

NYR4-04

He Loves Me, He Loves Me Not

A One-Round D&D LIVING GREYHAWK®

Nyrond Regional Adventure

Version 1.0

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Reala Nadir is the intellectual property of Jodie Smalley, used with permission

It is the biggest event in Nyrond – a Royal Wedding is to take place! In celebration you are invited to participate in a special costume ball on the eve of the grand nuptials. A Royal Adventure for characters of 5th to 14th level. Part Four of the Scavenger Hunt series.

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

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and record-keeping after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Keep in mind that you must have at least four players (not counting the judge), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Playing the Game

Instruct the players either to prepare their characters to participate in the adventure before the session begins, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the judge) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the judge can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in bold italics. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Tracking

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and judge fill out the RPGA Tracking Sheet. The judge should complete the top of the form and list his name and RPGA number. The players should each list their name and RPGA number. After the form is filled out it should be given to the Event Coordinator.

LIVING GREYHAWK

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

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

LIVING GREYHAWK Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars

paladin's mounts, etc.) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately. Nevertheless, if a character has the Mounted Combat feat, he may bring a single warhorse, light or heavy, with him in the adventure and it will not count toward the APL calculation.

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

Further, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the scenario unless the highest APL supported by the adventure is APL 12.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If a group is APL 1 there are three things that the group can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a move action (spoken command) that may be attempted each round. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases to 12.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in the Kingdom of Nyronnd. Characters native to Nyronnd pay one Time Unit per round; all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Judge's Notes

The premise of this scenario is that it is the fourth part of the series that started with The Great Scavenger Hunt, however it is not a requirement that characters have played that scenario prior to enjoying this one.

There are several references to various Nyronnd locations, meta-organizations, and NPCs. Please check with the myriad Nyronnd resources available through the Nyronnd web site. The web site is located at:

<http://www.nyronnd.org/turbine/page/>

Please be sure to communicate the results of your running of this scenario to either the Nyronnd triad or the event coordinator so that these results can be recorded.

Backstory

It has been nearly six years since Xenia Sallavarian collapsed while touring the Kingdom of Nyronnd. Xenia, a beautiful young woman and cousin of the famous Jallarzi Sallavarian of the Circle of Eight, was the King's fiancée and slated to marry him the following year in a huge public ceremony. Unknown to the general public, Xenia's collapse was caused by

the rapid onset of something that was not unlike a disease, but is actually a creature that feeds on a person's life force. A creature put there by an undead cleric of Incabulous in order to insure the fall of the Kingdom of Nyrond.

A quest for a cure began, and with the help of the AAAA, hope was found. Adventurers, able to move about the kingdom without attracting attention, were sent out to gather the rare and obscure ingredients required.

One of these ingredients was a specific meteorite that would fall in the Flinty Hills region of the kingdom. Unknown to the adventurers sent to recover the meteorite; the impact would take place at the site of an ancient burial chamber used to imprison a powerful demoness by the name of Reala Nadir. The meteorite crashed through the wards sealing the chamber and freed this ancient evil – none the happier at her long imprisonment.

This ancient evil succubus fled and joined up with the cause of Xenia's suffering. The mummy-cleric of Incabulous, Kalamid, desired nothing more than the destruction of the Aerdy kingdom – a desire shared by Reala. Each was going to use the other, until Reala discovered that Lynwerd, King of Nyrond, was still single. She traveled to Rel Mord, using her charms to get her close to Lynwerd, whereupon she took him as her thrall. Kalamid was to keep tabs on her using his master spy already within the palace, but a band of adventurers entered his stronghold and put an end to him.

The Grey Seer was not blind to Reala's nature, but has so far been unable to remove her spells. His frustration is a source of great amusement to the demoness, who keeps him around to watch as she maneuvers to become Queen of Nyrond. And with the nuptials only a day away, he is rapidly running out of time.

Enter the adventurers. The Grey Seer has discovered a way to break Reala's spells, but it requires that special oil be used to enchant her dressing mirror. He is unable to enter her chambers without her knowledge, but the PCs might just be able to do the work for him. Reala is still a threat should she catch the PCs, and watching from the shadows is Kalamid's master spy.

The Spy, a capable and talented follower of Incabulous, has infiltrated the palace in the guise of a simple pageboy. So capable is he, that the Grey Seer has used him on a number of occasions to deliver messages. The Spy is going to use the occasion of the masquerade ball being planned for the night of the adventure to launch a surprise attack on Lady Xenia – hopefully slaying her, saving the KOI patriarch, and

getting away. At least that is the plan. The PCs hopefully have other plans.

And so the PCs arrive in Rel Mord, anticipating festivities on the eve of the Grand Nuptials. They find their rooms, unpack, and discover a fancy invitation to the Palace awaits them. The story opens here.

Adventure Synopsis

Introduction: The Traveling Companion – The PCs arrive in Rel Mord for the big wedding festivities. We get our first introduction to the flower theme. The PCs also get a summons to the royal palace.

Scene One: Everything in the Right Place – The PCs make it to the castle, where they are put to work.

Scene Two: The Puppet Show Man – The PCs are finally together, meet the Grey Seer and are given quite the unusual mission, along with some specific instructions.

Scene Three: The Emperor's New Suit – While out on their mission, the PCs encounter King Lynwerd; who is obviously a bit confused and befuddled. But there is one moment of lucidity - when Lynwerd spots a flower.

Scene Four: The Shepherdess and the Sheep – Exploring Reala's rooms, the PCs encounter a multitude of mirrors, Reala's 'pets', and get to have their first shared pain experience. Winning the fight, the PCs can enchant the Flower Mirror.

Scene Five: She Was Good For Nothing – Escaping Reala's rooms, the PCs encounter the Succubus herself. She asks them to accompany her on a tour of the gardens, where she "wishes to talk with them."

Scene Six: The Garden of Paradise – Walking through the gardens, Reala gives the PCs some information on a rival of hers - a traitor that has been undermining the plans of Nyrond. While Reala is herself an enemy, the PCs were given specific instructions.

Scene Seven: In the Uttermost Parts of the Sea – Heading for the traitor's rooms, the PC encounter a trapped door, a water-filled room, and more shared pain.

Scene Eight: What One Can Invent – It seems that the traitorous pageboy has left the PCs a noisy and biting surprise.

Scene Nine: What the Old Man Does is Always Right – The PCs take their news to the Grey Seer, who sends them to save Xenia from the traitor.

Scene Ten: Dance, Dance Doll of Mine – Chasing the traitor, the PCs find him freeing Xenia, and her

KOI infestation. Both sides of the conflict get more than they bargained for.

Scene Eleven: The Goblin and the Woman – The Patriarch of all the KOI has possessed the traitor and together they give the PCs their final shared pain experience. But Xenia's voice gives them aid - and hope.

Scene Twelve: The Loveliest Rose in the World – Xenia sends the PCs to recover the enchanted mirror, and meets them at the grand ballroom. A confrontation, a revealed secret, and a freed king make short work of the demoness.

Conclusion: The Happy Family – Having saved the day, the PCs are rewarded and the wedding plans continue – this time with the right bride.

Introduction – The Traveling Companion

News has spread throughout the kingdom. Lynwerd is to wed. A royal wedding! And so you have arrived at the capital city of Rel Mord along with hundreds of others.

The city gates are as busy as they have ever been. Noble dignitaries from nearly all the surrounding realms are here. Merchants ready to capitalize on the monies of dozens of foreign lands. Thieves and pickpockets are out in force. Guardsmen, all decked out in the royal colors, stand on every street corner. And everywhere is the talk of the bride-to-be.

