters you feel like using, at some point during their journey to the Ascent Perilous, the PCs encounter adventurers affiliated with



the Griffin Company. Before springing this encounter on the PCs, allow Spot checks against Hide +10 to detect the Griffin Companions before they reveal themselves.

One second, you are the only people on the rough mountain trail. The next, you face a line of archers on both sides, arrows nocked, strings fully drawn. The archers are all dressed in dark leather armor and dark green cloaks, their faces wrapped from nose to neck in brown cloth, with leaves and twigs twisted into leather strips tied to arms, legs, and clothes. Close by one archer's side stands a wolf, its hackles raised and fangs bared.

There are 10 rangers under the leadership of Larra Myrhe, a highlander, who calls out to the PCs:

"You're a long way from civilization, travelers, and moving farther away with every step. What brings you into the presence of the Griffin Company?"

A DC 10 Knowledge (local) or Knowledge (history) check recalls that the Griffin Company is a military organization of rangers that seeks to stop the fell forces

of the north from sweeping into civilized lands. The eastern reaches of Sildanyr are far from the Company's normal territory.

Unless the PCs are belligerent, this encounter does not turn into a fight. Larra gives the order for bows to be lowered, removes her hood and mask, and approaches the party. She is curious about why they are in these parts, and invites them to camp. The Company's camp is about a quarter mile away, in an easily defensible draw.

There are another 10 rangers in camp. Use

Kricak Pai's stats for the rangers, but change favored

enemies as deemed appropriate (goblinoids and giants pre-

dominate).

Most of the rangers are lowlander humans, but a few are dawn elves. Larra says that the Company has been camped here for a couple of days to resupply before returning to Anderland. They were dispatched to Sildanyr and the Morningstar Mountains to investigate rumors that agents of Anlar Icefang were at work in the region, but they discovered no evidence of such activity.

The importance of this encounter is simply to provide roleplaying opportunities and to introduce the Griffin Company to the players and PCs. Larra has heard of the Ascent Perilous and can confirm that the PCs are on the right track (or, if they were lost, put them back on the right track). She can spare a small amount of food (two days per PC at most).

Ad-Hoc XP: Meeting and interacting with the Griffin Company rangers is equal to a CR 1 encounter.

CHAPTER FOUR

THE HALL OF THE OGRE CHIEF

SYNOPSIS

The PCs near the end of their quest. They travel through the Morningstar Mountains until they reach the Ascent Perilous, a crude, almost vertical flight of stairs carved into a cliff. While climbing the Ascent Perilous, the PCs are set upon by a pair of hungry harpies. Overcoming this challenge, they complete the ascent and find themselves near Winter's Tarn, a low pass elevation mountain lake that is perpetually warm despite the cold climate and altitude.

As the PCs follow the lake's shore, they encounter a group of ogre guards. From these ogres, the PCs learn that the village of grag-il-Fewd is nearby. They also discover that the village is in the grips of controversy due to the presence of a half-celestial giant eagle and a half-fiend worg, respectively known as Golden Eiyr and Fellfang. The ogres of grag-il-Fewd, including its leaders, are choosing sides, dividing the village into the opposed factions of the eagle and the wolf.

When the PCs visit the village, they find themselves pulled into the controversy when the chief's brother, Brovaeg Zew, asks the PCs to dispute against Fellfang at a village council. The chief, Brovaeg Kel, has sworn to choose either the eagle or the wolf based on this disputation. Zew promises the PCs access to the Well of Song if they can sway Kel to the eagle faction. Unbeknownst to anyone, a phasm agent of the Black Circle lives in grag-il-Fewd, watching to ensure that the Well of Song is not put to good use.

The disputation takes place, and the PCs debate Fellfang about the nature of good and evil, right and wrong, before the assembled villagers and their chief. When the PCs win the disputation, Kel declares his loyalty to the eagle faction, and orders the wolf faction disbanded. Fellfang and his followers, not to be so easily

defeated, make their move. Violence erupts, and the PCs battle alongside Kel and Zew against the wolf faction. When they emerge victorious, they become the heroes of the day. After the dead are buried, Zew keeps his promise and lets the PCs see the Well of Song.

From the Well of Song, the PCs finally retrieve the *Harp of Law* and *Lolynfrey*. They stay in grag-il-Fewd a day or two longer, and then start out on the long trip back to civilization. They have not gone more than a day before they are attacked by the phasm intent on killing them and stealing the *Harp of Law* and *Lolynfrey*.

SCENE 1: THE ASCENT PERILOUS (EL 7)

The mountain trail grows steadily steeper and rougher as it moves into a wide draw. Soon, the draw becomes a canyon. Steep cliffs loom on either side. A shallow, surging river rushes by. Stunted but hardy trees grow from the canyon's walls, their twisted roots gripping outcroppings and cracks. The Morningstar Mountains, both majestic and forbidding, tower on all sides. A continuous, deep roaring echoes throughout the canyon. Soon, the crevasse becomes a box canyon. The roaring is louder now, the source of it obviously the waterfall that leaps from high above to crash into a bubbling pool out of which the river races. To the left of the falls, a crude stairway, more like a ladder really, twists skyward for more than 100 feet. Surely this is the Ascent Perilous.

The Ascent Perilous is 120 feet from base to top. The stairs require a DC 10 Climb check to ascend. The cliff itself requires a DC 20 Climb check. A Climb check that fails by 4 or less means that the climber makes no progress, and one that fails by 5 or more means the climber falls from whatever height already attained. Treat the Ascent Perilous as a slope for purposes of catching oneself when falling (DC 25 Climb check). The cliff itself requires a DC 40 Climb check for a PC to catch himself during a fall.

If a PC climbing adjacent to another PC falls, the PC can attempt to catch the one falling. Doing so requires a successful melee touch attack against the falling character. If successful, the catcher must immediately attempt a Climb check (DC = wall's DC + 10). Success means the climber catches the faller, but his total weight (including equipment) cannot exceed the catcher's heavy load limit (or the Climb check becomes an automatic failure). If the catcher fails his Climb check by 4 or less, he fails to stop the falling PC but does not lose his grip. If he fails by 5 or more, he both fails to stop the falling PC and begins falling himself.

Characters need both hands free to climb, but may cling to a wall with one hand while casting a spell or taking some other action that requires only one hand. While climbing, characters cannot move to avoid a blow, so they lose their Dexterity bonuses to AC (if any). They cannot use a shield while climbing. Any time someone takes damage while climbing, he must make a Climb check against the DC of the slope or wall. Failure means falling from his current height and sustaining the appropriate falling damage. Climb speed is normally one-quarter base speed. A character can try to climb more quickly than normal. By accepting a -5 penalty, he can move at half speed.

There is more danger present than just the climb. Two harpies lair in a cave accessed through a narrow opening about halfway up the cliff. The harpies take pains to camouflage the entrance to their cave with leafy branches (DC 10 Search check). When one or more of the PCs have climbed 2d3+2 x10 (40 to 80 feet) feet up the cliff, the harpies attack.

Tactics: The harpies burst from their cave. One hovers near the entrance and uses her captivating song. Climbers charmed by this enchantment begin moving toward the cave. The other harpy hovers and fires arrows at climbers who make their Will saves, hoping to dislodge them from the stairs so that the fall kills them. Should any charmed PC enter the cave, the first harpy follows him in and attacks with club and claw until the PC is unconscious or dead.

If harassed by ground fire or no one falls victim to the first harpy's captivating song, the harpies switch roles. The first stops singing, the second starts, etc. If everyone on the cliff is charmed, the other harpy also begins to sing in order to lure other PCs who were out of range of the initial captivating song or who are otherwise uncharmed away from the area.

The harpies are not interested in dying for a meal. Should the fight go against them, they simply fly away, returning only after several hours. Unfortunately for them, this gives the PCs time to enter their cave and steal their treasure, but at least the harpies live to feed another day. The harpies' cave is between 15 and 20 feet wide, about 35 feet deep, and quite filthy, littered with bones, feathers, and droppings.

Treasure: The harpies have collected an assortment of treasure from their previous victims: a pouch containing 55 gp, a peridot (50 gp), an exotic wood tankard with a silver interior and bandings (110 gp), a darkwood buckler (205 gp), an empty backpack, 50 ft. of silk rope, and a set of masterwork thieves' tools (50 gp) in a fine leather carrying case (25 gp).

Ad-Hoc XP: Award an additional 50% XP for defeating the harpies given the disadvantages the PCs face fighting flying foes while climbing a cliff.

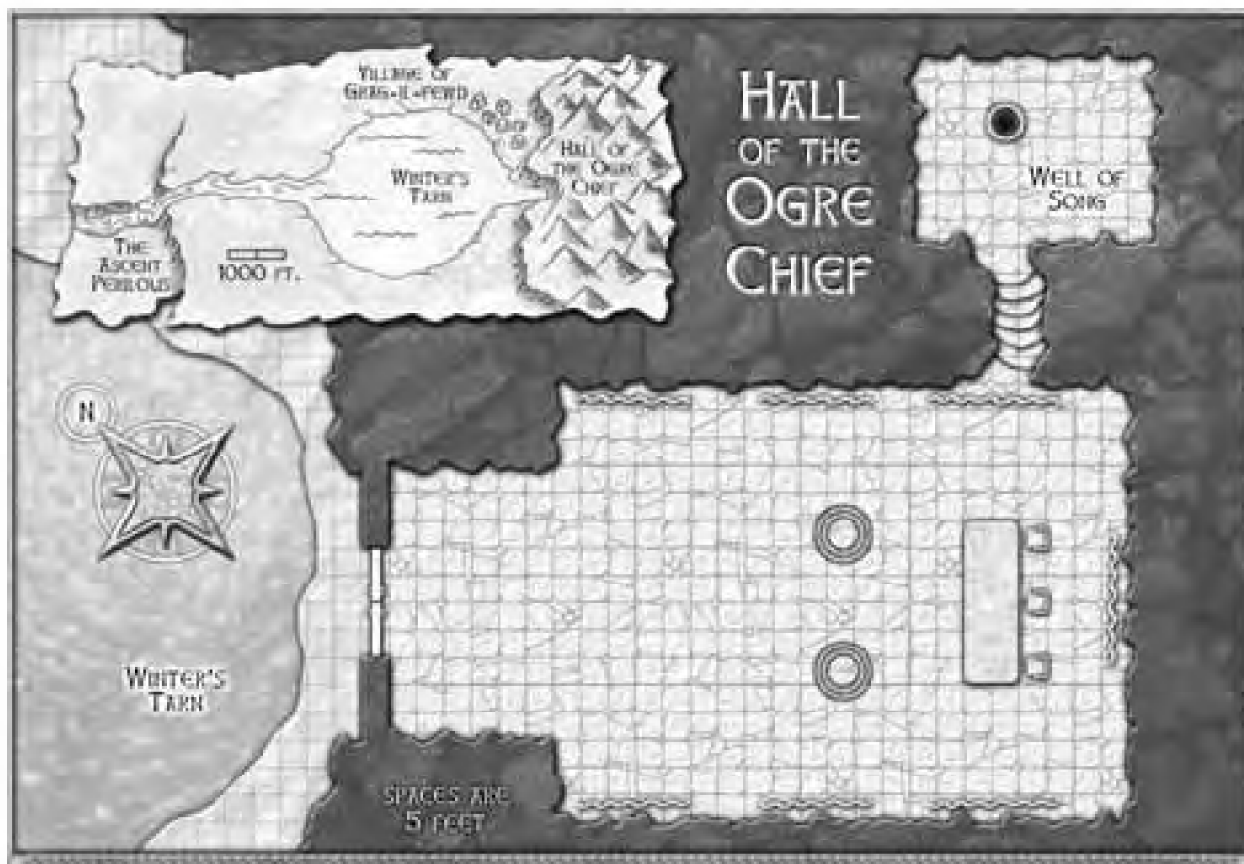
SCENE 2: A SOUL IN THE BALANCE

Atop the cliff races the source of the falls: a fast-moving black ribbon of water, crashing over smooth rocks between sandy shores. Making the Ascent Perilous has brought you up on the northeast bank of the river. You follow its course upstream roughly a half mile, and then see what must be Winter's Tarn. The water churns and ripples, lapping at its shores. Another mile or so away, the lake abuts rocky cliffs.

The ground leading up the cliffs appears reasonably level, a sort of plateau. There are clusters of huge boulders and thick stands of alpine vegetation, especially on the lake's western shores, but mostly the ground is barren and rocky.

Winter's Tarn and the ogre village of *grag-il-Fewd* sit at low pass elevation. The village is not readily apparent for it sits behind a screen of tall pines. The air is thin, humid, and cold, but there are no game effects due to altitude. In the evening and early morning, the region is prone to sleet (see *Weather, Wilderness Adventures, DMG*). Once the sun descends, temperatures quickly plunge into cold weather range. Once winter proper sets in, severe or extreme cold become the norm at night (see *The Environment, Cold Dangers, DMG*).

Inexplicably, the lake itself is warm. Water temperature never drops below 90 degrees Fahrenheit or rises much above body temperature, warming the air above the lake and near its shores. A constant breeze sweeps into the lake from all sides, rippling the water toward the center. Waves in Winter's Tarn roll toward the middle of the lake, and then rebound off themselves. As a result,



the surface of the lake churns chaotically. The nearer one gets to the lake, the more likely he is to hear the lake's song. A DC 20 Listen check (with normal range penalties starting at the lake's edge) detects a faint, musical tinkling, like tiny bells tied to a cord jangling in a breeze. There is no pattern to the music, but it is constant.

THE VILLAGE OF GRAG-IL-FEWD

Nestled between the cliffs and the southeastern shore of Winter's Tarn is a village populated largely by ogres. Grag-il-Fewd is a collection of stone-walled structures with peaked roofs of woven tree branches covered in animal skins. Lodges and other buildings are arranged in circles around large fire pits used for cooking and warmth, and structures around a fire pit usually belong to a single extended family. There is a single road winding through grag-il-Fewd, heading toward the cave that holds the hall of the ogre chief Bogaev Kel.

The villagers of grag-il-Fewd do not dislike strangers, but they are suspicious of them. Their village is far from the beaten path. They engage in some trade with other communities in the region, including a night elf hamlet, a small orcish mining thorp, and a loose confederation of minotaur clans. They are also sometimes

beset by raids from bugbears and goblins, as there are several tribes of such in the Morningstar Mountains. Most troublesome of all is the clan of hill giants higher in the mountains.

Decades ago, when the ogres left Sildanyr and moved to Winter's Tarn under the leadership of Kel's grandmother, they brought with them roots and seeds for planting and a supply of trout to stock the lake. Today, the villagers subsist on potatoes, pumpkins, various berries, and fish, which are now plentiful in Winter's Tarn. They also keep goats and sheep. The village's woodcutters have become exceptionally skillful, and grag-il-Fewd has a small trade based on lumber and carpentry. The ground, although rocky, is also fertile, and crop surpluses are not uncommon. The villagers exchange lumber, wooden goods, and foodstuffs with the night elves for textiles and wine (often made from berries from grag-il-Fewd), with the orcs for metal tools and weapons, and with the minotaurs for furs.

grag-il-Fewd (village): Monstrous; AL CN; Population 490 adults, 200 gp limit; Assets 4,900 gp; Isolated (96% ogre, 2% orc, 1% minotaur, 1% night elf).

Authority Figures: Bogaev Kel, male ogre shaper 6; Golden Eiyf, female half-giant eagle/half-celestial; Fellfang, male half-advanced worg/half-fiend.

Important Characters: Bogaev Zew, male ogre barbarian 6 (leader of the Eagle faction); Bogaev Ger, female ogre sorcerer 6 (leader of the Wolf faction).