Little is known of her. Rumors abound that Lady Xenia had returned home. That she finally died of whatever sickness she bore. That Lynwerd, not Sewardt or agents of Iuz, had her assassinated. Some even say that this new Lady Realia is none other than Xenia in disguise.

Whatever they all think, the simple fact is that King Lynwerd is to wed in two days, and that festivities are being held in celebration.

So here you are, standing in line with dozens of other travelers. Ahead of you, you can hear a mild curse. It seems one of your line-mates has stepped on something.

And in fact, he has. One of those visiting merchants has just stepped on a bristlecone flower vine. As the flowers have deceptively long thorns, stepping on one can be quite painful. Assuming the PCs decide to talk with him, you can use the following boxed text to start off this role-playing encounter. The encounter is designed to give the PC's some background, get them to make introductions to each other, and also to give

the PC's their first hint of the flower theme of the scenario.

“Blasted weeds. I wish they would do a better job of keeping these things off the road. Nasty thorns they’ve got – stick you right through your boots if you aren’t careful.”

“I’m Gralwan, by the way. Sorry if I scared you adventuring types with my cursing, but it kind of caught me by surprise. These weeds are pretty much everywhere here in Justcrown. Farmers hate ‘em since they grow everywhere, but all the young girls think they are ... what was that word my daughter used, oh yeah ... adorable.”

They are pretty flowers and all, and young women looking to marry often wear a garland of them, but I just don’t like stepping on them on the King’s Road is all.”

“But here I am nattering on without giving you all a chance to speak. I assume you are here for the wedding like everyone else?”

Hopefully the PCs will take the hint and strike up a conversation. Gralwan doesn't really have any information to pass along, as he's just arrived at Rel Mord himself. He's a drover and cattle merchant; here to see the festivities and hire a team to head out to Newtown for the next cattle drive. He's not looking to hire the PCs, and really couldn't afford them anyway. He does think highly of adventurers though, and will be full of praise for the great many things they've done on behalf of the Kingdom.

Entering the city becomes interesting. Rel Mord has very specific laws about the carrying of weapons, and there are tolls to be paid before one can pass through the gates.

As you finally make it to the gates to the city, a sign becomes clearly visible through the crowd.

Welcome to Rel Mord!

Please be aware that no person shall be allowed to bear arms larger than short swords, with the exception of quarterstaves and rapiers. All items not fitting this description must be checked at the gate. A receipt will be given.

Spellcasting of a lethal nature is forbidden, as is any use of magic to beguile, charm, or control the actions of others. Entertainers may perform such magic as is required for their profession.

Entrance Fees:

<i>Citizen of Nyrond</i>	<i>1 Noble</i>
<i>Non-citizen</i>	<i>2 Nobles</i>
<i>Riding Animal</i>	<i>5 Shields</i>
<i>Non-riding animal</i>	<i>2 Shields</i>

This information has been duplicated in Player Handout #1 – Entering the City. Should the PCs need translation, a Noble = 1 gp, while a Shield = 1 sp.

Members of certain meta-orgs may be allowed to reduce or ignore these costs. Other meta-orgs may allow the PC to carry weapons within Rel Mord without needing to check them at the gate. Please refer to the latest Nyrond Metaorganizations Booklet to be found on the Nyrond regional webpage.

Note: A PC may not carry weapons for other PCs. Spiked shields count as weapons, although spiked armor does not. Even PCs allowed to carry weapons via meta-org access must have these items peace-bound if possible. Violating these basic premises can be cause to void membership in the meta-org that grants the ability.

Once the PCs have done everything needed to enter the city, they can attempt to find lodging. Super inquisitive PCs or those with particular meta-org contacts may desire to learn more of current events. Try and discretely steer them in the direction of getting lodging. In no case will they be able to enter the palace grounds without specific authorization – which none of the PCs will have, including those in royal meta-orgs.

Assume that unless the PCs specifically travel together, that they have all entered the city separately. Inquire as to each PCs plans for lodgings, stabling and meals.

If PCs desire to use their meta-org contacts to procure lodging, they are free to do so. For those not wishing such, or those without contacts able to provide similar benefits, there are only a few inns in the city that still have rooms left. The inns themselves are not important, but for flavor purposes, please use the following descriptions as you see fit.

- The Weary Traveler: A small bed and breakfast type affair. Two stories, with only a single room available. Double normal upkeep costs for standard lifestyle (ie 24 gp per TU). Rich and Luxury lifestyle are not affected by this increase.
- The Crossed Arms Inn: Dockside, and that should tell one everything. Two rooms available, if you really want them. Those staying and having a meal must make a Fortitude save DC 12 against the food poisoning common here. Sailors and those in the Navy meta-org are immune. Characters failing the save take 1d4 worth of non-lethal damage, and can't bear the sight of food for the rest of the day.
- The Three Creeks: For those that are not members, only a single room is available. Members can always find a place to crash somewhere.
- Griffon and Boar: This is a fairly up-scale, well-to-do establishment. Characters wishing rooms here can find as many as they would like, however prices are at nearly 10 times normal (i.e. only Rich or Luxurious lifestyles can obtain rooms here).
- The Plucked Goose: Another commoners inn. Two rooms are available, but the fleas and ticks are pretty terrible. Those not taking precautions against the critters will have received 1d4 worth of non-lethal damage from their bites.
- The Freeman's Rest: This inn is perfectly normal, but has only a single room available.

Many PCs will want to question the locals, use their meta-org contacts, or otherwise discuss Reala. It should become obvious very quickly that either no one knows anything (the vast majority) or they aren't saying (the few that might know something have been ordered to keep it quiet). Some specific examples follow.

- Royal meta-orgs have been given specific orders not to discuss the wedding, Reala or Lady Xenia with anyone. PCs using these contacts will learn nothing at all.
- Military meta-orgs frankly don't know anything. Most suspect that Lynwerd has disguised Lady Xenia as this Reala Nadir person, and that the truth will be revealed at the wedding. In truth,

the Grey Seer has planted these rumors in order to keep up the morale of the troops.

- The adventuring orgs (Warrior's Brotherhood, Iron Fist Guild, etc) all suspect that Xenia has been assassinated long since, and that this Lady Realia is just Lynwerd's second choice.
- Most religious orders suspect that poor Xenia died of her illness sometime in the past couple of years, and they are glad that Lynwerd has found someone new. "Although it was a rather fast courtship, now that you mention it."
- The Heironean, Pelorian and Raoan orders know a bit more of the truth, but are unwilling to spread rumors for fear of causing a panic among the common people. PCs that have played in "To Catch a Falling Star" or "Kiss of Incabulous" and attempting to bring up their experiences as proof, will be basically told to keep it quiet to avoid a panic and riot.

Allow the PCs to wander the city to their heart's content. Nothing interesting will occur until they finally return to their rooms.

The first thing the PCs will notice upon returning to their rooms is the nice little note left on their pillow (if they did not leave their rooms, the note will be slipped under the door in a sealed envelope). The note is basically an invitation to meet at the palace first thing in the morning. It is a bit cryptic, but PCs should get the point that they are there to "work," not to have a good time. The note is attached as Player Handout #2 – The Cryptic Invitation.

The PCs should decide whether they will attend or not. Those deciding to pass on the invitation miss the scenario. They end up with no gold or experience.

If the PCs decide to accept the invitation, then proceed to Scene One.

Scene One – Everything In the Right Place

When the PCs arrive at the palace, they will be directed to enter through a servant's entrance. An overworked guardsman will take their note and they will be directed to:

"Go over there. Someone will be along shortly to see to you. And before you ask, no. I don't know anything further. I've got enough to do just making sure people don't try to sneak in; they've been trying in droves all morning. What is it about a masquerade that brings out all the strange ones?"

Questions about these sneaks will be answered tersely. "They're being dealt with I guess."

Questioners about the masquerade will be told that it will be held tonight and that dignitaries from throughout the region will be there. Seems it is a celebration for the King's upcoming wedding.

The guard really has no useful information to forward. He takes his job very seriously and will become quite annoyed with frequent questions – finding them to be a distraction.

The palace layout is detailed on Judge's Map #1 – The Royal Palace.

Going to the place indicated by the guard, you find yourself standing just outside the entrance to a grand ballroom. Scores of people are moving about; arranging flowers, putting up decorations, sweeping the floor, and otherwise getting the place ready for tonight's masquerade ball. You mill about for a few moments while you decide what to do, and then a tabarded young boy of about twelve years approaches. He is obviously one of the royal pages, and he seems to be pleased.

The pageboy will approach one and only one of the PCs. He will speak exclusively to that character, and ignore the others.

Note: This pageboy is in reality Kalamid's master spy, Percil B'kney. He's also not a young boy, but actually a 35-year old Halfling with some amazing disguise skills. In fact, for those PCs that are so paranoid about everyone, allow them to make a spot check against Percil's disguise. Assume that Percil took 20 on the roll, used a masterwork disguise kit, and gets a circumstance bonus of +8 from his cover identity and long practice. This gives a total on the disguise roll of 36+APL. Percil also gets undetectable alignment at APL 10 and 12. The PCs will run into him again later on, but right now he has been given the task of escorting one of the PCs to a small meeting room. He was given this task in his capacity as a pageboy. He's still trying to maintain his cover identity, so he's still acting the role. He has no idea that these adventurers are going to be involved in his own plots, so he'll be very friendly with his charge until he delivers him or her to the meeting room.

Percil pretends to know very little about what is going on, but he'll be full of praise for the

“gorgeous Reala. She’s the king’s fiancée you know, and they’re going to be married tomorrow. The castle is looking very pretty with all the decorations going up, so it ought to be a really nice wedding. I get to serve the Royal Couple during the dinner afterwards. I’m Percil by the way, Percil B’kney. Have you ever been to a wedding? Probably not one this grand, but big anyway? What was it like?”

And so on. Percil pretty much talks without stopping to wait for responses, and eventually delivers his charge to a small meeting room. Attempts to Sense Motive on him are unsuccessful, as he is not lying in the least. He long ago realized that the best way to avoid suspicion was to never say anything of substance.

The small meeting room has only a single chair and a small table as furnishings. There are no other exits, and no windows. All in all, it most resembles a large but empty closet.

However, if the party had any weapons taken from them at the gates, those weapons can now be found here.

Once the PC has entered the room, Percil will give a quick bow and then leave, closing the door behind him.

Meanwhile the other PCs are still milling about in the ballroom. Have them shuffle nervously for a while and then use each of the following events once. Each one will pull away a single PC. If you like you can run these events one on one with each PC so that the players do not know what is going on. Each of the NPCs will lead the PCs in a different direction but all will arrive at the same place – see below.

- A young looking Flannish maid will come up to the strongest looking PC and ask for some assistance in moving chairs. She’ll have a total of six chairs that need to be moved down the hall and around the corner to a storage room – “it’ll just take a second, really.” Once the PC agrees to help out he or she will be shown to the same meeting room as the first PC. She’ll acknowledge that she was sent to bring one of you to this room, but she refuses to mention why or who sent her.
- An older Oeridian man wearing painter’s clothes will tell one of the PCs that he “needs another warm body to judge lighting and shadow. If one of you could hurry up and follow me, you should only be gone for a minute at most. Chop chop.” Again, the PC will be taken to the small meeting room and left without explanation.
- A middle-aged woman of mixed heritage will show up with a plate of cookies and a big pitcher of milk. She’ll ask one of the PCs to help clear off

a table in a side room, since her hands are quite full. Taking the PC to the small meeting room, she’ll leave the plate of cookies and pitcher of milk behind. There are no glasses.

- A very young Oeridian girl of perhaps eight years shows up carrying a stack of earthenware mugs. She’ll drop them near the PC and start crying. A wandering woman carrying a stack of paper stars will beg the PC to “help the poor girl before we all go deaf.” Assuming the PC helps out, the girl will stop crying and, between sniffles, ask him or her to carry the mugs to a nearby closet since her mom said they weren’t needed. Once the PC arrives, the girl’s demeanor will brighten, she’ll grab a cookie and run off down the hallway.
- Finally, if there is still another unclaimed PC, another page (not the spy) will arrive and tsk “You know, you are totally in the wrong spot. Follow me. Your contact is down this way, and has been waiting for you.” They’ll arrive at the little room, the PC will enter, and the page will leave.

Let the PCs enjoy their cookies for a little bit, and then proceed to the next scene. Obviously PCs that ignore the obvious hooks deserve to be left behind.

Scene Two – The Puppet Show Man

Once the PCs have had their fill of milk and cookies, they will hear the door audibly lock. Purple and green lights will shine on the walls from no visible source. And then, slowly in order to prevent surprise and attack, a portal opens and in steps a gray-haired old man dressed in gray robes. Use the following description.

The cookies were nice and chewy, the milk ice cold. You still have no idea why you were all sent to this little room by such tortured means.

Without warning, you hear the lock on the door snap shut with an audible click. You are still making up your minds about whether to investigate this when the lights come on. Green and purple lights shining on the walls – but coming from no visible source.

A couple of seconds later and you see a portal slowly opening against one wall. Standing on the other side is a small, ancient Oeridian male. Long gray hair, gray beard, gray robes and a hand raised in a wait gesture give you all pause.

The robed man leans forward and looks about the room. The look of concentration alerts you to his use of Arcane Sight, but he appears to only give each of you a small glance. It is the unoccupied

spaces of the room that he spends the most time observing.

Finally satisfied, the man steps through and the portal closes behind him. A small smile crosses his lips and he speaks.

"Hello everyone. I am the Gray Seer. Why don't we all take a seat and I'll give you lot some explanations. But first, let me get rid of this disguise, it's itchy."

With that, the man removes his gray hair and beard, revealing a clean-shaven head and a rugged powerful jaw. Apparently the Gray Seer is not your typical frail wizard. He's also quite a bit younger than you have been lead to believe.

This is truly the Gray Seer. First off, any PCs stupid enough to attack him are simply killed. Remove their characters from play and contact your coordinator or triad representative for further details.

He'll grab whatever chair is left after making sure all the PCs have seats. He'll also grab a cookie and a mug of milk before he sits down.

"Before you all ask, no. I did not foresee you all coming. I did not Scry, Commune or otherwise use magic to determine whom to contact. I used a more old fashioned approach. I watched the people coming through the gate until I found a few likely candidates for my purposes. You see, we have a very big problem. And it is one I cannot solve without some help."

"I am sure you have heard of the upcoming wedding between our good king Lynwerd and a Lady Reala? Well, I can assure you that Reala is no lady. She is nothing other than a succubus and demonic temptress."

If any of the PCs have been through [NYR3-07 To Catch a Falling Star](#) or [NYR3-09 Kiss of Incabulous](#), then he'll add, *"I see by your looks that you all have some knowledge of this. Good, it will make what I need ask of you seem all the more important."*

If the PCs have not been through either scenario, continue with the following.

"Reala has managed to do the unthinkable. She has gotten close to our King, using her demonic charms to foil any attempt to stop her. Since then she has ensorcelled Lynwerd and taken him in thrall. I dare not attempt to break her hold over him. Her control over him is nearly total, and I fear for his life and sanity if I should not be one hundred percent sure of success."