THE SIGNS OF THE EAGLE AND THE WOLF

The village has been in the grip of controversy and conflict for several weeks prior to the PCs' arrival. Two creatures, representing two opposed worldviews, compete for the hearts and minds of the inhabitants of grag-il-Fewd. Golden Eiyr, a half-giant eagle/half-celestial, seeks to convert the villagers to good. Fellfang, a half-advanced dire wolf/half-fiend, seeks to convert the villagers to evil. So far, most villagers are content to let well enough alone, but both Golden Eiyr and Fellfang have made advances among the population.

Most significantly, Golden Eiyr has converted Kel's brother, Bogaev Zew. Zew has become chaotic good as a result, and has attracted a noticeable following also. Kel's sister, Bogaev Ger, on the other hand, has been swayed by Fellfang's vision and is now chaotic evil. She too has attracted a noticeable following. These two factions identify themselves by means of rough tabards marked with either a crudely drawn eagle or wolf.

To date there has been little violence between the two factions, but things are coming to a head. Both Golden Eiyr and Fellfang bend Kel's ear at every opportunity, trying to sway the chief. Zew's and Ger's followers actively proselytize as well. Zew rightly fears that armed conflict looms on the horizon, and he does not want to take up arms against his own kith and kin. Although he cannot prove his suspicions, Zew is also correct to believe that Ger, Fellfang, and others rallying to the sign of the wolf are plotting a coup d'état against Kel.

Unknown to the PCs, they are about to be pulled into the contest for the soul of grag-il-Fewd.

THE WELCOME PARTY

The ogres described below are not making any effort to be quiet or ambush the PCs. They are a forward guard, defending the village's loosely defined borders against raiders.

The squad of ogres, eight to be precise, in chain shirts and armed with spears and axes, makes no effort to hide as you round a jumble of boulders. Four of the ogres wear crude leather tabards emblazoned with what appears to be a bird of prey in flight. The other four wear similar tabards, but their sign is that of a winged wolf rampant.

One of them addresses you in Common: "You trespass on the soil of the Ogre's Pond. Speak now: Friend or foe?"

The forward guard consists of 8 1st-level ogre fighters. If the PCs answer "friend" and make no hostile moves, the ogres explain that they near grag-il-Fewd. If

they plan on visiting the village, they must present themselves to Bogaev Zew, the chief's brother and war-leader. The ogres are talkative enough. Travelers are rare in these parts, and reason for both curiosity and caution. They all figure that what is public knowledge in the village is not meant to be secret, and so the PCs have an opportunity to learn a bit about the strange situation in grag-il-Fewd. If the PCs ask about the lake's unusual properties, they are told, "The Well of Song blesses our lake and village." One of the ogres escorts the PCs to the village, taking them to Kel.

MEETING WITH KEL AND GER

Your escort takes you toward the center of the village. All around you, ogre men, women, and children pause their working and talking to stare as you pass. You notice that more than a few ogres wear the sign of the eagle or the sign of the wolf, but most wear neither. You see several patches of land dedicated to farming. One field is overgrown with vines and pumpkins. Eventually, you stand before a stone longhouse with a peaked roof made from tightly woven tree branches. The door stands open, and the escort gestures for you to enter and present yourself.

Inside, you see a remarkable sight. A male ogre, barbarically regal in a chain shirt and furs, sits with one heavy arm on a table. His tabard shows the sign of the eagle. Near him sits a female ogre dressed in elaborately decorated woolen robes. Embroidered into the sleeves of her robes is the sign of the wolf. On the other side of the table is a glorious eagle, at least nine feet tall, with golden feathers and shining brown eyes. A crest of plumes stands up on its head like a crown. Near the female ogre sits a bat-winged wolf, at least five feet from snout to hindquarters. Its eyes burn like fire, and thick talons curve from its paws. The wolf looks in your direction.

"Aha! Visitors!" says the wolf, and the other three turn to regard you.

Zew initiates conversation with the PCs, asking them to state their business. Golden Eiyr may sense it if the PCs are not quite honest and comments as such, not accusingly but rather encouragingly. Fellfang suggests that the PCs should not be trusted since they are strangers and Ger agrees, but otherwise Fellfang is quiet.

At some point during the talk, Fellfang breaks his silence.

"My dear Kel, I have a thought. Golden Eiyr here tells your brother that her way should

be embraced for the good of the village. I say Golden Eiyr's way is weakness and folly. Some agree with me. Others do not. But your brother: he takes no sides, and we both agree that no good will come of that. And now look! We have strangers here on the day of the disputation. You have authority, Kel. Order them to take Golden Eiyr's place in the disputation. If her way is indeed a truth found in all places, then surely these strangers know her truth and can defend it."

Zew responds:

"I cannot order these strangers to do this or that. They are strangers, not clan. Begone and let me explain this 'disputation' to them. The choice is theirs."

Once the other three have left, Zew explains about the political situation in the village. He explains that Golden Eiyr has taught him that the way of good is the best path to travel. Golden Eiyr claims that the way of good is the always good, and that all honest creatures agree. But Fellfang disagrees, claiming that good is the same as weakness because it limits rather than frees. Zew fears Fellfang's way, but it increasingly finds acceptance in the village. The disputation before Kel is a sort of village gathering at which Kel has promised to choose either the sign of the eagle or the sign of the wolf.

"If Kel chooses wolf, I fear for my brothers and sisters. Blood will be shed, and we will be weaker in the eyes of our enemies. If you can convince Kel to choose eagle, I will reward you."

If the PCs have inquired about the Well of Song, Zew agrees to reward them with access to the eldritch well.

Uncooperative Players: Your players may decide to have nothing to do with the disputation. This is fine. They can finish their quest without doing so. Zew is not pleased with their answer, but respects their decision. Should the PCs not take Golden Eiyr's place, the disputation takes place between her and Fellfang as planned. Your job as GM is to narrate the disputation and its results, not force the PCs into a specific course of action.

A CONTEST OF WORDS

The disputation takes place in the hall of the ogre chief, a huge chamber carved into the cliffs south of the village. During the disputation, the hall is open to any who wish to attend. The PCs can freely enter the hall even if they are not taking Golden Eiyr's place.

The cave entrance, at least 30 feet high, has been filled in with a rock and mortar wall. The rocks at the wall's base are boulders that must weigh hundreds of pounds each. As the wall rises, the rocks become smaller. In the center of the wall, large double doors hang from thick wooden posts driven deep into the ground. The posts have been carved with totems: bears, wolves, eagles, fish, and other animals. Scores of ogres crowd into the chamber beyond the doors.

The hall of the ogre chief is at least 80 feet wide and more than twice that in length. The stone floor is covered with furs. The ceiling, roughly curved, is more than 20 feet high. Large tapestries hang from the walls. Torches burn between them, and heavy bronze lanterns sway gently on stout chains bolted to the ceiling. Near the far wall is a marvelously carved table. Zew and his sister Ger sit on either side of another ogre who can only be the chieftain, Bogaev Kel. About 20 feet in front of the table are two daises, each about five feet in diameter. The winged wolf Fellfang sits on one.

If the PCs are not part of the disputation, Golden Eiyr is on the other dais. Otherwise, she stands against the wall opposite the concealed entrance to the Well of Song.

Scores of ogres crowd the hall. Many are armed. The signs of the eagle and wolf emblazoned on clothing can be seen everywhere.

THE STRUCTURE OF THE DISPUTATION

If the PCs are taking Golden Eiyr's place, they are escorted to the right-hand dais. They are instructed that Fellfang speaks first, and that the PCs must refute Fellfang's four points. The PCs can take turns talking, or can designate a spokesperson. Regardless, Ger has a timekeeper (like an hourglass) that gives the PCs only two minutes to make their counterpoints.

After each exchange, make a Diplomacy check for Fellfang and have the PC who spoke make a Diplomacy check. If Fellfang wins, his believers applaud and yell approval, while those who follow the sign of the eagle voice their displeasure. If the PC wins, the opposite occurs. Do not reveal Fellfang's Diplomacy check totals. Narrate the crowd's reactions, and let the players draw their own conclusions.

Also keep a running total of both Fellfang's and the PCs' Diplomacy checks. At the end of the disputation, the highest total has carried the argument and convinced Kel to take one side or the other.

It may be that you and/or your players are not schooled in the finer points of philosophical debate.



This is not important. The disputation is an opportunity for roleplaying, and good roleplaying should be rewarded (a +2 circumstance bonus to a Diplomacy check is appropriate), but this encounter is not designed to penalize players or PCs.

The next section lists Fellfang's points in order as well as competent objections to those points.

FELLFANG'S POINTS

"Golden Eiyf says good is truth, and truth is good. But what is truth? Truth is what works, my lord. The important thing is results. There are too many in the mountains who would exploit grag-il-Fewd. Strength is needed. Courage is needed. Enemies must be crushed and taught fear, and what best instills this fear? Cruelty, violence, and death. Those things work, my lord; therefore, they are true."

Objections: Just because something works doesn't mean it is true. A lie can be used to get what one wants, but the lie is not truth. Also, someone can be presented with the truth and fail to believe or understand it. In this case, what is true does not work, but it remains true nonetheless.

"No one can truly know what is good or what is evil. Do not even you err, my lord? We all err. And have not we all thought ourselves to be in error only to later discover we were wrong about that? We err even about error. Put aside questions of what is good or what is evil, for no one can truly know whether or not he errs by answering such questions. Simply act, and success justifies the act."

Objections: Error does not prove skepticism, but rather refutes it. While it is true we cannot be infallible in our judgments, it is also true that we could never recognize our errors as errors if there was not something true against which to view those errors. The very concept of "error" is based on some form of certain knowledge of the truth.

"The Eagle claims good is truth, and evil a lie, but let us be honest. That is only the Eagle's opinion. Her truth is not my truth, nor is it yours, my lord. How can ogre truth be the same thing as Eagle truth? Your people have their own needs, their own history. That is your truth, my lord."

Objections: While this or that group have different customs and values, this does not prove that there are different truths for different peoples. If people can err about the truth, cannot a people, such as a village, also err about the truth? This is simply Fellfang's third point dressed in different clothes.

"The Eagle seeks to enslave you to her ideals, my lord. If you are not free to create your own good, a good contrary to the Eagle's mere opinions, then you are not truly free. Morality itself is a manacle, my lord. The actions of the chief cannot be constrained."

Objections: Freedom must have limits. Freedom, if it means anything, means freedom from things that are bad or harmful. This necessarily means that actions are limited at least to the extent that people are not free to do harm. Thus, morality is not a manacle, but is instead the key to determining what actions are permitted for the good of all and which actions must be forbidden for the good of all.

IDEAS HAVE CONSEQUENCES (EL 9)

The disputation has ended. Murmurs rumble through the crowd. A few partisans shout insults at each other. Fellfang looks decidedly pleased with himself. Golden Eiyr lowers her head and closes her eyes as Bogaev Kel rises to his feet and gestures for silence. Slowly, fitfully, a hush falls over the hall.

Kel speaks loudly, clearly, in Giant, "I choose the sign of the —."

Kel announces his decision based on the result of the disputation. The appropriate side cheers while the other side growls in anger.

If Fellfang wins the disputation: Kel orders that the sign of the eagle be removed and the sign of the wolf be accepted. Those who do not comply are exiled under pain of death. Zew jumps to his feet and protests, but is cut off by Kel, who repeats his decision. There are some skirmishes between factions, but nothing lasting. Zew leads many of his followers out of the hall and into exile. The PCs, having stood in for Golden Eiyr, are also exiled. Golden Eiyr, Zew, and their few adherents return to their homes, pack their belongings, and head downstream.

If the PCs do not leave, force is used against them. They find themselves facing overwhelming odds, for they have no allies and very nearly every adult in the village fights to enforce Kel's decree. If the PCs leave willingly, they face another problem: access to the Well of Song is now restricted.

When the hall is not in use, its doors are shut but not

locked. Two 1st-level ogre fighters guard the doors and another two are posted within the hall to guard the Well of Song. All four have signal horns. Judicious use of stealth and magic may bypass the guards. If the PCs move quickly, they can gain entrance to the Well of Song, but run the risk of being trapped should their illegal entrance be discovered.

If the PCs win the disputation: Kel orders the sign of the wolf be removed and the sign of the eagle accepted. Those who do not comply are exiled under pain of death. Ger rises silently to her feet and moves away from the table. Then, once she is a safe distance from Kel and Zew, she whirls and attacks her brother the chief.

"Never! Kel is not fit to lead! Rise up my brothers and sisters!"

Tactics: The entire hall erupts in violence. Most ogres flee, but several dozen take sides and battle. Zew and Golden Eiyr are mobbed by wolf loyalists. Do not worry about their role in the battle. Instead, focus on the PCs who find themselves fighting along side Kel against Ger, Fellfang, and eight 1st-level ogre fighters. In between PC and NPC actions, narrate the larger battle. If the PCs and Kel win against Ger, Fellfang, and the ogre fighters, assume the tide of battle is sufficient to overwhelm any remaining wolf loyalists.

Fellfang opens with *unholy blight* against the PCs and then closes on Kel for melee. The fighters move toward the PCs (one per PC) and the remainder move to attack Kel. Ger removes herself from the melee in order to cast spells or use her wand. If hard-pressed, she uses her *dust of illusion* for a distraction and retreats farther to quaff her *potion of false life*. This act of treachery commits the wolf faction to a battle to the death.

Development: There is the potential for a great deal to go wrong in this scene. Be prepared to answer questions such as: What happens if the PCs lose the disputation? What happens if the PCs refuse to leave as ordered? What do Zew and Golden Eiyr do if they are exiled? Depending on how involved the PCs choose to get within the conflict between the signs of the eagle and the wolf, they may find themselves taking sides during a minor civil war.

On the other hand, if the PCs win the disputation and then help put down the *coup d'état*, they become heroes in *grag-il-Fewd* and earn the enmity of any wolf factioners that survive the conflict. If the PCs request it, they are granted access to the Well of Song, but only after the villagers have buried their dead.

Finally, regardless of the disputation's results, there is a hidden danger in the village. An agent of the Black Circle masquerades as an ogre, keeping its eyes on the Well of Song. As long as the Well of Song is of no interest to anyone but the ogres, the phasm has little cause for concern. When strangers arrive in *grag-il-Fewd*, however, its suspicions grow. The phasm spies on the



PCs, trying to discover the purpose of their visit.

Ad-Hoc XP: If the PCs participate in the disputation, award XP as for a CR 4 encounter. This is in addition to any XP earned in battle against the wolf faction.

SCENE 3: THE WELL OF SONG (EL 7)

You ascend the rough stairs upward and enter a large, crudely hewn chamber about 35 feet to a side. From a hole in the floor near the center of the room come dancing lights, ribbons of color, and the tinkling of bells.

The Well of Song is an eldritch well. Its game statistics are listed below.

Strength: 4

Range of Influence: 500 ft. plus the effects on Winter's Tarn

Associated Spells: *Lesser geas, mnemonic enhancer, rainbow pattern, remove curse.*

Affiliated Aspect: Dreams

Aspect Power: Once per day, a 3rd-level or higher dream-bonded wizard may use the well to cast *owl's wisdom*.

If the Key is sounded in the chamber, the images coming from the well transform into a single, brilliant shaft of light projecting toward the ceiling. The *Harp of Law* and *Lolynfrey* rise from the well as if carried by an eddy of wind. The PCs may take these fabulous treasures. Unfortunately, getting back to civilization with

them is problematic, for the phasm is now on their trail. It is not foolish enough to ambush them while they remain in *grag-il-Fewd*. Instead, it waits to attack when the PCs are nearing the Ascent Perilous.