"But I do have a way to free him. It is difficult and fraught with danger, but it has the best chance of success of any plan conceived so far. And of course, this is where you lot come in."

"You see I have devised an elixir that when applied to a mirror, will capture an image of a being's true nature. All we need to do is apply it to a specific mirror in Reala's chambers before she makes herself ready for tonight's masquerade ball. I cannot enter her chambers without her knowledge – but you lot can."

"Assuming you all agree to this task, I can outline the plan. Surprisingly it isn't that difficult, but I have some very specific instructions for you in case things go poorly."

"So, what say you all? Obviously if you cannot agree to this, I'll be disappointed, but I can understand."

The Gray Seer will wait for responses. Those failing to agree to the task will be politely shown back out into the city. The scenario is over for those characters. Those that agree can continue below.

"Excellent. Since you've agreed to give me some help, I'll explain the plan. It is very straightforward."

"Point 1. Reala is using the Lady Xenia's chambers. She probably finds it humorous to stay in the rooms of Lynwerd's true fiancée. Her main door is magically warded, but luckily there is a secret escape route that you can use to get inside without alerting her."

"Point 2. Reala most likely has guardians within. These guardians are apt to be demonic in nature. You will have to defeat them. Here is a draught that will remove the evidence of your fight. It dissolves dead demonic flesh and blood. Scatter it about and Reala will think that her guardians just left her service. The time is too close to the culmination of her plans so she will not go looking for them – thinking to punish them only after she has become queen."

The elixir is nothing more than concentrated holy water, but there is no reason to let the PCs know that.

"Point 3. When you have defeated her guardians, look about for a mirror with a carved wooden frame. Pictures of flowers similar to roses as I remember. The mirror was given to Lady Xenia by Lynwerd as an engagement present. I think it fitting that it be used to defeat Reala."

"Point 4. Coat the surface of the mirror with the elixir of enchanted oil. It should be absorbed into the glass and you'll see a brief sparkle when the magic takes effect. Then get out of there by the way you came in. I'll try to find you a couple of hours later, once I am positive that Reala has used the mirror. I'll probably have more instructions for you then."

"Point 5. Lynwerd is enchanted and ensorcelled. There is a very real possibility that you might run into him in the halls. Do not talk about Reala. Do not try and change his mind or cast any spells to try and alter his opinions. None will work and most will alert Reala to the attempt. She'll be able to tell Lynwerd to have you all arrested or executed. And there would be nothing anyone could do to stop it. Any attempted harm on the person of the King will also earn you a death sentence. Only I'll be forced to find you to administer it myself."

"Point 6. Reala is dangerous. Extremely. If you should run into her, you must do whatever she tells you to do. No matter how long it takes or how unusual the task. If she suspects anything about you being there to stop her, the plan is ruined. So do nothing to her, and follow her orders to the letter. Attempting to kill her will in all probability result in Lynwerd's death instead. And if she doesn't kill you after such an attempt, I'll do it myself."

"I hope I have made myself clear on all these points? I assume you all have questions?"

The Gray Seer is willing to answer any and all questions that pertain to the mission at hand. Questions outside that area will be ignored as not presently important. Below are some example questions that might come up.

- What if Reala attacks us? Can we defend ourselves?

She won't. First off, she considers herself to be above everyone else, and would find that demeaning. Secondly, if you stick to the plan she should have no reason to suspect anything. She's obviously preoccupied with other concerns, and shouldn't pay you any attention.

- Does it have to be that mirror, or will any mirror work? What if the mirror isn't there?

The mirror should still be there. Reala seems to be very fond of usurping Lady Xenia's place, which includes all her things as well. If it isn't then you can use another mirror, but the symbolism will be lacking.

- What if we run into her before we reach the mirror? You said we had to obey her commands. What if she sends us out of the palace?

I'm going to distract her. She won't be anywhere near her rooms when you make your attempt. If she does run into you then you must obey her explicitly. No matter what those orders are, you must follow them or the whole plan falls apart. Following her orders is even more important than reaching the mirror. She must not learn what is up.

- What if her guardians get away? They are sure to go warn her.

You are just going to have to make sure that doesn't happen. If she is warned, then we fail. Simple as that.

- What about Lady Xenia?

She is still fine. Protected and safe.

- What about the quest for the cure?

It is still proceeding. The ingredients are being found and we are confident that we can fix the problem soon. That mummy-priest caused us a lot of problems, but we'll survive.

If the PCs ask other questions, answer them in the spirit above. He will not answer silly questions, questions about extraneous matters, or anything you judge to be improper.

Once the PCs are ready to go, read the following.

"Well then. It sounds like we are ready to go. Here is your demon-flesh removal draught and the elixir of enchanted oil. And here are the directions to the secret way into Lady Xenia's chambers. Good luck to each of you. The Kingdom is counting on it."

He'll then reattach his wig and beard; give the PCs a wink, and teleport out. The door will unlock, and the PCs are free to continue with their mission. Proceed to the next scene.

Scene Three – The Emperor's New Suit

You are following the directions given to you by the Gray Seer. Somewhere around the next bend is a side door into a breakfast nook off of the palace gardens. From there you should be able to find the hidden trap door, and the tunnel leading into Reala's – no, Lady Xenia's rooms.

You reach the door, and through it you can hear singing. It's not very good, but it is very enthusiastic in any event.

Allow the party to get incredibly paranoid if they want. Eventually they will open the door.

Standing within the breakfast nook is a tall and ruggedly handsome Oeridian man. A man with a crown. The King.

King Lynwerd seems to be singing a silly little rhyme about young lovers in the springtime. And he's obviously admiring his clothes. At your arrival he notices you.

"Ah, loyal subjects. Excellent timing. I need you to tell me if these clothes are acceptable, since I'm to be wearing them while dancing this evening. They are quite new and apparently all the rage in Greyhawk, at least according to my little sugar-drop Reala." He makes an audible sigh and his eyes become unfocused.

A second later he stops gazing with his mind's eye and returns to the real world, more or less. "So, do I look appropriately royal? I want to be really sure that Reala likes them." He turns to all of you expectantly.

Lynwerd is not stupid, just ensorcelled. He is currently unable to think of anything except pleasing Reala. There is nothing the PCs can do without magic to snap him out of it, and hopefully they heed the warning given to them and do not attempt magical intervention.

Continue to converse with the PCs, having Lynwerd move about the breakfast nook the entire time. He should speak of nothing but Reala – either speaking directly of her, or using not so subtle hints to bring her up. Frankly it should be rather sickening and distressing.

At some point during the conversation, Lynwerd should notice a vine of bristlecone flowers. The weed has apparently taken root within the garden and is now stretching a vine into the open space of the breakfast nook. Lynwerd will stop in mid-sentence and reach down for the vine.

Stopping in mid-sentence, Lynwerd bends down and plucks at a vine of bright yellow flowers. If you aren't mistaken, they are the same kind of bristlecone flowers you saw out at the city gates. Lynwerd's face becomes serious, and for just a moment you see the King you know him to be.

"She always loved these. Said I shouldn't have them removed from the garden. She thought that all gardens need a few thorns, especially when the thorns are this beautiful." He sniffs deeply of the flower. You see his features take on the noble set expected of a king.

But the moment passes, and Lynwerd's eyes regain their glazed look. The vine drops from his fingers and he turns back to you.

"Never mind. I am sure that these clothes are acceptable. After all, Reala picked them out herself. Please go about your business. I must find my sugar-drop." And with that Lynwerd marches out of the little nook, leaving you alone.

The PCs can make of this whatever they wish. The entire purpose of this scene was to show the effect that Reala is having on Lynwerd, and to give them some hope that not all is lost. The PCs will most likely continue on through the trap door and down the escape tunnel. Go on to the next scene once they do so.