Tactics: The phasm, *polymorphed* into raccoon form, hides in some rocks to gain surprise. When it attacks, it *polymorphs* into a hill giant and hurls a rock at the nearest PC. It then snatches up a log and closes for melee. The phasm

attacks one PC until he drops and then moves to another. Keep in mind that the phasm is highly intelligent. If this straightforward tactic needs alteration, it switches to a more appropriate target. It does not attack the PCs while they are on the Ascent Perilous because it does not want to risk damaging the *Harp of Law* or *Lolynfrey*.

If reduced to 20 or fewer hit points, it *polymorphs* into a hawk and flies away. It is in the PCs best interest to stop the phasm before it gets away. Otherwise, it reports to its dark masters in the Black Circle and then seeks out the PCs for a rematch (although this happens days or even weeks later, and is beyond the scope of *Path of Legend*).

Ad-Hoc: Recovering the *Harp of Law* and *Lolynfrey* is worth XP equal to a CR 4 encounter. Each PC also earns 1 legend point.

FINISHING UP

Assuming the PCs have successfully completed *Path of Legend*, they find themselves much changed. Each PC is at least 5th level. They possess two powerful items plus the other treasures earned during their adventures. They have earned a legend point. The PCs have made many friends and enemies along the way. Review these friends and enemies for future plot hooks.

PATH OF LEGEND

APPENDICES

APPENDIX ONE: KEY NPCs AND CREATURES

CHAPTER 1, SCENE 1 (THE FESTIVAL OF SONG)

Generic Racer 1 and 2, lowlander commoner 2: CR 1; Medium Humanoid; HD 2d4; hp 6; Init +0; Spd 30 ft. (6 squares); AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d3+1 non-lethal, punch); AL N; SQ lowlander traits; SV Fort +0, Ref +0, Will -1; Str 13, Dex 11, Con 11, Int 10, Wis 8, Cha 10.

Skills and Feats: Climb +4, Jump +6, Ride +5, Swim +6. Athletic, Endurance.

Languages: Anderlar, Common.

Racial Talents: Fast Learner (Jump, Swim).

Racial Transformations: Great Swimmer.

Alcohol Threshold: 15.

Generic Racer 3, highlander warrior 2: CR 1; Medium Humanoid; HD 2d8; hp 15; Init +1 (Dex); Spd 30 ft. (6 squares); AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +2; Grp +2; Atk/Full Atk +2 melee (1d3 nonlethal, punch); SQ highlander traits; AL N; SV Fort +3, Ref +1, Will +2; Str 11, Dex 13, Con 11, Int 8, Wis 10, Cha 8.

Skills and Feats: Balance +3, Climb +3, Jump +2, Ride +5, Swim +4. Endurance, Run, Toughness.

Languages: Clan Speech, Common.

Racial Talents: Talent Feat (Endurance).

Racial Transformations: Talent Skills (+2 transformation bonus to Balance, Ride, and Swim).

Alcohol Threshold: 15.

Generic Racer 4, dawn elf ranger 1: CR 1; Medium Humanoid; HD 1d10-1; hp 9; Init +1 (Dex); Spd 30 ft. (6 squares); AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +1; Grp +1; Atk/Full Atk +1 melee (1d3 non-lethal, punch); SA first favored enemy (goblinoid); SQ elf traits; AL NG; SV Fort +1, Ref +3, Will +0; Str 11, Dex 13, Con 9, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +3, Climb +4, Jump +4, Knowledge (nature) +4, Ride +8, Swim +4. Quick Draw, Skill Focus (Ride), Track.

Languages: Common, Elven.

Racial Talents: Talent Feat (Quick Draw).

Alcohol Threshold: 9.

Generic Racer 5, female halfling rogue 2: CR 2; Small Humanoid; HD 2d6+2; hp 11; Init +2 (Dex); Spd 25 ft. (5 squares); AC 13 (+1 size, +2 Dex), touch 13, flat-footed 11; Base Atk +1; Grp -3; Atk/Full Atk +1 melee (1d2 nonlethal, punch); SA sneak attack +1d6; SQ halfling traits, evasion, trapfinding; AL CG; SV Fort +1, Ref +5, Will -1; Str 11, Dex 15, Con 13, Int 14, Wis 8, Cha 10.

Skills and Feats: Balance +7, Bluff +5, Climb +5, Diplomacy +2, Disable Device +7, Hide +11, Jump +7, Move Silently +7, Open Lock +7, Search +7, Swim +7. Athletic, Endurance, Hard Drinking.

Languages: Anderlar, Common, Halfling, King's Tongue.

Racial Talents: Incredible Luck.

Racial Transformations: Quick Feet.

Alcohol Threshold: 20.

Ogwald Garstomper, male saltblood rogue 6: CR 7; Medium Humanoid (5 ft. 8 in. tall); HD 6d6+12; hp 36; Init +11 (+3 Dex, +4 Improved Initiative, +4 Danger Sense); Spd 30 ft. (6 squares), swim 20 ft. (4 squares); AC 18 (+3 Dex, +3 armor, +2 shield), touch 13, flat-footed 15; Base Atk +4; Grp +4; Atk/Full Atk +5 melee (1d6/19–20, masterwork shortsword), or +8 ranged (1d4/19–20, masterwork dagger); SA sneak attack +3d6; SQ evasion, trap sense +2, uncanny dodge; AL CG; SV Fort +5, Ref +9, Will +3; Str 10, Dex 17, Con 14, Int 16, Wis 10, Cha 12.

Skills and Feats: Balance +14, Climb +11, Diplomacy +14, Gather Information +15, Knowledge (local) +12, Search +16, Sense Motive +9, Spot +12, Swim +17, Tumble +14, Use Rope +14. Improved Initiative, Investigator, Negotiator, Quick Draw.

Languages: Anderlar, Common, Dorlian.

Racial Talents: Danger Sense, Talent Feat (Quick Draw), Talent Skills (+3 talent bonus to Gather Information and Spot).

Racial Transformations: Natural Swimmer, Perfect Swimmer, Transformation Skills (+2 transformation bonus to Balance, Climb, and Tumble).

Possessions: Cloak of resistance +1, rust bag of tricks, masterwork studded leather, masterwork buckler, masterwork shortsword, masterwork dagger, ornamental silver circlet with small ruby (450 gp), gold signet ring (100 gp), money pouch with 35 gp and 27 sp.

Appearance and Personality: Light on his feet, reddish hair, balding, pate covered with spiraling tattoo, enormous moustache, bright green eyes, dressed in a garish combination of sailor's and noble's garb. Magnanimous, larger-than-life, hearty, acts the fool but knows more than he reveals.

CHAPTER 1, SCENE 2 (THE FERAL FLOUNDER)

Emersen Molva, male gnome rogue 4: CR 5; Small Humanoid (3 ft. 5 in.); HD 4d6+4; hp 21; Init +2 (Dex); Spd 20 ft. (4 squares); AC 16 (+1 size, +2 Dex, +3 armor), touch 13, flat-footed 14; Base Atk +3; Grp –1; Atk/Full Atk +5 melee (1d4+1, Small club), or +5 ranged (1d4+1, sling); SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge, low-light vision, wild empathy; AL CN; SV Fort +2, Ref +6, Will +3; Str 10, Dex 15, Con 12, Int 13, Wis 15, Cha 16.

Skills and Feats: Disable Device +8, Escape Artist +11, Listen +12, Handle Animal +8, Hide +13, Listen +11, Move Silently +12, Search +8, Spot +11.

Languages: Common, Gnome, Elven.

Racial Talents: Fey Gift I (1/day—hide from animals, know direction, caster level 4th), Talent Skills (+3 talent bonus to Listen, +2 talent bonus to Spot).

Racial Transformations: Ghosting, Transformation Skills (+2 transformation bonus to Escape Artist, +3

transformation bonus to Move Silently).

Possessions: Goggles of minute seeing, oil of invisibility, potion of pass without trace, masterwork studded leather, club, sling, pouch with 8 sling stones, dagger (in boot), silver owl pendant on chain (55 gp), money pouch with 34 sp.

Appearance and Personality: Autumn-brown hair pulled into a ponytail, neatly trimmed beard, gray-green eyes, missing upper incisors causing him to speak with a lisp, dresses in sturdy but common traveling garb. Crass, opportunistic, out of touch with his true nature, laughs at other's expense but not his own.

Un, male orc barbarian 3: CR 4; Medium Humanoid (5 ft. 9 in. tall); HD 3d12+15; hp 40; Init +2 (Dex); Spd 40 ft. (8 squares); AC 12 (+2 Dex), touch 12, flat-footed 10; Base Atk +3; Grp +10; Atk/Full Atk +6 melee (1d3+3, unarmed strike), or +7 melee (1d4+4, spiked gauntlet); SA rage 3/day; SQ fast movement, uncanny dodge, trap sense +1, low-light vision, cold tolerance; AL LN; SV Fort +9, Ref +3, Will +1; Str 17, Dex 14, Con 19, Int 12, Wis 11, Cha 11.

Skills and Feats: Climb +7, Gather Information +2, Intimidate +6, Knowledge (local) +5, Listen +4, Survival +4, Swim +7. Improved Grapple, Improved Unarmed Strike, Toughness.

Languages: Anderlar, Common, Orc.

Racial Talents: Feat of Strength (1/day), Orcish Rage.

Racial Transformations: Transformation Feat (Toughness).

SA—Rage (Ex): +4 bonus to Strength, +4 bonus to Constitution, +2 morale bonus on Will saves, –2 penalty to Armor Class, +6 hp. Rage lasts for 11 rounds.

Possessions: +1 spiked gauntlet, masterwork breastplate (+5 AC, –3 armor check penalty, –10 ft. speed, not currently donned), platinum septum spike (60 gp), money pouch with 2d6 x10 sp.

Appearance and Personality: Shaved head (nicks and cuts obvious), septum spike through nose, small dark eyes, thick lips, a single tusk curls from behind lower lip, wears leather breeches and loose-fitting shirt. Surprisingly witty, unremittingly professional when on duty, honorable with his friends and ruthless with his enemies.

Xelarna, female night elf bard 2: CR 2; Medium Humanoid (4 ft. 5 in. tall); HD 2d6; hp 9; Init +3 (Dex); Spd 30 ft. (6 squares); AC 13 (+3 Dex), touch 13, flat-footed 10; Base Atk +1; Grp +1; Atk/Full Atk +2 melee (1d8/19–20, elven song-blade); SA bardic music 2/day (countersong, fascinate, inspire courage), spell-like abilities (1/day—dancing lights, faerie fire, caster level 2nd); SQ bardic knowledge +2, low-light vision, +2 racial bonus on all saves versus spells and spell-like abilities, SR 7; AL N; SV Fort +0, Ref +6, Will +4; Str 11, Dex 16, Con 10, Int 12, Wis 13, Cha 14.

Skills and Feats: Bluff +10, Diplomacy +11, Gather

Information +6, Listen +5, Perform (percussion instruments) +7, Perform (sing) +3, Sense Motive +6, Sleight of Hand +10. Exotic Weapon Proficiency (elven song-blade).

Languages: Anderlar, Common, Elven.

Racial Talents: Talent Skills (+3 talent bonus to Bluff, +2 talent bonus to Listen).

Racial Transformations: Minor Spell Resistance.

Spells per Day (3/1; save DC 12 + spell level).

Spells Known: 0—*detect magic, lullaby, message, read magic, summon instrument*; 1st—*cure light wounds, sleep*.

Possessions: Two elven song-blades, wooden carrying case for two elven song-blades (Open Lock DC 15) (25 gp), entertainer's outfit, spell component pouch, money purse containing 2d4 x10 sp, key for wooden carrying case suspended from a fine silver chain (35 gp).

Appearance and Personality: Dark violet skin, long white hair flowing to shoulder-length, light blue eyes, both lovely and eerie at the same time, like a beautiful flower in a dark graveyard. Sensitive, expressive, deeply moved by beauty, conscious that her race makes her the object of mistrust.

CHAPTER 1, SCENE 3 (A DAMSEL IN DISTRESS)

Arya Zojon, female trueborn expert 2: CR 1; Medium Humanoid (5 ft. 8 in. tall); HD 2d6; hp 9; Init +1 (Dex); Spd 30 ft. (6 squares); AC 14 (+1 Dex, +1 natural, +2 armor), touch 11, flat-footed 13; Base Atk +1; Grp +0; Atk/Full Atk +1 melee (1d6-1, masterwork light mace); AL NG; SV Fort +0, Ref +1, Will +4; Str 8, Dex 12, Con 10, Int 15, Wis 13, Cha 16.

Skills and Feats: Diplomacy +8, Gather Information +5, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (local) +7, Listen +5, Perform (oratory) +8, Profession (scholar) +6, Ride +6, Search +7, Spot +3. Alertness, Mounted Combat.

Languages: Anderlar, Clan Speech, Common, King's Tongue.

Racial Talents: Lesser Spellcasting I (1/day—*detect evil, detect magic*; 2nd-level caster).

Racial Transformations: Natural Armor

Possessions: Masterwork leather armor, masterwork light mace, silver unicorn pin (50 gp), platinum ring with small sapphire inset (250 gp), money purse containing 15 sp, 7 gp, and 3 pp.

Appearance and Personality: Pale, but not unhealthily so, short dark hair recently cropped, blue-silver eyes, exquisite features, dressed in clothing meant to be as nondescript as possible. Sad and frightened, eager to see justice done to her father's killers, inquisitive, stubborn.

Free Terpsic, female lowlander rogue 1: CR 1; Medium Humanoid (6 ft. 3 in. tall); HD 1d6+1; hp 7;

Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 16 (+3 Dex, +2 armor, +1 shield), touch 13, flat-footed 13; Base Atk +0; Grp +1; Atk/Full Atk +1 melee (1d6+1/19-20, shortsword), or +3 ranged (1d4+1 plus poison/19-20, dagger); SA sneak attack +1d6, poisoned daggers; SQ trapfinding; AL NE; SV Fort +1, Ref +5, Will +0; Str 13, Dex 16, Con 12, Int 10, Wis 10, Cha 13.

Skills and Feats: Bluff +5, Disable Device +4, Hide +7, Listen +4, Move Silently +7, Open Lock +7, Perform (string instruments) +5, Search +4, Tumble +7. Improved Initiative, Point Blank Shot.

Languages: Anderlar, Common.

Racial Talents: Group Fighter (+1 talent bonus on attack rolls against target threatened by an ally).

SA—Poisoned Daggers (Ex): Darkworm paste; injury DC 13; initial 1d2 Dex; secondary 3d6 hp.

Possessions: Leather armor, buckler, shortsword, two poisoned daggers, decorated mandolin (10 gp), gold ring with small freshwater pearl inset (60 gp), money purse with 3 gp and 10 sp.

Appearance and Personality: Tall and thin with straight black hair hanging to her waist, livid scar across her forehead from temple to temple, wearing dirty leather armor with a mandolin strung across her back. Sarcastic, bossy, more than capable of kicking a man when he's down.

Sezil Breakneck, male dwarf spirit adept 2: CR 2; Medium Humanoid (4 ft. 4 in. tall); HD 2d10+6; hp 21; Init +1 (Dex); Spd 20 ft. (4 squares); AC 13 (+1 Dex, +2 armor), touch 11, flat-footed 12; Base Atk +1; Grp +4; Atk/Full Atk +6 melee (2d6+5/x3, great hammer), or +2 ranged (1d8/19-20, light crossbow); SA spirit sense I, adept power (burst of speed), +1 racial attack and damage bonus with axes and hammers; SQ evasion, low-light vision, stability, +4 dodge bonus against giants, DR 1/—; AL CE; SV Fort +6, Ref +4, Will +4; Str 16, Dex 12, Con 17, Int 11, Wis 13, Cha 9.

Skills and Feats: Balance +5, Escape Artist +5, Knowledge (religion) +4, Swim +7. Power Attack, Weapon Focus (great hammer).

Languages: Common, Dwarven.

Racial Talents: Talent Feat (Power Attack).

Racial Transformations: Damage Reduction.

Spirit Strength: 4

Possessions: *Potion of cure light wounds*, vial of *silversean*, leather armor, great hammer, light crossbow, quiver with 10 bolts, two belt pouches, bronze wrist guard with electrum filigree (90 gp), turquoise stud earring (10 gp), money purse with 5 gp and 30 sp.

Appearance and Personality: Thick-armed and barrel-chested, graying thin hair, bushy beard, missing left ear except for the earlobe, which is pierced by a turquoise stud earring. Foolhardy, prone to violence, believes the Spirit is essentially amoral and aggressively seeks to emulate this conception.

Cheb, male lowlander warrior 1: CR 1/2; Medium Humanoid (6 ft. tall); HD 1d8+2; hp 10; Init +1 (Dex); Spd 30 ft. (6 squares); AC 15 (+1 Dex, +3 armor, +1 shield), touch 11, flat-footed 14; Base Atk +1; Grp +4; Atk/Full Atk +5 melee (1d6+3, club); AL NE; SV Fort +4, Ref +1, Will -1; Str 16, Dex 13, Con 15, Int 10, Wis 8, Cha 10.

Skills and Feats: Intimidate +7, Jump +7, Listen +1, Sense Motive +2, Dodge, Weapon Focus (club).

Languages: Anderlar, Common.

Racial Talents: Talent Skills (+3 talent bonus to Intimidate, +3 talent bonus to Sense Motive).

Possessions: Studded leather, small wooden shield, club, plain silver ring (5 gp), money purse with 9 sp and 10 cp.

Appearance and Personality: Solidly muscled, thick of neck, unusually large hands with thin fingers, short blond hair, stubbly facial hair, wall-cyed, making it hard to tell exactly what he's look at. Shiftless, slow-witted, absentmindedly scratches his buttocks a lot.

Moddo, male lowlander warrior 1: CR 1/2; Medium Humanoid (5 ft. 10 in. tall); HD 1d8+2; hp 10; Init +3 (Dex); Spd 30 ft. (6 squares); AC 16 (+3 Dex, +3 armor), touch 13, flat-footed 13; Base Atk +1; Grp +2; Atk/Full Atk +4 melee (1d6+1/19-20, shortsword); AL NE; SV Fort +4, Ref +3, Will -1; Str 13, Dex 16, Con 15, Int 10, Wis 8, Cha 10.

Skills and Feats: Diplomacy +4, Climb +5, Jump +5, Sense Motive +2, Negotiator, Weapon Finesse.

Languages: Anderlar, Common.

Racial Talents: Connected.

Possessions: Studded leather, shortsword, bronze cloak pin (5 gp), money purse with 13 sp.

Appearance and Personality: Lithe and hungry like a wild dog, large blue eyes, shoulder length brown hair, no facial hair, mouth turned down into a permanent grimace by scar on cheek and chin. Quiet, calculating, a smooth talker quick to punch someone in the back of the head.

INTERLUDE 1 (THE HAUNTED CAIRN)

Fiendish Bat Swarm (x3): CR 2; Diminutive Magical Beast (Augmented, Extraplanar, Swarm); HD 3d8; hp 13; Init +2 (Dex); Spd 5 ft. (1 square), fly 40 ft. (good) (8 squares); AC 16 (+4 size, +2 Dex), touch 16, flat-footed 14; Base Atk +2; Grp —; Atk/Full Atk swarm (1d6); Space/Reach 10 ft./0 ft.; SA distraction, wounding, smite good; SQ blindsense 20 ft., half damage from slashing and piercing, low-light vision, swarm traits, light sensitivity, darkvision 60 ft., cold and fire resistance 5, SR 8; AL CE; SV Fort +3, Ref +7, Will +3; Str 3, Dex 15, Con 10, Int 3, Wis 14, Cha 4.

Skills and Feats: Listen +11, Spot +11, Alertness, Lightning Reflexes.

SA—Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

SA—Wounding (Ex): Any living creature damaged by a bat swarm continues to bleed, losing 1 hp per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or healing magic.

SA—Smite Good (Su): 1/day—The bat swarm can make a normal melee attack to deal +3 damage against a good foe.

SQ—Blindsense (Ex): A bat swarm notices and locates creatures within 20 feet. Swarm attacks ignore concealment.

SQ—Light Sensitivity (Ex): These fiendish bat swarms are dazzled in bright sunlight or within the radius of a *daylight* spell.

Giselle Lundree, female saltblood warrior 1/expert 2: CR 2; Medium Humanoid (5 ft. 7 in. tall); HD 1d8+1 plus 2d6+2; hp 20; Init +1 (Dex); Spd 30 ft. (6 squares); AC 15 (+1 Dex, +2 armor, +2 shield), touch 11, flat-footed 14; Base Atk +2; Grp +2; Atk/Full Atk +3 melee (1d6/18-20, scimitar), or +3 ranged (1d6/x3, shortbow); AL NG; SV Fort +3, Ref +1, Will +3; Str 11, Dex 13, Con 12, Int 10, Wis 12, Cha 15.

Skills and Feats: Appraise +5, Climb +5, Decipher Script +2, Intimidate +6, Knowledge (geography) +5, Knowledge (nature) +2, Profession (sailor) +4, Sleight of Hand +3, Survival +9*, Swim +10, Use Rope +5. Athletic, Deft Hands, Diligent. *+2 bonus to checks to avoid getting lost or avoid a hazard.

Languages: Common, Dorlian.

Racial Talents: Ignore Pain, Talent Skills (+3 talent bonus to Profession [sailor] and Survival).

Racial Transformations: Perfect Swimmer.

Possessions: Leather armor, buckler, masterwork scimitar, shortbow, quiver with 20 arrows, five gold earrings (10 gp each).

Appearance and Personality: Angular features and hooked nose, full lips, dark red hair bobbed to just below the ears, both ears pierced several times, both forearms tattooed with flying fish and butterflies. In love with life on the river and sea, lusty, laughs loudly and easily, brave but not foolish.

Grim's Ghost, male tiefling fighter 3: CR 6; Medium Undead (Augmented, Incorporeal); HD 3d12; hp 24; Init +2 (Dex); Spd 30 ft. (6 squares), fly 30 ft. (perfect) (6 squares); AC 15 (+2 Dex, +3 deflection), touch 15, flat-footed 13; Base Atk +3; Grp +4; Atk/Full Atk +5 melee (1d6, incorporeal touch); SA frightful moan, manifestation; SQ low-light vision, incorporeal, rejuvenation, turn resistance +4; AL NG; SV Fort +3, Ref +5, Will +1; Str 13, Dex 15, Con —, Int 10, Wis 10, Cha 16.

Skills and Feats: Bluff +5, Diplomacy +8, Handle

Animal +9, Hide +10, Listen +8, Ride +8, Search +8, Spot +8. Lightning Reflexes, Mounted Archery, Mounted Combat, Weapon Finesse.

Languages: Anderlar, Common, Infernal, Valhedrin.

Racial Talents: Infernal Gift I (1/day—*ray of enfeeblement*, *touch of fatigue*; 3rd-level caster), Talent Skills (+3 talent bonus to Diplomacy, +2 talent bonus to Speak Language).

Racial Transformations: Transformation Feats (Lightning Reflexes).

SA—Frightful Moan (Su): Grim emits a frightful moan as a standard action. Living creatures within a 30-foot spread must succeed on a Will save (DC 14) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by Grim's moan for 24 hours.

SQ—Rejuvenation (Su): It is difficult to destroy Grim through combat. After 2d4 days, Grim returns to unlife with a successful level check (1d20 + ghost's HD) against DC 16.

Possessions: Masterwork cold iron shortsword (620 gp) (stolen by Brinsle Yummer).

Appearance and Personality: Shadowy, insubstantial, faintly glowing eyes, wearing a diaphanous shroud, short goat's horns visible beneath the shroud. Mournful, fearful of judgment after death, territorial about cairn, essentially noble but tortured by his past.

Lares Gangel, male lowlander shaman 2: CR 2; Medium Humanoid (6 ft. 2 in. tall); HD 2d8+2; hp 16; Init +0; Spd 30 ft. (6 squares); AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk/Full Atk +1 melee (1d6+1, cudgel), or +1 ranged (1d8/19–20, light crossbow); SQ animal companion, nature sense, wild empathy (+2); AL N; SV Fort +5, Ref +1, Will +6; Str 12, Dex 10, Con 12, Int 11, Wis 14, Cha 16.

Skills and Feats: Bluff +5, Concentration +5, Diplomacy +10, Handle Animal +10, Knowledge (nature) +7, Ride +4, Survival +9*. Animal Affinity, Craft Spell Fetish. *+2 bonus on Survival checks in above ground natural environments.

Languages: Common, Anderlar.

Racial Talents: Divine Mastery.

Racial Transformations: Strength of Body, Mind, and Spirit.

Spells Prepared (4/4; save DC 12 + spell level): 0 – *cure minor wounds* (x2), *detect magic*, *resistance*; 1st – *cure light wounds* (x2), *longstrider*, *shillelagh*.

Possessions: *Cure light wounds spirit fetish*, *summon nature's ally I spirit fetish*, cudgel, light crossbow, quiver with 12 bolts, signet ring of office (25 gp), spell component pouch, money pouch with 5 gp.

Appearance and Personality: Tall and portly, dirt caked under fingernails, always seems to have one more leaf or feather to pick out of his hair or off his clothes, ragged light brown hair and short beard, dark brown eyes. Conscientious, devoted to the people of Dertgar,

loves working with animals.

Noble, Lares's eagle animal companion: Small Animal; HD 1d8+1; hp 5; Init +5 (Dex); Spd 10 ft. (2 squares), fly 80 ft. (average) (16 squares); AC 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12; Base Atk +0; Grp –4; Atk +3 melee (1d4, talon); Full Atk +3 melee (1d4, 2 talons) and –2 melee (1d4, bite); SQ link, low-light vision, share spells; AL N; SV Fort +3, Ref +4, Will +2; Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +2, Spot +14. Weapon Finesse.

Tricks: Defend, guard, hunting general purpose (less track).

Mezz Salos, male halfling warrior 3: CR 3; Small Humanoid (3 ft. 5 in. tall); HD 3d8+6; hp 20; Init +2 (Dex); Spd 20 ft. (4 squares); AC 14 (+2 Dex, +2 armor), touch 12, flat-footed 12; Base Atk +3; Grp +0; Atk/Full Atk +8 melee (1d6+1, masterwork chainball), or +7 ranged (1d3+1, spiked ball); AL CG; SV Fort +5, Ref +3, Will +1; Str 13, Dex 15, Con 14, Int 14, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Hide +11, Jump +10, Perform (juggling) +7, Sleight of Hand +9. Dodge, Combat Expertise, Weapon Focus (chainball).

Languages: Anderlar, Common, Goblin, Halfling.

Racial Talents: Fast Learner (Perform and Sleight of Hand), Talent Feat (Combat Expertise).

Racial Transformations: Transformation Skills (+3 transformation bonus to Hide and Jump).

Possessions: Leather armor, masterwork chainball, 4 spiked balls, electrum badge of office (20 gp), money purse with 18 sp and 7 cp.

Appearance and Personality: Meticulously cut hair, sharply dressed over his leather armor, highly polished leather boots, badge of office prominently displayed, smiles easily and often. A social butterfly, moving from here to there throughout the day visiting with everyone; proud of his position and serious about his duties.

CHAPTER 2, SCENE 1 (JUSTICE DEFERRED)

Hernan Lemus, male lowlander disciple 2: CR 2; Medium Humanoid (6 ft. 1 in. tall); HD 2d8+4; hp 17; Init –1 (Dex); Spd 35 ft. (7 squares); AC 15 (–1 Dex, +4 armor, +2 shield), touch 9, flat-footed 15; Base Atk +1; Grp +4; Atk/Full Atk +5 melee (1d6+3, masterwork light mace); SA spells, innate spell (*guidance*); SQ intercession 1/day (–13); AL LG; SV Fort +5, Ref +1, Will +4; Str 16, Dex 8, Con 14, Int 10, Wis 13, Cha 13.

Skills and Feats: Bluff +3, Concentration +7, Diplomacy +8, Gather Information +5, Search +2. Investigator, Lightning Reflexes.

Languages: Anderlar, Common.

Racial Talents: Divine Mastery.

Racial Transformations: Fast Movement.

Spells Prepared (4/4; save DC 11 + spell level): 0—*cure minor wounds* (x2), *detect magic*, *detect poison*; 1st—*bless*, *cure light wounds*, *detect evil*, *shield of faith*.

Possessions: Chain shirt (–2 armor check penalty), heavy wooden shield (–2 armor check penalty), dark green tabard emblazoned with sign of the oak, master-work light mace, money pouch with 8 sp.

Appearance and Personality: Heavy set and moon faced, boyish, howl cut black hair, clean shaven, hazel eyes, strong jaw. Discrete, good-natured, takes on more than he can handle.

CHAPTER 2, SCENE 2 (THE COLLEGE OF MATHEMATICIANS)

Liehton the Geometer, male lowlander expert 7: CR 7; Medium Humanoid (6 ft. 4 in. tall); HD 7d6+7; hp 34; Init +0; Spd 30 ft. (6 squares); AC 10, touch 10, flat-footed 10; Base Atk +5; Grp +5; Atk/Full Atk +5 melee (1d3 nonlethal, punch); AL N; SV Fort +3, Ref +2, Will +8; Str 10, Dex 10, Con 12, Int 14, Wis 13, Cha 11.

Skills and Feats: Bluff +12, Diplomacy +12, Gather Information +9, Knowledge (arcana) +18, Knowledge (history) +12, Knowledge (local) +12, Perform (oratory) +10, Profession (mathematician) +17, Sense Motive +14. Endurance, Iron Will, Skill Focus (Gather Information, Knowledge [arcana], Profession [mathematics], Sense Motive).

Languages: Anderlar, Common, Druidic, Dwarven.

Racial Talents: Connected, Fast Learner (x2), Talent Skills (+3 talent bonus to Knowledge [arcana] and Profession [mathematician])

Racial Transformations: Fast Movement, Transformation Feats (Endurance, Iron Will).

Possessions: Fashionable scholar's outfit, medallion of professorship (made of electrum worth 50 gp), gold ring of academic honors (25 gp).

Appearance and Personality: Tall and painfully thin, almost skeletal, thinning gray hair, long drooping moustache, ink-stained fingers, spectacles worn low on his sharp nose. Arrogant, condescending, speaks formally at all times.

Newniz the Architect, male dwarf expert 7: CR 7; Medium Humanoid (4 ft. 4 in. tall); HD 7d6+21; hp 48; Init –1 (Dex); Spd 20 ft. (4 squares); AC 9, touch 9, flat-footed 9; Base Atk +5; Grp +6; Atk/Full Atk +6 melee (1d3+1 nonlethal, punch); SQ DR 1/—, darkvision 60 ft., low-light vision, other dwarf traits; AL LN; SV Fort +5, Ref +1, Will +5; Str 12, Dex 8, Con 16, Int 12, Wis 11, Cha 11.

Skills and Feats: Climb +19, Diplomacy +2, Craft (stonecutter) +16, Disable Device +15, Knowledge (architecture and engineering) +19, Knowledge (nobility and royalty) +11, Perform (oratory) +10, Open Lock

+13. Nimble Fingers, Skill Focus (Craft [stonecutter], Knowledge [architecture and engineering]).