Scene Four – The Shepherdess and the Sheep

Reala has occupied Lady Xenia's private rooms. She has eliminated or usurped all of Xenia's possessions, including her treasured dressing mirror. The mirror was a gift from Lynwerd on their engagement, and hangs prominently in the dressing room. Xenia/Reala's apartments are detailed on Judge's Map #2 – Reala's Chambers.

There are three rooms. The first serves as an entryway and sitting room. The second acts as a more intimate drawing room and lounge. The third serves as the bedroom and dressing room.

The mirror of note obviously hangs in the bedroom area. However there are dozens, perhaps even scores of mirrors about the place. Reala is an extremely vain creature. The secret door opens into the second room. Use the following text when the party first emerges from the escape tunnel.

Opening the secret door at the end of the hidden tunnel, you know that you have emerged into Reala's chambers. The room you have entered seems to be something of an intimate drawing room or lounge with a mauve and pale-blue theme. A pair of divans neatly flank a small fluted stand. Cushions and brightly colored, embroidered rugs cover the floor. Silken draperies decorate the ceiling. And everywhere are the mirrors.

Mirrors on stands are scattered about the room. Mirrors on the walls of all shapes and sizes. There are even a half-dozen hand mirrors lying across every horizontal surface you can find. Given the information the Gray Seer imparted, you are obviously in the right place.

Off to your right is a narrow archway with a privacy curtain tied off. It appears to lead towards the front room and the main entrance. Mostly straight ahead, although a bit to the left is another archway and privacy curtain, although this one has been pulled shut.

At some point the PCs will most likely ask about the mirror descriptions. Feel free to use any or all of the following.

1. A gilt-framed mirror about the size of a small portrait.
2. A metal-framed mirror hung horizontally.
3. A heart shaped hand mirror with an intricate chevron-patterned back.
4. A round mirror with a cast iron filigree border.
5. An octagonal mirror hung neatly without a frame.
6. A triangular mirror with a frame of cut crystal.
7. A whimsical hand mirror shaped like the Kingdom of Nyronde.
8. A large mirror mounted in a brass swivel-stand.
9. An iron stand bearing a two-sided oval mirror, which pivots in the middle.
10. A small gilded cherub holds aloft a circular mirror above his right shoulder.
11. Another brass stand, this one very tiny and on a wall shelf, is carved like a pair of rearing unicorns. Their horns and fore-hooves hold up a diamond shaped mirror.
12. A larger hand mirror has a padded and upholstered back.
13. A silver chased mirror hung by a delicate silver chain.
14. A mirror cunningly carved to resemble a waterfall.
15. On another shelf, a cut glass shepherd leads a small flock of glass sheep across an oblong, mirrored plate.

Of note is the absence of the flower-bordered, wooden-framed mirror that the party is seeking. Intelligent PCs will determine that it must be hanging in one of the other rooms.

Should the party decide to investigate the front room first, allow them to do so. The front room is very

similar to the drawing room, although with a light-burgundy and wood theme.

Eventually they will decide to move aside the curtain into the bedroom. There are four different descriptor paragraphs that follow. Read the correct paragraph depending on the APL you are playing at.

APL6:

Parting the privacy curtain into the bedroom, you are greeted with the sight the Gray Seer warned you about. Waiting for your arrival in a red and yellow themed room is a small black-skinned humanoid with bright red forearms and claws. It has an obviously demonic cast to its features, and a feral grin splits its face.

APL 6 (EL5)

👉 **Jovoc Demon:** hp 36; see Appendix A for further details

Tactics: The Jovoc will attempt to fight one opponent at a time. Given its fast heal ability it is not worried about attacks of opportunity from moving through threatened squares. However, the longer it can fight the party the more retribution damage they will take. It will only attempt to gate in another Jovoc if it takes half of its hit points in damage.

APL8:

Parting the privacy curtain into the bedroom, you are greeted with the sight the Gray Seer warned you about. Waiting for your arrival in a red and yellow themed room are a pair of small black-skinned humanoids with bright red forearms and claws. They sport obviously demonic features, and feral grins split their faces.

APL 8 (EL7)

👉 **Jovoc Demons (2):** hp 40, 36; see Appendix A for further details

Tactics: The Jovocs will attempt to fight one opponent at a time, although not necessarily the same opponent. Given their fast heal ability they are not worried about attacks of opportunity from moving through threatened squares. However, the longer they can fight the party the more retribution damage they will take. They will only attempt to gate in other Jovocs if they take half of their hit points in damage.

APL10:

Parting the privacy curtain into the bedroom, you are greeted with the sight the Gray Seer warned you about. Waiting for your arrival in a red and yellow themed room are three small black-skinned humanoids. Two have bright red forearms and claws. Each has obviously demonic

casts to their features, and feral grins on their faces.

APL 10 (EL9)

☛ **Jovoc Demons** (2): hp 40, 36; see Appendix A for further details

☛ **Babau Demon**: hp 66; Monster Manual v3.5 page 40

Tactics: The Jovocs will attempt to fight one opponent at a time, although not necessarily the same opponent. Given their fast heal ability they are not worried about attacks of opportunity from moving through threatened squares. However, the longer they can fight the party the more retribution damage they will take. They will only attempt to gate in other Jovocs if they take half of their hit points in damage.

The Babau demon will attempt to cast Darkness first, and then move flank an opponent opposite one of the Jovocs to get its sneak attack damage.

APL12:

Parting the privacy curtain into the bedroom, you are greeted with the sight the Gray Seer warned you about. Waiting for your arrival in a red and yellow themed room are Reala's Guardians. A pair of small black-skinned humanoids with bright red forearms and claws and one without the red markings, stand next to a humanoid vulture-demon with vast, gray-feathered wings. The vulture-demon grins and starts to dance.

APL 12 (EL11)

☛ **Jovoc Demons** (2): hp 40, 36; see Appendix A for further details

☛ **Babau Demon**: hp 66; Monster Manual v3.5 page 40

☛ **Vrock Demon**: hp 113; see Monster Manual v3.5 page 48

Tactics: The Vrock's first action will be to release its spores as a free action, while attempting to gate in another Vrock. The Jovocs will spend the first round also attempting their gate ability. The Babau will cast darkness, to overlap all the gathered demons. Following that, the Vrock will attempt his stunning screech while the Jovocs and the Babau move to engage one opponent at a time.

Note: This is a particularly difficult fight to run. The Jovoc's retribution attack can quickly spell doom for an entire party, especially when combined with the Vrock's spore attack.

Once the party has defeated the demon guardians, they should remember to use the Gray Seer's Elixir to remove the evidence of the combat. Should

furnishings be damaged, Reala will suspect the demons of causing it, and not worry about it for the time being.

The defeat of the demons will allow the party to find the correct mirror. Note that while it is not required for the PCs to coat this particular mirror (as explained by the Gray Seer), it does add quite a bit of closure to the story.

Standing against one wall is a large wooden-framed mirror. The frame is beautifully carved to resemble roses or perhaps Bristlecone flower vines. The frame is wheeled and can be easily rolled around. The mirror's surface is of silver and highly polished. This must be the object of your quest.

Once the party uses the enchanted oil on the mirror, the surface will briefly glow and then fade. All the party needs do now is escape – preferably through the same tunnel they used to enter.

Scene Five – She Was Good For Nothing

Note: This encounter assumes that the party left Reala's rooms using the same escape tunnel they used getting inside. If this is not the case, please adjust the following read aloud text to compensate for this fact.

You have just exited the secret tunnel. Now, what to do and where to go for the next couple of hours until the Gray Seer contacts you again?

You begin to contemplate that concept when a fairly musical voice reaches you from the direction of the garden.

"Hello there! You must be those adventurers that I asked Lynwerd to fetch for me. Although he should have given you better directions."

This comes from what must be the most stunning woman you have ever set eyes upon. Long raven tresses with flashing red highlights. A slender Oeridian face with high cheekbones and bright green eyes. An exquisite figure with long and shapely limbs. All wrapped up in a low cut, short-skirted dress designed to hint at revealing more.

Oh no, this can only be Reala.

It is indeed Reala. She has no idea that the party standing before her is actively seeking her destruction.

Rather, she requested that Lynwerd, “fetch some of those resourceful adventurers you always use. I have a task I’d like them to perform.” She simply assumes that these are the adventurers she requested. Lynwerd of course agreed, but has not yet been able to contact any adventurers – mostly because he is too busy contemplating ‘his darling sugar-drop Reala.’

Once the party gets over their shock (something Reala will simply assume is because of her beauty) Reala will continue to talk to them.

“Yes, you lot. You are the adventurers I requested. Excellent timing, although Lynwerd should have given you better directions. Never mind that, I have a task I need all of you to perform. Walk with me for a bit through the garden, and I’ll explain it to you.

Hopefully the party has taken the Gray Seer’s warnings to heart. Any of the following are cause to end the scenario prematurely:

- Attacking Reala in any fashion – Reala will simply destroy them and the scenario ends with all players being killed. If your party argues that they could have survived or fled such a fight, simply mention that all the resources of a powerful demoness, a mighty court wizard and the entire kingdom of Nyrond will be brought to bear. Their characters are dead. Period. All characters must be collected, along with all adventure records, certs and similar effects.
- Teleporting away, attempting to flee Reala’s presence, or any similar suspicious action will alert Reala to the Gray Seer’s influence and ruin the plan. Lynwerd will marry Reala, and the Kingdom is in a world of trouble.
- Refusing her commands, accepting the commands but failing to pursue them to completion, or acting belligerent towards her will have the same results as fleeing her presence.

If the party heeds the Gray Seer’s warnings, they will follow Reala out into the garden and the next scene. Otherwise the scenario ends here.

Scene Six – The Garden of Paradise

Reala will continue once the party has had a chance to compose themselves and follow her.

“Lovely garden isn’t it? Quite a bit of work to maintain. Our gardener is forever pulling weeds. And the task I have for you is not dissimilar. It seems we have a spy, and I’d like you lot to kill him.”

At this point the PCs might suspect that she wants them to kill the Gray Seer. While that might be tempting, she knows that the Gray Seer is probably too powerful even for a group of adventurers. Plus, he would have advanced knowledge of such an attempt. But there is no reason that the players should be worried for a while. Most likely one of the PCs will ask a question like, “Spy?” Reala will continue.

“Yes, you see there has been a spy in the royal household for several years now.”

At this point Reala stops in her speech. She also stops walking and looks down. That same Bristlecone flower vine that Lynwerd found is beneath her foot. Reala’s face will briefly contort in anger.

Stepping off of the Bristlecone flower vine she just trod upon, Reala reaches down and angrily jerks the vine out of the ground. “These weeds are everywhere. Gardener! Come here!”

Her fist closes about the vine, crushing the thorns between her fingers. Her other hand rips the flower petals off, one by one, scattering them about with quick jerky movements.

Observant players (Spot DC 20) will notice that the thorns do not pierce her skin, nor does any blood get drawn. Reala has damage reduction (DR) after all, and a simple plant is not enough to hurt her.

A few seconds go by with Reala slowly shredding the vine in her hands. When the gardener arrives he is obviously in a great deal of fear, for he trembles and quakes before her. “Y-yes-s my lady?” Even his voice quivers.

“Have I not asked you to remove these weeds? Am I not holding another vine in my hands?” Reala grabs the man’s shoulders and shoves the vine into his face. The thorns scratch him in a few places and small droplets of blood appear.

“Do your job. Remove these vines – all of them – before the masquerade this evening, or

tomorrow you will find another place of employment."

The gardener quickly bows his obedience and very nearly runs to the nearest patch of the weeds. Reala gazes after him for a moment before turning back to you.

"So sorry about that. It is so hard to hire good help." Her eyes briefly size your party up. "Now where was I? Ah yes, the spy."

"This man has been actively working to bring about the fall of Nyrond, and no one has noticed. It is time to end this threat and assure that the Kingdom, and Lynwerd as well, will remain safe. I did not want to reveal this to him, so I had Lynwerd contact you lot as he has been doing with other adventurers for several months now. It should go unnoticed."

The party may have some questions at this point. Let them speak, but Reala will eventually interrupt, as she cannot let control of the conversation get away from her.

"You may have heard a story about a priest of Incabulous? I am sure you are aware of the plague that has spread throughout the Kingdom? Well, all of this was possible because this priest had a spy in our royal household. You may have even met him in your travel through the palace. He's our (dramatic pause) pageboy Percil."

At this the party is bound to be a bit stunned. Let them be. This is supposed to catch them by surprise.

"Yes, our pageboy. Or should I say our page-adult Halfling?" She smirks at this before continuing. "He's been the one passing vital information to the priest for years. Even now he is plotting to destroy my darling Lynwerd and bring grief and more to Our Kingdom. This cannot be allowed to continue. That is why you are here. Are you ready to proceed?"

Reala will not dicker about fees, retainers, or down payments. She expects that the party will be paid by Lynwerd and frankly considers such trivial matters to be beneath her. She'll answer any questions about such things with a wave of her hand and a dismissive snort.

Once the PCs have agreed to Reala's commands, she'll give them some further information.

"I'm glad you have agreed. Here are the directions to his rooms. I am sure he has traps and the like awaiting you. I cannot guarantee that he is in his rooms, but it seems the most likely spot to find him. He is currently off duty as he expects to be serving us at the masquerade this evening. I would start there if I were you."

"If you have no further questions, I'll leave you to your task. I must go and prepare for this evening."

The query about additional questions should be said in such a manner that Reala expects there not to be.

Reala leaves after giving the party the directions. Again, we hope that the party follows instructions and goes to the next scene. Otherwise the entire mission fails.

Scene Seven – In the Uttermost Parts of the Sea

As much as you might hate to follow her orders, you really have been given no choice. So here are you are, standing before the door that Reala's directions say lead to the rooms of a spy.

The door itself seems rather plain and no different from any other door along this hallway. There is no one in the hall, so now is as good a time as any to go inside.

Given the read-aloud text listed above, parties are going to want to check the door for traps. Let them. This particular door is not trapped. The trap is located just a bit further along; see [Judge's Map #3 – Percil's Chambers](#) for details.

When they do finally open the door, they will see a short hallway that ends at another door. A door with a number of graven glyphs upon it. Give the PCs [Player Handout #3 – The Glyph Covered Door](#) when they finally look within the short hallway.

The passageway beyond the outer door is small, perhaps twenty feet in length, and ending in a highly carved door. Even from here it is easy to see that the carven runes upon the door are buttons.

The party will be unable to do anything until they enter the room and proceed down the hallway. The buttons on the door cannot be depressed until the

main hallway door is closed, and that main hallway door cannot be opened from the inside. Once the door has been closed, and any button pressed, the door locks shut (Open Locks DC 25+APL).

Essentially, the party either is all in the hallway, or else they split the party – which could spell doom for the ones trapped inside. The fact that the door locks, and that there is no way to open it from the inside can be seen with a simple Search check (DC15).

The entire hallway and glyph covered door is one large and fairly nasty trap. It doesn't do a lot of damage, but there are a lot of ways to keep triggering that damage. To make matters worse, they don't have forever to think about it, since the room will slowly fill with water every round the glyph door remains shut after the first button has been pressed.