Languages: Common, Dwarven, Stone-speak.

Racial Talents: Craft Magic Arms and Armor I, Identify Magic Arms and Armor, Sabotage, Talent Skills (+2 talent bonus to Craft [stonecutter] and +3 talent bonus to Knowledge [architecture and engineering]).

Racial Transformations: Damage Reduction 1, Darkvision, Improved Climber.

Possessions: Ragged scholar's outfit (stained with food), medallion of professorship (made of electrum worth 50 gp), ivory pipe (35 gp), pouch of tobacco.

Appearance and Personality: Morbidly obese, pale skin, icy blue eyes, short thick gray hair and beard, wide mouth frowns above his double chin, surprisingly dainty fingers. Speaks informally at all times, self-deprecating, condescending.

Campus Security, lowlander warrior 1: CR 1/2; Medium Humanoid; HD 1d8; hp 8; Init +0; Spd 30 ft. (6 squares); AC 16 (+4 armor, +2 shield), touch 10, flat-footed 16; Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d8+1/19–20, longsword); AL N; SV Fort +2, Ref +0, Will +0; Str 13, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +4, Jump +0*, Listen +2, Ride +4, Spot +2. Alertness, Dodge. *Includes –4 armor check penalty.

Languages: Anderlar, Common.

Racial Talents: Group Fighter.

Possessions: Chain shirt, heavy wooden shield, longsword, money purse with 2d6 cp.

Appearance: All campus security wear a dark green tabard emblazoned with the College of Mathematicians motto, which reads (in Draconic): *Numbers are Indisputable*.

CHAPTER 2, SCENE 3 (GUARDIANS IN THE STACKS)

Animated Bronze Coat Rack (x2): CR 3; Large Construct; HD 4d10+30; hp 52; Init +0; Spd 20 ft. (4 squares); AC 14 (–1 size, +5 natural), touch 9, flat-footed 14; Base Atk +3; Grp +10; Atk/Full Atk +5 melee (1d8+4, slam); Space/Reach 10 ft./10 ft.; SQ construct traits, darkvision 60 ft., hardness 5, low-light vision; AL N; SV Fort +1, Ref +1, Will –4; Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1.

Animated Tapestry: CR 2; Medium Construct; HD 2d10+20; hp 31; Init +0; Spd 30 ft. (6 squares); AC 14 (+4 natural), touch 10, flat-footed 14; Base Atk +1; Grp +6; Atk/Full Atk +2 melee (1d4+1, whip); SA constrict 1d6+1, improved grab; SQ construct traits, darkvision 60 ft., DR 2/slashing, low-light vision; AL N; SV Fort +0, Ref +0, Will –5; Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1.

Feat: Improved Grapple.

SA—Constrict (Ex): Against a grappled foe, the tapestry deals 1d6+1 points of bludgeoning damage with a successful grapple check. The tapestry cannot use its whip attack against a grappled foe, but it can attack other creatures with its whip attack.

SA—Improved Grab (Ex): With a successful whip attack, the tapestry deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The tapestry can grab a single Medium or smaller foe.

CHAPTER 2, SCENE 4 (SIX-FINGERS STRIKES!)

Oliphia Six-Fingers, female trueborn rogue 4: CR 5; Medium Humanoid (6 ft. tall); HD 4d6+8; hp 25; Init +3 (Dex); Spd 30 ft. (6 squares); AC 18 (+3 Dex, +3 armor, +2 deflection), touch 15, flat-footed 18; Base Atk +3; Grp +4; Atk/Full Atk +4 melee (1d6+1 plus poison/18–20, rapier), or +5 ranged (1d6 plus poison/x3, masterwork shortbow); SA sneak attack +2d6, SQ dark-vision 60 ft., DR 10/magic against arrows, evasion, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +3, Ref +7, Will +4; Str 12, Dex 17 (13), Con 15, Int 14, Wis 12, Cha 18.

Skills and Feats: Bluff +16, Diplomacy +18, Gather Information +13, Handle Animal +7, Intimidate +7, Knowledge (local) +12, Listen +11, Ride +3, Sense Motive +13, Sleight of Hand +5, Use Magic Device +11. Iron Will, Negotiator, Persuasive, Quick Draw.

Languages: Anderlar, Clan Speech, Common, King's Tongue.

Racial Talents: Talent Skills (+3 talent bonus to Diplomacy, Knowledge [local], Listen, and Sense Motive).

Racial Transformations: Darkvision, Transformation Feat (Iron Will).

SA—Poison (Ex): Oliphia's rapier and three of her arrows are coated with deepsleep poison. Each weapon's poison is good for a single attack. Injury DC 13; unconsciousness (1 minute)/unconsciousness (2d4 hours).

Possessions: Divine spell scroll (cure moderate wounds), potion of cat's grace (already consumed), potion of protection from arrows 10/magic (already consumed), potion of shield of faith +2 (already consumed), wand of color spray (caster level 1st, 35 charges), masterwork studded leather, rapier, masterwork shortbow, masterwork silver dagger, quiver with 20 arrows (3 of which are poisoned), smokestick, tindertwig, gold and silver bracelet with three inset amethysts (600 gp), money pouch with 7 gp.

Appearance and Personality: Statuesque, hauntingly beautiful, flowing raven hair, dark green eyes, full sensual lips, has six fingers on each hand. Confident,

manipulative, believes morality is a fiction created to shackle the strong and creative, hungry for power and wealth.

Yelda Grayn, female tiefling wizard 3: CR 4; Medium Humanoid (5 ft. 7 in. tall); HD 3d4+6; hp 15 (23 with *false life*); Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 17 (+3 Dex, +4 armor), touch 17, flat-footed 14; Base Atk +1; Grp +0; Atk/Full Atk +1 melee (1d4–1/19–20, masterwork dagger), or +3 ranged; SA spells, Silent Spell (1/day); SQ low-light vision; AL LE; SV Fort +3, Ref +5, Will +6; Str 8, Dex 16, Con 12, Int 17, Wis 12, Cha 10.

Skills and Feats: Bluff +2, Concentration +7, Decipher Script +9, Diplomacy +2, Knowledge (arcana) +9, Spellcraft +11, Spot +1*, Swim +2. Alertness (if Ollo is within arm's reach), Augment Summoning, Improved Initiative, Scribe Scroll, Spell Focus (Conjuration), Toughness. *+3 bonus to Spot checks in shadows.

Languages: Anderlar, Common, Draconic, Infernal, Valhadrin.

Racial Talents: Infernal Gift I (1/day—*daze* [save DC 10], *shield*, caster level 3rd), Talent Feat (Augment Summoning).

Racial Transformations: Transformation Feat (Improved Initiative).

Bonded Aspect: Dominion.

Spells Prepared (4/3/2; save DC 13 + spell level, 15 + spell for Conjuration): 0—*acid splash* (x2), *daze*, *touch of fatigue*; 1st—*cause fear*, *mage armor* (already cast), *summon monster I*; 2nd—*false laugh* (already cast), *hideous laughter*.

Spellbook: 0—*acid splash*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *read magic*, *touch of fatigue*; 1st—*cause fear*, *comprehend languages*, *detect undead*, *mage armor*, *protection from good*, *ray of enfeeblement*, *summon monster I*, *true strike*; 2nd—*false life*, *hideous laughter*.

Possessions: Arcane spell scroll (*detect magic*, *comprehend languages*, *ray of enfeeblement*, caster level 3rd), *cloak of resistance* +1, *potion of water breathing*, masterwork dagger, gold demon head earring with small onyx eyes (300 gp), spell component pouch, money pouch with 15 gp.

Appearance and Personality: Gaunt, curly brown hair, dull gray eyes, thin lips, bump-like horns just under hairline, easily mistaken for a man at first glance. Cowardly but easily manipulated by a strong personality, love-hate relationship with Oliphia, spiteful, shrill.

Ollo, owl familiar: Tiny Magical Beast; HD 1d8; hp 7; Init +3 (Dex); Spd 10 ft. (2 squares), fly 40 ft. (average) (8 squares); AC 19 (+2 size, +3 Dex, +4 natural), touch 15, flat-footed 16; Base Atk +1; Grp –10; Atk/Full Atk +6 melee (1d4–3, talons); Space 2–1/2 ft.; SA deliver touch spells, SQ empathic link, improved evasion, low-light vision, share spells; AL LE; SV Fort +2, Ref

+5, Will +5; Str 4, Dex 17, Con 10, Int 7, Wis 14, Cha 4.

Skills and Feats: Listen +14, Move Silently +17, Spot +6*. Weapon Finesse. *+8 racial bonus on Spot checks in areas of shadowy illumination.

Shekev, male saltblood rogue 1: CR 1; Medium Humanoid (5 ft. 11 in. tall); HD 1d6+1; hp 7; Init +7 (+3 Dex, +4 Danger Sense); Spd 30 ft. (6 squares); AC 15 (+3 Dex, +2 armor), touch 13, flat-footed 12; Base Atk +0; Grp +0; Atk/Full Atk +0 melee (1d6/19–20, short-sword), or +3 ranged (1d4/19–20, dagger); SA sneak attack +1d6; SQ trapfinding; AL NE; SV Fort +1, Ref +5, Will +0; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Bluff +3, Climb +4, Hide +7, Move Silently +7, Open Lock +7, Search +6, Sleight of Hand +7, Spot +4, Swim +8, Tumble +7, Use Rope +9. Dodge, Quick Draw.

Languages: Anderlar, Common, Dorlian, Valhedrin.

Racial Talents: Danger Sense.

Possessions: Fisherman's garb over armor, leather armor, shortsword, dagger, money pouch with 12 gp.

Appearance and Personality: Shaggy brown hair and scruffy beard, squinty black eyes, thin hook nose, has a crude scorpion tattoo on the back of his left hand, rotten teeth. Lecherous and generally unpleasant, wears his poor personal hygiene as a badge of honor.

Tavker, male saltblood rogue 1: CR 1; Medium Humanoid (6 ft. tall); HD 1d6+2; hp 8; Init +2 (Dex); Spd 30 ft. (6 squares); AC 14 (+2 Dex, +2 armor), touch 12, flat-footed 12; Base Atk +0; Grp +0; Atk/Full Atk +2 melee (1d6/19–20, shortsword), or +2 ranged (1d4/19–20, dagger); SA sneak attack +1d6; SQ trapfinding; AL CE; SV Fort +0, Ref +2, Will +0; Str 10, Dex 15, Con 15, Int 10, Wis 14, Cha 8.

Skills and Feats: Bluff +3, Climb +6, Disable Device +4, Hide +6, Jump +6, Listen +6, Move Silently +6, Swim +8, Use Rope +8. Quick Draw, Weapon Finesse.

Languages: Common, Dorlian.

Racial Talents: Fast Learner (+2 talent bonus to Climb and Jump).

Possessions: Fisherman's garb over armor, leather armor, shortsword, dagger, money pouch with 6 gp and 6 sp.

Appearance and Personality: Long straight hair pulled into a topknot, no facial hair, bushy eyebrows, dull gray eyes, left leg is shorter than the right, giving him a rolling gait. Abusive, violently sensitive about his malformed leg.

Summoned fiendish badger: Magical Beast; HD 1d8+4; hp 8; Init +3 (Dex); Spd 30 ft. (6 squares), burrow 10 ft. (2 squares); AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp –5; Atk +4 melee (1d2+1, claw); Full Atk +4 melee (1d2+1, 2 claws) and –1 melee (1d3, bite); SA rage, smite good

(1/day, +1 damage); SQ low-light vision, darkvision 60 ft., cold and fire resistance 5, scent, SR 6; AL NE; SV Fort +7, Ref +5, Will +1; Str 12, Dex 17, Con 19, Int 3, Wis 12, Cha 6.

Skills and Feats: Escape Artist +7, Listen +3, Spot +3. Track, Weapon Finesse.

SA—Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. The creature cannot end its rage voluntarily. Rage adds +2 to claw damage, +1 to bite damage, and +2 hit points.

CHAPTER 3, SCENE 1 (ERSEVOR)

Anarres Mese, male night elf aristocrat 4/bard 8: CR 13; Medium Humanoid (5 ft. tall); HD 4d8 plus 8d6; hp 48; Init +2 (Dex); Spd 30 ft. (6 squares); AC 17 (+2 Dex, +3 armor, +2 natural), touch 12, flat-footed 15; Base Atk +9; Grp +10; Atk +10 melee (1d3+1, unarmed strike); Full Atk +10/+5 melee (1d3+1, unarmed strike); SA *fascinate*, spells, spell-like abilities (1/day—*dancing lights*, *faerie fire*, caster level 8th), *suggestion*; SQ +2 racial bonus on all saves versus spells and spell-like abilities, bardic knowledge (+2), bardic music, counter-song, inspire competence, inspire courage +2, low-light vision, no hands, SR 27; AL N; SV Fort +5, Ref +11, Will +16; Str 12, Dex 15, Con 11, Int 18, Wis 14, Cha 17.

Skills and Feats: Appraise +6, Concentration +9, Decipher Script +15, Diplomacy +14, Gather Information +20, Knowledge (history) +13, Knowledge (nobility and royalty) +10, Knowledge (religion) +22, Perform (string instruments) +9, Perform (sing) +17, Search +6, Sense Motive +11. Diligent, Improved Unarmed Strike, Investigator, Iron Will, Leadership (leadership score 17), Negotiator, Still Spell.

Languages: Anderlar, Common, Elven, Gnome, Sylvan.

Racial Talents: Arcane Mastery (x2), Shadow Jump, Talent Feat (Still Spell), Talent Skills (+2 talent bonus to Knowledge [geography] and +3 talent bonus to Knowledge [religion]).

Racial Transformations: Darkvision, Full Spell Resistance, Minor Spell Resistance, Moderate Spell Resistance, Transformation Feat (Iron Will).

Spells Known (3/4/4/4; save DC 13 + spell level): 0—*detect magic*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*; 1st—*alarm*, *comprehend languages*, *identify*, *unseen servant*; 2nd—*animal messenger*, *detect thoughts*, *locate object*; 3rd—*dispel magic*, *screaming*, *speak with animals*. *Note:* Anarres must use Still Spell with all of his spells. This means he cannot yet cast his 3rd-level spells.

SQ—No Hands: Anarres lost both of his hands

decades ago. He suffers all the limitations one expects from such a disability.

Possessions: Amulet of natural armor +2, bracers of armor +3, cloak of resistance +2, minor circlet of blasting, fashionable noble's outfit, fine woolen cloak with ermine collar (250 gp).

Appearance and Personality: Piercing gray eyes, severe almost pained features, short white hair, wears finely tailored noble's outfit, missing both his hands at the wrist. Reclusive, bitter about his past, grudgingly helpful, loyal his followers and Xelarna, but refuses to be obligated to others.

Roarer, Annares's cohort, male minotaur monk 10: CR 12; Large Monstrous Humanoid (9 ft. tall); HD 10d8+39; hp 87; Init +1 (Dex); Spd 60 ft. (12 squares), charge 150 ft. (30 squares); AC 18 (−1 size, +1 Dex, +2 armor, +1 natural, +5 monk), touch 15, flat-footed 17; Base Atk +7; Grp +20; Atk +13 melee (2d8+6, unarmed strike); Full Atk +13/+13/+8 (2d8+6, unarmed strike) and +8 melee (1d8+3, gore); Space/Reach 10 ft./10 ft.; SA *ki* strike (magic and lawful); SQ darkvision 60 ft., improved evasion, low-light vision, natural cunning, purity of body, slow fall 50 ft., still mind, wholeness of body; AL LN; SV Fort +10, Ref +8, Will +10; Str 20, Dex 13, Con 16, Int 8, Wis 16, Cha 8.