The trap works as follows:

- The area between the outer door and the glyph door is approximately 20' long, 5' wide, and about 10' high.
- Any weight placed on the floor will set the trap. If you have characters that insist on always flying or walking on the walls, this will not be a problem so long as at least one member of the party is still walking normally. If the entire party managed to avoid the floor, then pressing any button on the glyph door (even a correct one) will set the trap.
- The buttons on the glyph door cannot be depressed until the outer door has been shut. Once the door is shut and a button pressed the outer door will lock. There is no handle to open the outer door from the inside (Percil uses a different method to leave his chambers).
- Once the first button is pressed, the passage slowly starts to fill with water. Each round that passes sees the water level rise by about 2'. A total of five rounds and the passage will be completely submerged.
- This is a perfectly acceptable time to use the Favor of Kurast water-breathing effect.
- The door is covered with dozens of letters that serve as buttons. The rhyme they form gives a clue about the answer – the buttons that must be pushed to unlock the inner door.
- Each incorrect button pressed will discharge a shocking grasp spell through the intruder. If there is water present in the room, all other characters will suffer the same damage if they are touching the water in any fashion. The damage varies slightly by APL as follows: APL6 – 1d6, APL8 – 2d6, APL10 – 3d6 and APL12 – 4d6. This

damage is electrical in nature and there is no save allowed to reduce damage.

- Once all the correct letters (glyphs) are pushed, in the correct order, the inner door snaps open and the outer door unlocks.
- If there is any water present in the passage when the inner door opens (highly likely), the resulting rush of water will most likely send any characters in the passage tumbling into the room beyond – and the monster hidden there (see Scene Eight below). A Balance check (DC10+APL) is required to not be swept along with the water and not fall prone. Characters failing the check will be deposited in the next room in one of the entry squares, prone.

The rhyme on the door is as follows (and spelled out on Player Handout #3).

In the uttermost depths of the sea
It is said
Lies the treasure of thousands
It is said
Lovers too have fallen beneath the waves
It is said
Never to be found by any who try
It is said
Even you will find those depths
It is said
Should you try to stop the plague
It is said
So it is written for all

✦ **Shocking Grasp Buttons (233):** CR2 (4 entire trap); shocking grasp (var. d6 per APL), Search DC 10+APL, Disable DC 20+APL (each button).

🔒 **Iron Door:** 4" thick; hardness 10; hit points 120; AC 5; Break DC 33. Attacking the door sets off 1d10 shocking grasps.

The answer to the trap is rather simple, but some players might miss it. All that is required is that the first letter of every odd line be depressed in order. Those letters spell out ILLNESS, which is something of the theme of this scenario series.

Depressing any other letter or pressing even the correct buttons out of order will cause the shocking grasp enchanted on that button to discharge.

The door does detect as magical, in fact there are 233 individual evocation and 240 individual transmutation effects on the door. In fact, there are so many individual effects that it is impossible to determine which effects are on which button.

Attempting to bypass the shocking grasp effects by depressing the buttons under the effect of an Antimagic Field will not be effective. The transmutation effects on the correct buttons are what allow the door to open. Without magic, the door cannot unlock.

Once the puzzle is solved and the inner door opened, you can skip ahead to the next scene.

Scene Eight – What One Can Invent

This is a simple combat scene. In the room beyond the trap, the spy Percil has left a surprise for any intruders. At least one advanced Gibbering Mouther, specially bred and augmented by Percil's master (Kalamid), awaits the party's entry. At higher APLs there might be two such Gibbering Mouthers.

The Mouther(s) will attack the party as soon as the door crashes open. Neither side should get a surprise round, as it is obvious that both sides were suspecting something. Simply roll initiative.

If the PCs split the party, those outside the passageway will be delayed by at least a round, as they need to open the door and proceed down the passage.

With the last button pressed, the inner door crashes open. Beyond is a fairly large room – much more than would ever be expected for a simple pageboy. But then the trapped hallway was enough to tell you that.

Sitting within the room is a horror out of a nightmare. Terrible, ooze-covered mouths and eyes chatter and stare out of a formless blob. It is impossible to tell how large it is, even if it is alone or not. The mouths and eyes open.

APL 6 (EL 6)

👁️ **Fiendish Gibbering Mouther**, see Appendix B for details

APL 8 (EL 8)

👁️ **2 Fiendish Gibbering Mouthers**, see Appendix B for details

APL 10 (EL 10)

👁️ **Advanced (12 HD) Fiendish Gibbering Mouther**, see Appendix B for details

APL 12 (EL 12)

👁️ **2 Advanced (12 HD) Fiendish Gibbering Mouthers**, see Appendix B for details

Once the party has defeated the Mouther(s) they can explore the rest of Percil's rooms. They will not find Percil, but they will find Player Handout #4 – The Spy's Notes. These notes detail how he has discovered the location of Xenia's chambers and how it was he, Master Spy Percil, who has slain the Lady Xenia and prevented the terrible prophesy that Kalamid foretold.

Obviously he expects the note to be read long after he has succeeded in his mission. He is not counting on the PCs involvement.

Scene Nine – What the Old Man Does is Always Right

The Gray Seer will be awaiting the PCs, once they are ready to leave. They will find another one-way door, which leads out of Percil's chambers. The Gray Seer will ask to be brought up to speed by the party. He'll know about and want to read the note they just found as well. Once he has caught up, he will speak the following:

"It is obvious by this note that Percil expects it to be read long after he has succeeded in slaying Xenia. I know not how he plans to get through her protective shroud, but we must take this threat seriously. I ask you all for another favor. I propose to send you all to Xenia's chambers. You must stop this Percil from reaching Lady Xenia."

The Gray Seer will wait for everyone's agreement (and we doubt that anyone will refuse – if they do, play it by ear) and then teleport them directly to Xenia's rooms. As they fade from view, they will faintly hear the following:

"I forgot to warn you, it's rather dark in there."

And then the party is plunged into blackness.

Scene Ten – Dance, Dance Doll of Mine

Read the following to those characters without darkvision.

Wherever you have arrived, it is pitch black. Not a single light source can be found. The echo of your arrival lets you know it is a fairly large place you have arrived in, but that is all you can tell.

You may get some PCs that argue that they always have light sources. Remind them that they were wandering around the halls of a brightly lit palace, with torches or windows scattered everywhere.

If they still argue, or if they happen to have mentioned they have a light source earlier, you can

allow them to listen to the darkvision description given below.

Your eyes adjust instantly to the gloom. You are standing in a fairly large room with a single exit opposite you. In the center of the chamber is what appears to be a crystalline coffin holding a beautiful woman. Straddling the coffin is a Halfling man. He plunges his sword downward...

From this point on, all descriptions are the same. There is no further need for light sources, as the shattering of the coffin will provide plenty of illumination.

From the center of the room comes an explosion of light. A crystalline coffin lays shattered, a pretty Sueloise woman moaning and shaking her head as she struggles to consciousness. Next to the coffin a Halfling male does the same. Floating above the coffin is some sort of creature.

It looks like a jellyfish, with a number of long tendrils hanging down and extending backwards into nothingness. A feral scream of rage and pain echoes from the creature as it grasps the Halfling in its tendrils.

The Halfling writhes and shakes, struggling against the terrible creature that has grappled him. But then all shaking stops. The Halfling's eyes open and glow with an alien intelligence. The creature is absorbed into the Halfling's body, as it grabs for the necklace about its throat.

The KOI Patriarch was severely wounded by the shattering of the protective shroud, and would be unable to fight the party in its weakened state. But by forcing itself inside the body of Percil, it can control Percil and fight the party that way. This is addressed in further detail in the next scene.