Skills and Feats: Climb +12, Jump +12, Listen +12, Sense Motive +10, Spot +14, Swim +12. Alertness, Combat Reflexes, Dodge, Improved Grapple, Improved Overrun, Improved Trip, Improved Unarmed Strike, Mobility, Power Attack.

Languages: Common, Giant.

Racial Talents: Gore, Powerful Charge, Robust, Second Wind, Stamina.

Racial Transformations: Darkvision, Large Size, Monstrous Humanoid, Natural Armor, Scent.

Possessions: amulet of mighty fists +1, bracers of armor +2, gloves of arrow snaring, embroidered silk robe (150 gp), platinum ring set with fiery orange topaz (200 gp).

Appearance and Personality: Towering and powerful, rust-colored fur, dark skin, red-rimmed brown eyes, wears simple cotton breeches and shirt under silk robe. Plain spoken but laconic, absolutely loyal to Anarres, not prone to displays of emotion.

Kricak Pai, male dawn elf ranger 2: CR 2; Medium Humanoid (5 ft. 1 in. tall); HD 2d8; hp 12; Init +3 (Dex); Spd 30 ft. (6 squares); AC 16 (+3 Dex, +3 armor), touch 13, flat-footed 13; Base Atk +2; Grp +2; Atk +4 melee (1d8+2/19–20, longsword), or +7 ranged (1d8+2/x3, masterwork composite longbow [Str 14]); Full Atk +5/+5 ranged (1d8+2/x3, masterwork composite longbow [Str 14]); SA combat style (archery), 1st favored enemy (servants of Lathail +2); SQ +2 save bonus against Enchantment spells and effects, immune to magic *sleep*, low-light vision, spell immunity (*alarm*), wild empathy; AL N; SV Fort +3, Ref +6, Will

+1; Str 14, Dex 17, Con 11, Int 13, Wis 12, Cha 11.

Skills and Feats: Climb +7, Hide +8, Knowledge (geography) +6, Knowledge (nature) +6, Listen +7, Move Silently +8, Search +2, Spot +2*, Survival +6*. Track, Weapon Focus (composite longbow). *+4 bonus to Spot checks to detect hidden creatures. +2 bonus on Survival checks made to keep from getting lost or to avoid natural hazards. +2 bonus on Survival checks made in aboveground natural environments

Languages: Common, Elven, Sylvan.

Racial Talents: Voice of the Woodlands.

Racial Transformations: Elfsight.

Possessions: Backpack with camping and travel gear, longsword, dagger, masterwork composite longbow (Str 14), masterwork studded leather armor, quiver with 20 arrows.

Appearance and Personality: Short golden hair, dark green eyes, modestly handsome, high forehead, thin eyebrows. Professional, emotionally distant, quiet.

CHAPTER 3, SCENE 2 (INTO THE WOODS)

Tod, male illwn sidhe: CR 1; Diminutive Fey (Augmented, Shapechanger); HD 1/4 d8; hp 1; Init +1 (Dex); Spd 5 ft. (1 square); AC 15 (+4 size, +1 Dex), touch 15, flat-footed 14; Base Atk +0; Grp −17; Atk/Full Atk —; Space/Reach 1 ft./0 ft.; SA spell-like abilities; SQ alternate form, amphibious, DR 10/cold iron, low-light vision, SR 10, wild empathy; AL CG; SV Fort +2, Ref +3, Will +3; Str 1, Dex 12, Con 11, Int 15, Wis 16, Cha 14.

Skills and Feats: Concentration +4, Handle Animal +6, Heal +7, Hide +22, Knowledge (nature) +4, Listen +9, Spot +7, Survival +7. Alertness.

SA—Spell-Like Abilities: 1/day each as a 3rd-level caster—*goodberry*, *mending*, *speak with animals*, *wood shape*.

Fanaan Sidhe (x3): CR 1; Small Fey (Augmented, Shapechanger); HD 1d8+2; hp 14 (6); Init +3 (Dex); Spd 30 ft. (6 squares), burrow 10 ft. (2 squares); AC 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12; Base Atk +0; Grp −6; Atk +3 melee (1d2−1, claw); Full Atk +3 melee (1d2−1, 2 claws) and −2 melee (1d3−1, bite); SA *aid* effects, rage, spell-like abilities; SQ alternate form, DR 10/cold iron, low-light vision, merrily drunk, scent, SR 11, wild empathy; AL CN; SV Fort +4, Ref +3, Will +2; Str 8, Dex 17, Con 15, Int 11, Wis 14, Cha 15.

Skills and Feats: Concentration +5, Hide +12, Escape Artist +7, Knowledge (nature) +6, Listen +4, Survival +4. Track, Weapon Finesse.

SA—Aid Effects: +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + caster level. Attack roll bonus and temporary hp figured into stat block.

SA—Rage (Ex): A fanaan sidhe that takes damage in

combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to Armor Class. The creature cannot end its rage voluntarily.

SA—Spell-like Abilities: 1/day each as a 3rd-level caster—*flame blade, flare, longstrider, summon nature's ally I*. Save DC 12 + spell level.

SQ—Merrily Drunk: -2 penalty to attack rolls, skill checks, ability checks, and Reflex saves. +1 temporary hit point per hit die. These modifiers figured into stat block. Must make a Concentration check (DC 10 + spell level) to cast spells or take similar actions.

CHAPTER 3, SCENE 3 (THE TERROR IN THE TREETOPS)

Baravg Thu, female night elf disciple of Lathail 4: CR 5; Medium Humanoid (5 ft. 4 in. tall); HD 4d8+4; hp 22; Init +2 (Dex); Spd 30 ft. (6 squares); AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +3; Grp +3; Atk/Full Atk +3 melee (1d8, heavy mace), or +6 ranged (1d8+1/19–20, +1 light crossbow); SA innate spells (*doom, resistance*), intercession 1/day (-16), spell-like abilities (1/day—*dancing lights, faerie fire*, caster level 4th), spells; SQ +2 racial bonus on all saves versus spells and spell-like abilities, darkvision 60 ft., immortal's gift (3/day—*spider climb*, caster level 6th), low-light vision, SR 9; AL LE; SV Fort +5, Ref +3, Will +7; Str 10, Dex 15, Con 13, Int 16, Wis 16, Cha 14.

Skills* and Feats: Concentration +8, Diplomacy +9, Heal +10, Knowledge (religion) +12, Listen +6, Spellcraft +10. Brew Potion, Rapid Reload (light crossbow), Scribe Scroll. *-1 armor check penalty when applicable.

Languages: Abyssal, Common, Draconic, Elven, Sylvan.

Racial Talents: Talent Feat (Rapid Reload), Talent Skills (+2 talent bonus to Knowledge [religion] and +3 talent bonus to Listen).

Racial Transformations: Darkvision, Minor Spell Resistance.

Spells Prepared (5/4/3; save DC 13 + spell level): 0—*cure minor wounds, detect magic, guidance* (x2); 1st—*cure light wounds, entropic shield, magic stone, protection from good*; 2nd—*cure moderate wounds, hold person, silence*.

Possessions: +1 light crossbow, divine spell scroll (*bless, cure moderate wounds, shield of faith*, caster level 4th), *potion of cure moderate wounds, potion of delay poison*, heavy mace, masterwork chain shirt, black silk tabard embroidered with emerald green spider (50 gp), quiver with 20 bolts.

Appearance and Personality: Bald, has a spider tattoo on her pate and forehead, thin eyebrows, large watery eyes, wide hips. Wicked and cold, loves only herself and the Terror.

Sarru Desar, male night elf fighter 2/rogue 2: CR 5; Medium Humanoid (5 ft. 3 in. tall); HD 2d10+4 plus 2d6+4; hp 30; Init +2 (Dex); Spd 30 ft. (6 squares); AC 18 (+2 Dex, +4 armor, +2 shield), touch 12, flat-footed 16; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/19–20, longsword), or +5 ranged (1d4, wristbolt); Full Atk +3/+3 ranged (1d4, wristbolt); SA spell-like abilities (1/day—*dancing lights, faerie fire*, caster level 4th), sneak attack +1d6; SQ +2 racial bonus on all saves versus spells and spell-like abilities, evasion, low-light vision, SR 4, trapfinding; AL NE; SV Fort +5, Ref +8, Will +1; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 13.

Skills and Feats: Climb +7, Hide +12, Jump +7, Listen +5, Move Silently +11, Spot +4. Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longsword).

Languages: Common, Elven.

Racial Talents: Talent Skills (+2 talent bonus to Listen and +3 talent bonus to Spot), Unusual Stealth.

Racial Transformations: Darkvision, Transformation Skills (+3 transformation bonus to Hide and +2 transformation bonus to Move Silently).

Possessions: +1 studded leather, +1 light wooden shield, *elixir of hiding, oil of magic weapon* (x2), *potion of cure moderate wounds*, longsword, wristsheath with 4 compartments (100 gp), 8 wristbolts (4 in wristsheath, 4 in leather case), platinum ring with spider motif (145 gp), keys to ground level doors.

Appearance and Personality: Bald, has three spiders tattooed on his scalp, athletic and graceful, rather handsome but an unpleasant turn to his mouth ruins the effect. Sadistic, high-strung, believes he is destined for greatness in Lathail's service.

Night elf Fanatics, ranger 1 (x10): CR 1; Medium Humanoid; HD 1d8; hp 8; Init +3 (Dex); Spd 30 ft. (6 squares); AC 16 (+3 Dex, +2 armor, +1 shield), touch 13, flat-footed 13; Base Atk +1; Grp +3; Atk/Full Atk +3 melee (1d8+2/19–20, longsword), or +4 ranged (1d6/x3, shortbow); SA 1st favored enemy (dawn elves +2), spell-like abilities (1/day—*dancing lights, faerie fire*, caster level 1st); SQ +2 racial bonus on all saves versus spells and spell-like abilities, low-light vision, SR 1, wild empathy; AL various evil; SV Fort +2, Ref +5, Will +1; Str 14, Dex 17, Con 11, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6*, Heal +3, Hide +7*, Knowledge (nature) +4, Listen +5, Move Silently +7*, Survival +7. Self-Sufficient, Track. *Impose -1 armor check penalty if shield is used.

Languages: Common, Elven.

Racial Talents: Unusual Stealth.

Possessions: Leather armor, light wooden shield, longsword, shortbow, quiver with 20 arrows, money pouch with 1d8+1 sp.

Appearance: All fanatics have shaved heads and spider tattoos.

Owlbear: CR 4; Large Magical Beast; HD 5d10+25; hp 52; Init +1 (Dex); Spd 30 ft. (6 squares); AC 15 (-1

size, +1 Dex, +5 natural), touch 10, flat-footed 14; Base Atk +5; Grp +14; Atk +9 melee (1d6+5, claw); Full Atk +9 melee (1d6+5, 2 claws), +4 melee (1d8+2, bite); Space 10 ft.; SA improved grab; SQ scent; AL N; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +8, Spot +8. Alertness, Track.

SA—Improved Grab (Ex): To use this ability, an owl-bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

The Terror, half-monstrous spider/half-green dragon: CR 7; Huge Dragon; HD 8d10+24; hp 72; Init +3 (Dex); Spd 30 ft. (6 squares), climb 20 ft. (4 squares), fly 60 ft. (average) (12 squares); AC 20 (–2 size, +3 Dex, +9 natural), touch 11, flat-footed 17; Base Atk +6; Grp +22; Atk +13 melee (1d8+10, claw); Full Atk +13 melee (1d8+10, 2 claws), +8 melee (2d6+5 plus poison, bite), or +9 ranged touch (entangle, web); Space/Reach 15 ft./10 ft.; SA breath weapon, poison, web; SQ darkvision 60 ft., immunities, low-light vision, tremorsense 60 ft.; AL LE; SV Fort +9, Ref +5, Will +2; Str 27, Dex 17, Con 16, Int 2, Wis 10, Cha 4.

Skills and Feats: Climb +23, Hide +4, Jump +12, Spot +9. Flyby Attack, Hover, Snatch.

SA—Breath Weapon (Su): 1/day—6d8 points of acid damage in a 30-foot cone; Reflex SV DC 17 half.

SA—Poison (Ex): Bite; Fort SV DC 17; initial and secondary damage 1d8 Str.

SA—Web (Ex): A single strand is strong enough to support the spider and one creature of the same size. The Terror throws webs eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the Terror. An entangled creature can escape with a successful Escape Artist check (DC 17) or burst it with a Strength check (DC 21). Both are standard actions.

The Terror creates sheets of sticky webbing up to 35 feet square. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the 14 hp and DR 5/—. The Terror's webs are immune to acid. The Terror moves across its own web at its climb speed.

SQ—Immunities (Ex): The Terror is immune to sleep, paralysis effects, and acid.

SQ—Tremorsense (Ex): The Terror can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the its webs.

INTERLUDE 2 (THE GRIFFIN COMPANY)

Larra Myrhe, female highlander ranger 5: CR 6; Medium Humanoid (5 ft. 9 in. tall); HD 5d8+15; hp 41; Init +2 (+3 with spear) (+3 Dex, +1 clan favored weapon); Spd 30 ft. (6 squares); AC 16 (+2 Dex, +4 armor), touch 12, flat-footed 14; Base Atk +5; Grp +7; Atk +10 melee (1d8+3/x3, spear), or +8 ranged (1d8+2/x3, masterwork composite longbow [Str 14]); Full Atk +6/+6 ranged (1d8+2/x3, composite longbow [Str 14]); SA 1st favored enemy (giant +4), 2nd favored enemy (monstrous humanoid +2), combat style (archery), spells; SQ animal companion, wild empathy; AL CG; SV Fort +7, Ref +6, Will +6; Str 14, Dex 15, Con 16, Int 8, Wis 12, Cha 13.

Skills and Feats: Climb +10, Handle Animal +9, Heal +7, Hide +10, Listen +3, Spot +11, Survival +11. Alertness, Endurance, Iron Will, Point Blank Shot, Self-Sufficient, Track, Weapon Focus (spear).

Languages: Common, Clan Speech.

Racial Talents: Clan Favored Weapon (spear), Talent Feat (Alertness), Voice of the Highlands.

Racial Transformations: Disciplined Mind, Transformation Feat (Iron Will).

Spells Prepared (1; save DC 11 + spell level): 1st—alarm.

Possessions: +1 studded leather, eyes of the eagle, potions of cure light wounds (x3), masterwork spear, masterwork composite longbow (Str 14), boot knife, quiver with 20 arrows, second quiver with 10 cold iron arrows and 10 silvered arrows.

Appearance and Personality: Pointy chin and thin mouth, medium-length brown hair, strong almost manish build. Blunt, not terribly bright but good-hearted, inspires loyalty by deed rather than word.

Snark, Larra's wolf animal companion: Medium Animal; HD 2d8+4; hp 13; Init +2 (Dex); Spd 50 ft. (10 squares); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk/Full Atk +3 melee (1d6+1, bite); SA trip; SQ link, low-light vision, scent, share spells; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*. Track, Weapon Focus (bite). *+4 racial bonus on Survival checks when tracking by scent.

Tricks: Guard, hunting general purpose.

CHAPTER 4, SCENE 1 (THE ASCENT PERILOUS)

Harpy (x2): CR 4; Medium Monstrous Humanoid; HD 7d8; hp 31; Init +2 (Dex); Spd 20 ft. (4 squares), fly

80 ft. (average) (16 squares); AC 13 (+2 Dex, +1 natural), touch 12, flat-footed 11; Base Atk +7; Grp +7; Atk +7 melee (1d6, club), or +9 ranged (1d6/x3, shortbow); Full Atk +7/+2 melee (1d6, club) and +2 melee (1d3, 2 claws), or +9/+4 ranged (1d6/x3, shortbow); SA captivating song; SQ darkvision 60 ft.; AL CE; SV Fort +2, Ref +7, Will +6; Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Intimidate +7, Listen +7, Perform (oratory) +5, Spot +3. Flyby Attack, Hover, Persuasive.

SA—Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's counter-song ability allows the captivated creature to attempt a new Will save.

Possessions: Club, shortbow, quiver with 15 arrows.

CHAPTER 4, SCENE 2 (A SOUL IN THE BALANCE)

Bogaev Ger, female ogre sorcerer 6: CR 7; Large Humanoid (8 ft. 2 in. tall); HD 6d4+21; hp 38; Init +1 (Dex); Spd 40 ft. (8 squares); AC 12 (-1 size, +1 Dex, +1 natural, +1 armor), touch 10, flat-footed 11; Base Atk +3; Grp +8; Atk/Full Atk +4 melee (2d6+1/x3, Large spear) or +3 melee (1d4+1, unarmed strike), or +5 ranged (1d6+1, masterwork Large dart); Space/Reach 10 ft./10 ft.; SA spells; SQ low-light vision; AL CE; SV Fort +5, Ref +5, Will +6; Str 12, Dex 12, Con 16, Int 10, Wis 12, Cha 14.

Skills and Feats: Concentration +7, Knowledge (arcana) +5, Spellcraft +7, Use Magical Device +5*. Craft Magic Pouch, Improved Unarmed Strike, Lightning Reflexes, Magical Aptitude, Toughness. *+2 bonus to Use Magical Device checks related to scrolls.

Languages: Common, Giant.

Racial Talents: Favored Weapons, Feat of Strength, Talent Feat (Improved Unarmed Strike).

Racial Transformations: Large Size, Natural Armor, Transformation Feat (Toughness).

Spells Known (6/7/6/3; save DC 12 + spell level):

0—*arcane mark, detect magic, flare, ray of frost, read magic, resistance, touch of fatigue*; 1st—*burning hands, magic missile, shield, shocking grasp*; 2nd—*mirror image, scorching ray*; 3rd—*vampiric touch*.

Possessions: *bracers of armor* +1, *dust of illusion, potion of false life* (caster level 3rd), *pouch of burning hands* (caster level 5th), *wand of magic missile* (caster level 3rd), Large spear, masterwork Large darts (x4), spell component pouch, fine woolen robes (25 gp), electrum armband (125 gp), pouch with two star rose quartzes (50 gp each), money purse with 12 gp and 7 pp.

Appearance and Personality: Tall and slender, long mud-smoothed hair with shiny rocks braided into it. Covetous, scheming, dreams of acquiring an ice mephit familiar.

Bogaev Kel, male ogre shaper 6: CR 7; Large Humanoid (8 ft. 7 in. tall); HD 6d8+18; hp 48; Init +0; Spd 30 ft. (6 squares) (40 ft. unarmored); AC 18 (-1 size, +6 armor, +3 shield), touch 9, flat-footed 18; Base Atk +4; Grp +10; Atk/Full Atk +6 melee (2d6+2/19-20, masterwork greatsword), or +4 ranged (1d8+2, cold iron masterwork Large throwing axe); Space/Reach 10 ft./10 ft.; SA specialty domains, spells; SQ cold resistance 10, darkvision 60 ft., low-light vision; AL CN (eventually either CG or CE); SV Fort +5, Ref +2, Will +7; Str 15, Dex 11, Con 17, Int 12, Wis 15, Cha 16.

Skills and Feats:* Concentration +12, Diplomacy +12, Intimidate +9, Knowledge (local) +8, Knowledge (religion) +10, Listen +11, Search +3. Brew Potion, Diehard, Endurance, Improved Sunder, Martial Weapon Proficiency (greatsword), Power Attack. *+4 armor check penalty when applicable.

Languages: Common, Goblin, Ogre.

Racial Talents: Intellectual Curiosity, Talent Feat (Power Attack), Talent Skills (+2 talent bonus to Intimidate, +3 talent bonus to Knowledge [local]).

Racial Transformations: Darkvision, Large Size, Transformation Feat (Endurance).

Focuses: Elemental (cold resistance 10), Power (Martial Weapon Proficiency).

Specialty Domains: Earth, Fire.

Spells Known (6/7/6/4; save DC 13 + spell level): 0—*create water, cure minor wounds, detect magic, light, purify food and drink, resistance, virtue*; 1st—*burning hands, cure light wounds, magic weapon, magic stone*; 2nd—*cure moderate wounds, shatter* (Enlarged 1/day); 3rd—*resist energy*.

Possessions: +1 breastplate, +1 heavy wooden shield, oil of magic stone (caster level 1st), *potions of cure moderate wounds* (x2), masterwork greatsword, cold iron masterwork Large throwing axe, chieftain's ring (gold and platinum with small ruby) (350 gp).

Appearance and Personality: Tall and slender like his sister, long hair pulled into three braids tied with leather strips, intelligent violet eyes. Good-willed but confused, wants what is best for his people but is not certain what is best, fair-minded.

Bogaev Zew, male ogre barbarian 6: CR 7; Large Humanoid (8 ft. 10 in. tall); HD 6d12+12; hp 56; Init +1 (Dex); Spd 50 ft. (10 squares); AC 15 (–1 size, +1 Dex, +5 armor), touch 10, flat-footed 14; Base Atk +6; Grp +15; Atk +12 melee (3d6+7/x3, masterwork Large greataxe), or +6 ranged (2d6/x3, Large longbow); Full Atk +12/+7 melee (3d6+7/x3, masterwork Large greataxe), or +6/+1 ranged (2d6/x3, Large longbow); Space/Reach 10 ft./10 ft.; SA rage 2/day; SQ improved uncanny dodge, low-light vision, trap sense +2; AL CG; SV Fort +9, Ref +3, Will +1; Str 20, Dex 12, Con 14, Int 10, Wis 8, Cha 11.

Skills and Feats: Climb +15*, Handle Animal +8, Listen +5, Spot +1, Survival +7, Swim +14*. Alertness, Blind-Fight, Great Fortitude, Improved Bull Rush, Power Attack, Weapon Focus (Large greataxe). *Includes –1 armor check penalty.

Languages: Common, Giant.

Racial Talents: Feat of Strength, Talent Feats (Blind-Fight, Power Attack).

Racial Transformations: Large Size, Transformation Feat (Great Fortitude), Transformation Skills (+3 transformation bonus to Climb, +2 transformation bonus to Swim).

Possessions: +1 chain shirt, ring of protection +1, quiver with *sleep arrows* (x13), masterwork Large greataxe, Large longbow, quiver with 20 arrows, bear fur cloak (85 gp).

Appearance and Personality: Broad and muscular, sports many decorative battle scars, dark hair is cropped short in a bowl-cut, left ear has been cauliflowered. Loyal to his brother and his people, essentially noble but with no desire to lead.

Fellfang, male half-advanced worg/half-fiend: CR 4; Medium Outsider (Augmented, Native); HD 6d10+18; hp 51; Init +4 (Dex); Spd 50 ft. (10 squares), fly 50 ft. (average) (10 squares); AC 17 (+4 Dex, +3 natural), touch 14, flat-footed 13; Base Atk +6; Grp +11; Atk +11 melee (1d6+6, bite); Full Atk +11 melee (1d6+6, bite) and +6 melee (1d4+3, 2 claws); SA smite good 1/day (+6 damage), spell-like abilities, trip; SQ acid resistance 10, cold resistance 10, darkvision 60 ft., DR 5/magic, fire resistance 10, immunity to poison, low-light vision, scent, SR 16; AL CE; SV Fort +8, Ref +9, Will +4; Str 21, Dex 19, Con 17, Int 10, Wis 14, Cha 12.

Skills and Feats: Bluff +5, Climb +10, Diplomacy +7, Hide +15, Knowledge (nature) +6, Knowledge (religion) +4, Listen +14, Move Silently +13, Sense Motive +8, Spot +14, Survival +11*. Alertness, Negotiator, Track. *+4 racial bonus on Survival checks when tracking by scent.

Languages: Abyssal, Common, Goblin, Giant.

Spell-Like Abilities: 3/day—darkness; 1/day—*dececrate*, *unholy blight*. Caster level 6th. Save DC 11 + spell level.

Trip (Ex): A worg that hits with a bite attack can

attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Personality: Cunning, silver-tongued, calculating. Fellfang wants to convert all of grag-il-Fewd to evil and then rule the village himself.

Golden Eiyr, female half-giant eagle/half-celestial: CR 4; Large Outsider (Augmented, Native); HD 4d10+12; hp 34; Init +4 (Dex); Spd 10 ft. (2 squares), fly 80 ft. (average) (16 squares); AC 17 (–1 size, +4 Dex, +4 natural), touch 13, flat-footed 13; Base Atk +4; Grp +14; Atk +9 melee (1d6+6, claw); Full Atk +9 melee (1d6+6, 2 claws) and +4 melee (1d8+3, bite); Space 10 ft.; SA *daylight* at will, smite evil 1/day (+4 damage), spell-like abilities; SQ +4 racial bonus on Fortitude saves against poison, acid resistance 10, cold resistance 10, darkvision 60 ft., DR 5/magic, electricity resistance 10, immunity to disease, low-light vision, evasion, SR 15; AL CG; SV Fort +7, Ref +8, Will +5; Str 22, Dex 19, Con 16, Int 12, Wis 18, Cha 14.

Skills and Feats: Climb +9, Concentration +6, Diplomacy +7, Handle Animal +5, Hide +3, Knowledge (history) +4, Knowledge (nature) +10, Knowledge (religion) +4, Listen +13, Move Silently +7, Perform (sing) +5, Search +4, Sense Motive +11, Spellcraft +4, Spot +18, Survival +11*. Alertness, Flyby Attack. *+2 bonus on Survival checks made in aboveground natural environments

+4 racial bonus on Spot checks

Languages: Celestial, Common, Giant.

SA—Spell-Like Abilities: 3/day—*protection from evil*; 1/day—*aid*, *bless*, *detect evil*. Caster level 4th.

Personality: Kind, respectful, soft-spoken and gentle but still fierce in combat. Golden Eiyr wants to prevent grag-il-Fewd from being seduced by evil.

Ogre warrior, fighter 1 (x8): CR 1; Medium Humanoid; HD 1d10+2; hp 12; Init +0; Spd 30 ft. (6 squares) (40 ft. unarmored); AC 18 (+6 armor, +2 shield), touch 10, flat-footed 18; Base Atk +1; Grp +5; Atk/Full Atk +8 melee (2d6+6/x3, masterwork Large spear), or +1 ranged (2d6/19–20, Large light crossbow); AL CE; SV Fort +4, Ref +0, Will +1; Str 19, Dex 11, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Climb +0*. Power Attack, Weapon Focus (Large spear). *Includes –8 armor check penalty.

Languages: Common, Giant.

Racial Talent: Favored Weapons.

Possessions: *Potion of cure light wounds*, splint mail, heavy steel shield, masterwork Large spear, Large light crossbow, quiver with 10 bolts, money pouch with 3d6 gp and 3d4 sp.

CHAPTER 4, SCENE 3 (THE WELL OF SONG)

Agent of the Black Circle, phasm: CR 7; Medium Aberration (Shapechanger); HD 15d8+30; hp 97; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 17 (+2 Dex, +5 natural), touch 12, flat-footed 15; Base Atk +11; Grp +12; Atk/Full Atk +12 melee (1d3+1, slam); SQ alternate form, amorphous, resilient, scent, telepathy 100 ft., tremorsense 60 ft.; AL CE; SV Fort +11, Ref +11, Will +11; Str 12, Dex 15, Con 15, Int 16, Wis 15, Cha 14.

Languages: Bluff +20, Climb +7, Craft (any one) +12, Diplomacy +12, Disguise +20 (+22 acting)*, Intimidate +4, Knowledge (any one) +18, Listen +12, Spot +12, Survival +8. Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility. *When using alternate form, a phasm gains a +10 circumstance bonus on Disguise checks.

Racial Talents: Abyssal, Celestial, Common, Elven, Giant.

Amorphous (Ex): A phasm in its natural form has immunity to poison, *sleep*, paralysis, polymorph, and stunning effects. It is not subject to critical hits and, having no clear front or back, cannot be flanked.

Resilient (Ex): A phasm has a +4 racial bonus on Fortitude and Reflex saves (included in the statistics block).

Alternate Form (Su): A phasm can assume any form of Large size or smaller as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 15th), except that the phasm does not regain hit points for changing form. A phasm can remain in its alternate form until it chooses to assume a new one or return to its natural form.

Tremorsense (Ex): A phasm can automatically sense the location of anything within 60 feet that is in contact with the ground, so long as it is touching the ground itself.

Agent of the Black Circle, hill giant form: Large Giant; hp 127; Init +3 (–1 Dex, +4 Improved Initiative); Spd 40 ft. (8 squares); AC 17 (–1 size, –1 Dex, +9 natural), touch 8, flat-footed 17; Base Atk +11; Grp +22; Atk +18 melee (2d8+10, greatclub), or +10 ranged (2d6+7, rock); Full Atk +18/+13/+8 melee (2d8+10, greatclub), or +10/+5/+0 ranged (2d6+7, rock); SV Fort +13, Ref +8; Str 25, Dex 8, Con 19.

APPENDIX TWO: NEW ITEMS AND MONSTERS

Draught of the Illwn Sidhe: This liquid, sweet like honey but thin as wine, is a magical alcoholic beverage. A single draught counts as 8 alcohol units and duplicates the effects of the *aid* spell. Its duration lasts as long as the imbibor is at least tipsy. If a single draught is not sufficient to make the drinker tipsy, the draught has no effect. Additional draughts increase the duration, but the *aid* effects do not stack.

Faint enchantment; CL 3rd; Brew Potion, *aid*, creator must be an illwn sidhe; Price 300 gp.

Elven Song-Blade (Exotic Weapon): Song-blades are special longswords crafted to produce musical whistles, twangs, and chimes when swung or struck against an object or creature. A wielder with 5 or more ranks in Perform (percussion instruments) enjoys a +1 circumstance bonus to attack rolls with a song-blade. A song-blade is also a musical instrument. A masterwork song-blade confers a +1 circumstance bonus to attack rolls and a +2 circumstance bonus to Perform checks. It is possible to both fight and perform with a song-blade simultaneously. This requires a full-round action and permits one attack and one Perform check, both resolved with the same die roll. Song-blades are favored by elven bards. Using a song-blade as a musical instrument without proficiency with it as a weapon imposes a –4 penalty to Perform checks.

The Harp of Law: This masterwork lyre is Mnesarchus's greatest creation. When played by a sufficiently skilled musician with Perform (stringed instruments), the magical powers of the *Harp of Law* are revealed. Using any of the Harp's powers is a standard action that does not provoke attacks of opportunity. Each power can be used once per day. The Harp is lawfully aligned. It bestows one negative level on any chaotic creature attempting to use it. The negative level remains as long as the Harp is in hand and disappears when the Harp is no longer held. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the Harp is held. The powers of the *Harp of Law* are:

Ability	Minimum Perform Ranks	Caster Level
<i>Charm person</i>	4	1st
<i>Cure moderate wounds</i>	7	4th
<i>Charm monster</i>	10	7th
<i>Break enchantment</i>	13	10th
<i>Greater heroism</i>	16	13th
<i>Animate objects</i>	19	16th

SONG-BLADE

Cost	Racial Affiliation	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
85 gp	Any elf	1d6	1d8	19–20/x2	—	4 lbs.	S

Strong transmutation [lawful]; CL 16th; Craft Wondrous Item, *animate objects*, *break enchantment*, *charm person*, *charm monster*, *cure moderate wounds*, *greater heroism*, creator must be lawful and have ranks in Perform (stringed instrument); Price 51,590 gp; Weight 2 lb.

Key of Mnesarchus: This magical tuning fork sounds a single note and produces a *programmed image*. The *programmed image* is a series of four clues crafted into the Key by Mnesarchus. Each clue is shown in order only after the appropriate conditions have been met. All of the clues use an alphabet code tied to the musical notes of the octave scale.

Clue	Condition	Reference
First	Strike the Key	C1, S4
Second	Place Key in harpsichord	C2, S3
Third	Place Key in notch	C3, S3

Each *image* produced lasts only 1 minute. One day after the third *image* has been revealed, the Key disenchants itself and becomes an ordinary tuning fork worth 5 gp.

Strong illusion; CL 16th; Craft Wondrous Item, *programmed image*; 48,000 gp.

Lolynfrey: This fabled elven tome requires one week to study. It is, of course, written in Elven. Once study is complete, the student gains a +1 inherent bonus to Charisma and a permanent +2 insight bonus to one of his Perform skills. If the student does not have any ranks in Perform, there is no skill benefit. If the student is a bard, he also gains 1,500 XP.

Strong evocation; CL 18th; Weight 5 lb.

GETTING DRUNK

An average person's Alcohol Threshold (AT) is equal to his Constitution score, but this number can be modified by several other factors. Any racial, magical, or class-based bonuses to resist poison add to this number, the Endurance feat adds +4 to this number, and the Hard Drinking feat doubles a character's AT (Constitution score and all other modifiers are doubled).

For each size category smaller than Medium that you are, your AT is reduced by half. For each size category larger, double your AT. For example, the AT of the average halfling is only 5, whereas a great wyrm red dragon would have an AT of 496. Once you reach your AT, you

become tipsy. As you drink more, you progress through the various levels of intoxication, with a number of Alcohol Units (AU) equal to your threshold increasing your drunkenness to the next category.

For example, Stumpy has a Constitution of 14. He drinks two shots of whiskey (12 AU each, total 24 AU). This exceeds his AT, so he becomes tipsy. Another 4 AU will take him to 28, putting him in the merry category.

The DM may give a temporary bonus to a character's alcohol threshold of up to +2 from various factors, such as a full stomach or magical enhancements.

DRINK SIZES

Servings of alcohol are measured in shots. A shot does not denote any real-world significance; rather, it is simply a convenient word to measure small volumes of liquid in game terms. The number of shots contained in various drinking vessels is as follows.

Drink Size	No. of Shots
Shot glass/mouthful	1
Small glass (cup)	2
Mug/glass (pint)	4
Wineskin (pint)	4
Large flagon (quart)	8
Jug (two quarts)	16
Large pitcher (gallon)	32
Keg (3 gallons)	96
Small barrel (10 gallons)	320
Large barrel (40 gallons)	1280

In the race, the drink size faced by the competitors is a mug/glass, or 4 shots.

DRINK STRENGTHS

The strength of the drink is measured on a scale, with 0 being no alcohol content, and 10 or higher being powerful beverages. The following table should not be regarded as a definitive list of drinks, but rather a rough guide to how to use alcohol strengths. A drink's total effect is measured in AU. The AU of a given drink is the product of its number of shots times its strength. For example, a mug (4 shots) of wine (Strength 4) is a total of 16 AU.

Sample Drink	Alcohol Strength
Water	0

Weak Beer	1
Regular Beer	2
Wine	4
Strong Wine	6
Spirit	10
Strong Spirit	12
Dwarf Spirits	14

In the race, the competitors must quaff regular beer. This means that each drink measures 8 AU.

CATEGORIES OF DRUNKENNESS

Alcohol is, basically, a poison. The more you drink, the greater the effect it has. There are several levels of intoxication, each accompanied by penalties to certain abilities, and a slight bonus to resist pain.

Tipsy: Judgment slightly impaired, but no noticeable effects. -1 penalty to attack rolls, skill checks, ability checks, and Reflex saves. No effect on movement or hit points. Must make a Concentration check (DC 10 + spell level) to cast spells or take similar actions.

Race Effects: The -1 penalty applies to all checks made during the race.

Merry: Inhibitions lower, voices raise, and balance wavers slightly. -2 penalty to attack rolls, skill checks, ability checks, and Reflex saves. +1 temporary hit point per Hit Die. No effect on movement. Must make a Concentration check (DC 10 + spell level) to cast spells or take similar actions.

Race Effects: The -2 penalty applies to all checks made during the race. The +1 temporary hit point per hit die makes the racer less aware of any injuries sustained during the race.

Drunk: Dizzy and disoriented, words slurred. -4 penalty to attack rolls, skill checks, ability checks, and Reflex saves. +2 temporary hit points per Hit Die. Can safely take one action each round, but must make a Balance check (DC 10) to both move and take an action. Falls down on a failure. Must make a Concentration check (DC 10 + spell level) to cast spells or take similar actions.

Race Effects: The -4 penalty applies to all checks made during the race. The racer becomes more insensible to injury, as reflected by the increase in temporary hit points. Before making his regular check for each increment, the racer must succeed at a Balance check (DC 10). If this fails, he suffers an additional -2 penalty to that increment's check, thus reflecting the degree to which the racer staggers about, stumbles, collides with lamp posts, et cetera.

Hammered: Can't walk in a straight line, generally incoherent. -8 penalty to attack rolls, skill checks, ability checks, and Reflex saves. +3 temporary hit points per hit die. Can safely take one partial action per round, but must make a Balance check (DC 10) to both move and take an action. Falls down on a failure. Must make a Concentration check (DC 10 + spell level) to cast

spells or take similar actions.

Race Effects: As for the drunk category, but overall penalties are more severe.

Plastered: Communication is nearly impossible, as is standing up. -16 penalty to attack rolls, skill checks, ability checks, and Reflex saves (though the character can take no actions, so it usually doesn't matter). +4 temporary hit points per Hit Die (but usually unable to take advantage of this). Must make a Concentration check (DC 10) to cast spells or take similar actions. Character is nauseated, and the only action he can normally take is a single move action per round. A character who is plastered can, however, choose to take one standard action other than a move, but is then stunned for the next 1d6 rounds.

Unconscious: Character is unconscious, usually from sickness or extreme dizziness and confusion.

Race Effects: A racer who becomes plastered or unconscious is effectively out of the race. He is too busy crawling about, vomiting, wondering why the entire city is spinning, and so forth.

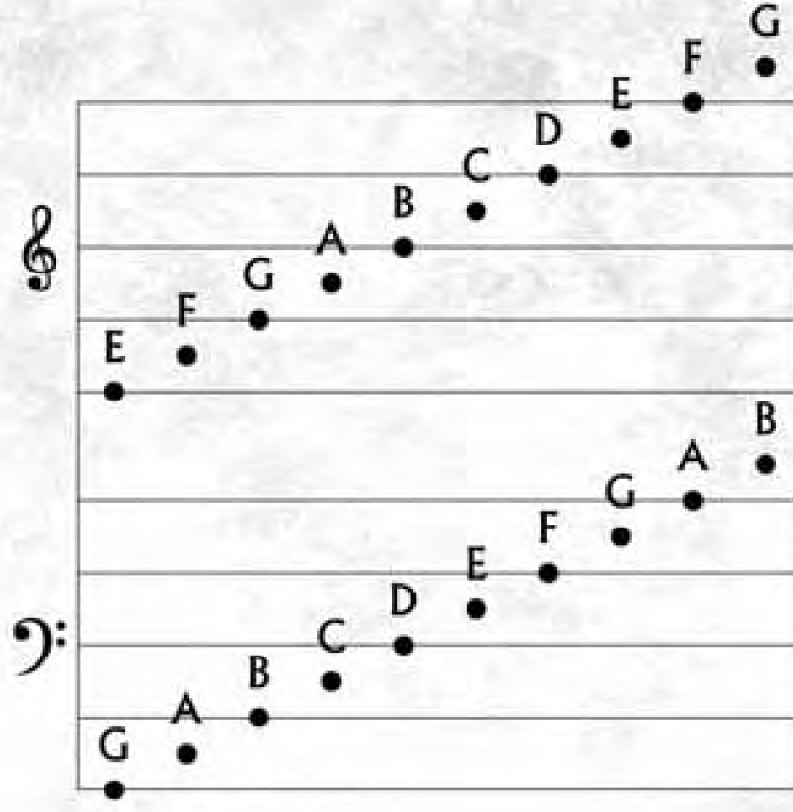
RECOVERY AND HANGOVERS

A character recovers at a rate of 8 AU per hour. Additionally, eight hours of uninterrupted sleep enables him to recover completely. A character who has become drunk or worse suffers a hangover once he sobers up. A hangover consists of headaches, nausea and other unpleasant side effects. After recovering from drunkenness, a hangover begins. While hung over, a character suffers the same penalty to his attack rolls, skill checks, ability checks, and Reflex saves of the highest drunkenness category he reached the night before. Every two hours, the severity reduces by one category until the penalties go away.

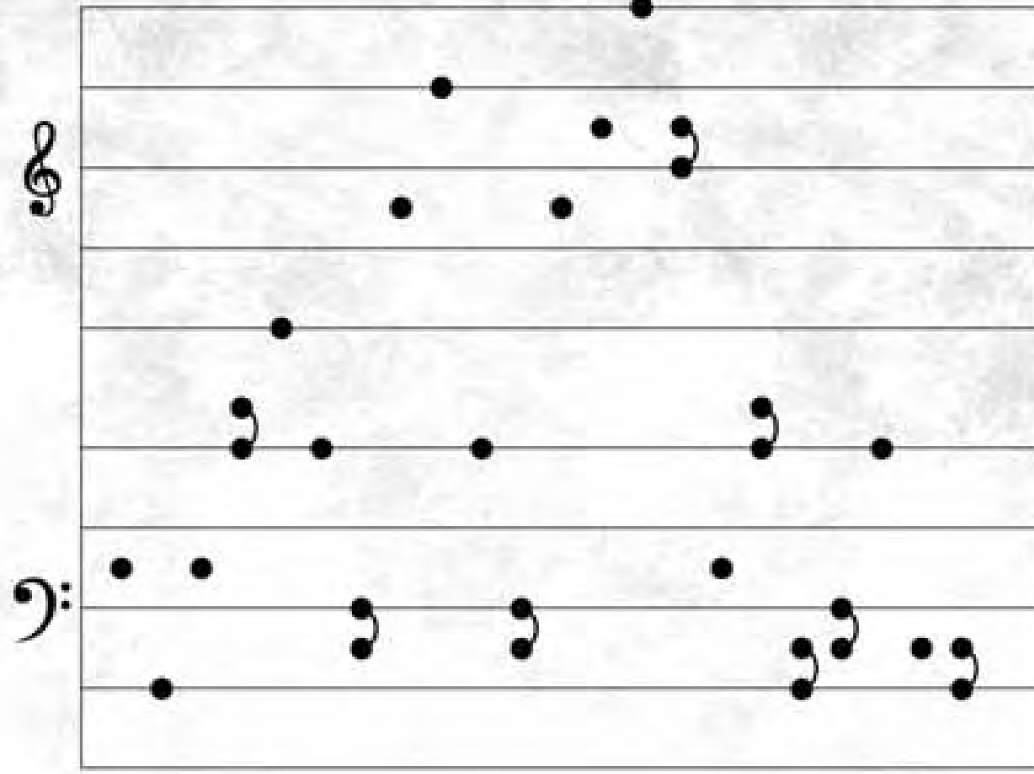
A Craft (alchemy) check (DC 20) will allow a character to brew a hangover or drunkenness remedy. Characters with 5 or more ranks of Heal get a +2 synergy bonus to this check. Most such folk remedies sell for 2 gold pieces per dose, and many inns and taverns make as much money sobering up their patrons as getting them drunk. A character can only benefit from one dose of a folk drunkenness remedy per day. Remedies have an effect either on current drunkenness, or on hangovers. Particular effects may vary, the following is one example.

Hair of the Dog: This foul-tasting concoction doesn't even try to hide its ingredients: A clump of dog hairs float atop a green-brown broth filled with mashed leaves. The necessary ingredients for 5 doses can be found in a typical forest with an hour of searching and a successful Survival check (DC 12). Two hours of work and a Craft (alchemy) check (DC 20) can turn the ingredients into 5 doses, each the size of a small cup. A dose of hair of the dog reduces the character's penalties from a hangover as if 2 hours had passed. Only one such drink can have an effect per day.

HANDOUT 1



HANDOUT 2



HANDOUT 3

Handout 3 displays musical notation on two staves. The top staff, marked with a treble clef, contains notes on the first, second, and third lines, with some notes beamed together. The bottom staff, marked with a bass clef, contains notes on the first, second, and third lines, also with some beamed notes.

HANDOUT 4

Handout 4 displays musical notation on two staves. The top staff, marked with a treble clef, contains notes on the first, second, and third lines. The bottom staff, marked with a bass clef, contains notes on the first, second, and third lines, with some notes beamed together.

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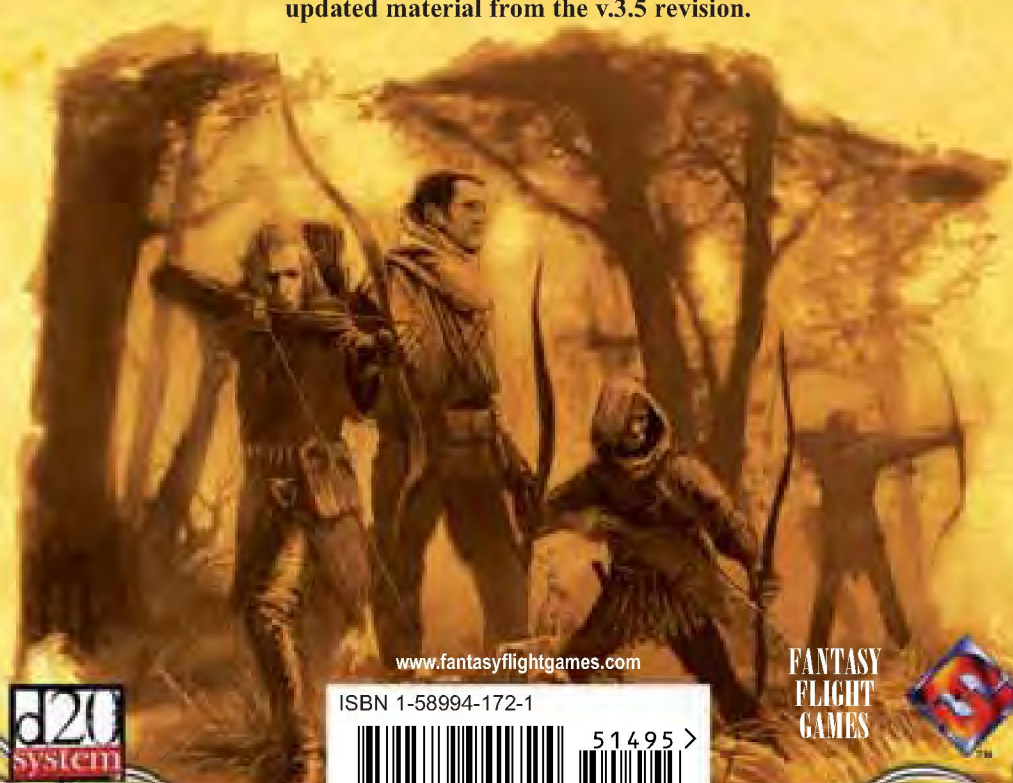
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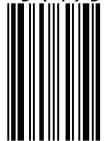
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