Scene Eleven – The Goblin and the Woman

Just as the Halfling is about to throw some small object pulled from his necklace, a single pure note rings out. Your eyes, and those of the Halfling look back at the coffin for just an instant.

Rising up, her mouth open in song, is the Lady Xenia. Her bright red hair cascades from beneath a garland of Bristlecone vines. Her strong voice emerges from a face every bit as beautiful as Realas, but Xenia's features are softer and more pleasant.

As her song continues and the Halfling turns backward you to continue his assault, you feel the power of Xenia's voice give you hope.

Again we have another combat encounter. The KOI Patriarch has taken over Percil's body. The resulting combination creature is considered to be Percil the Halfling spy, with the captured one template applied.

For this fight, Judge's Map #4 – Xenia's Chamber has been included. The room is very large, and Percil is quite mobile.

This fight can be very difficult to run, as the captured one template makes Percil immune to a large number of spells and effects. It has also increased Percil's Dexterity (among other stats), which greatly adds to his combat effectiveness.

Luckily Xenia is a bard. Her song initially is designed to inspire courage. This has the effect of granting all her allies (the party in this case) a +2 morale bonus on weapon attack rolls and damage rolls. It also grants a +2 morale bonus on saves against charms and fear, but those shouldn't come into play in this combat.

Tactics and Round-by-Round:

- Initially Xenia will sing to Inspire Courage. This happens immediately before the combat begins – she took a readied action to begin singing.
- Percil will open the combat by throwing the highest level fireball made available by his necklace of fireballs (see the Percil's description in the appropriate appendix)
- Percil will follow up his fireball by tumbling around the room and using his Improved Feint ability to gain sneak attack damage against his target. Percil will aim for lightly armored individuals such as wizards and rogues. If he has the ability to perform a full attack action he will take it. He will trust in his dexterity, augmented hit points and tumble ability to prevent fighters from gaining the same against him.
- Percil will use as many points from his BAB to augment his AC (Combat Expertise) as it takes to prevent being hit. If this means that Percil has difficulty hitting in return, then so be it.
- Combat will continue in this fashion, with Xenia singing and Percil attempting to kill the party. Periodically Percil should attempt another fireball or two just to keep things interesting. Percil will not target Xenia with any of his attacks, but it is possible that she will be caught in the area of effect of the fireballs. Assume that she makes all

her reflex saves, so her ring of evasion will protect her from damage.

At APL6 Xenia will only Inspire Courage.

At APL8 she will Inspire Courage first, but will switch her song to Inspire Greatness in one individual if the fight goes poorly for the party.

At APL10 she will Inspire Courage first, but will switch her song to Inspire Greatness in two individuals if the fight goes poorly for the party.

At APL12 she will Inspire Courage first, but will switch her song to Inspire Greatness in two individuals on her next action (round 2).

If Xenia Inspires Greatness, she will target front-line fighters primarily, although fighting rogues or clerics are also a possibility.

APL 6 (EL 9)

➤ **Percil/Patriarch**, see Appendix C for details

APL 8 (EL 11)

➤ **Percil/Patriarch**, see Appendix C for details

APL 10 (EL 13)

➤ **Percil/Patriarch**, see Appendix C for details

APL 12 (EL 15)

➤ **Percil/Patriarch**, see Appendix C for details

The Spy/Patriarch is designed to be a bit tougher than the allotted Challenge Rating. However, the Encounter Level has been adjusted down by one as the party gets the free benefit of Xenia's song.

Expect this combat to be long, somewhat frustrating, and highly annoying to the players. However, if the PCs are able to coordinate attacks, use unusual spells or abilities, and learn to think beyond the simple charge and attack, then they should succeed.

When the battle is over, Xenia will move to heal or stabilize any PCs. She recognizes the party as her rescuers.

Scene Twelve – The Loveliest Rose in the World

"Many thanks, mine rescuers. Long have I laid in that crystal shroud, feeling that foul Patriarch attached to my very soul. Prithee, tell me what has transpired since last I saw my beloved and his Seer? Although the shroud did slow time and prevent my death at the Patriarch's will, still was I able to know some of the events surrounding me.

Prithee, who is this Lady Realá, and why do I feel dread at the very mention of her name?"

Hopefully the party will catch Xenia up to speed. Role play this encounter as best you can, asking questions of the party and seeing just how much they know of current events. Xenia is somewhat archaic in her speech patterns, and should sound like she is speaking Old English as much as possible.

Once the PCs have given their explanations, Xenia's bright green eyes will narrow.

"So, this usurper thinks she can steal her way into my beloved's heart and thereby win herself a throne? We shall see about that." Xenia turns back to the party, "Mine friends, she who would be your queen must ask of you to continue your mission. Go and fetch for us this enchanted mirror and meet with me at the entrance to the grand ballroom. We shall finish this plan and remove the taint from our kingdom altogether."

And hopefully the PCs will go and fetch the mirror. Xenia would prefer that the PCs go in a group, just in case Realá has left or summoned more guardians, but will not complain if the PCs insist on sending someone to accompany her.

Her plan is extremely simple. She marches straight to a convenient closet, grabs a heavy cloak with which to cover herself and an extra cloak (although she will not say why). She will then go to the entrance to the ballroom and await the party.

The party will not find any opposition either along the way, or inside Realá's (or should we say Xenia's) rooms.

Entering Realá's rooms, you prepare for another conflict, but the chambers are deserted. Inside the bedroom you find the correct mirror, although something seems to be wrong. A long vertical crack runs the length of the mirror. The, now two, panes of glass also seem warped, for you can see their reflected images do not exactly line up.

The mirror is easily fetched and the wheels on the bottom of the wooden frame roll nice and evenly.

Note: If you wish, you may use [Judge's Maps 5 and 5a](#) for the ballroom. This may scare the PCs that they will need to do battle with Realá, but they are mostly for show. No combat is expected to occur in the following scene.

When the party arrives with the mirror, Xenia will throw the extra cloak over it, covering the glass panes from view. She'll turn back to the party once she is done.

"Now for a spot of fun." Xenia's eyes glitter mischievously. "Let us reclaim Lynwerd's heart and drive this demoness back to the abyss that spawned her. Come behind me with yon mirror, and follow my lead." And with that she begins to slowly walk into the ballroom and down towards where King Lynwerd and Realá are seated.

Xenia's walk is slow and stately, designed to catch the eye of all present. The heavy cloak she wears covers up her features, and you can hear a murmur in the crowd as they wonder whom this individual could be.

Xenia eventually reaches a spot just before the royal couple, where she waits just a moment to build tension.

"My dearest Lady Realá," Xenia begins without a hint of malice in her voice. "In anticipation of your upcoming nuptials. I present to you this wedding gift. Look upon it fondly and with remembrance from the people you tried to rule."

With that, Xenia pulls back the cloaks, both the one on the mirror and the one on herself. Realá jumps to her feet, a snarl curling her lips as she starts to speak.

The mirror flares, but only yourselves, and perhaps Lynwerd, seem to notice. As the flare fades, you can see two reflections separated by the vertical crack. The first is of Xenia – dressed as a princess, still wearing her garland of flowers. The second shows the true Realá – wings, fangs and horns.

"So you are the little girl whose place I took. Come my love, show the little girl who you really desire."

Lynwerd rises, and looks back and forth between Realá and Xenia. Then, he turns his back on Xenia and bends to kiss Realá. Realá's lips curl once again in a sneer as she stretches to accept the kiss.

A momentary blur distracts your eye, and when you are able to focus again you see Lynwerd step back from Realá, his hand still wrapped about the sword he must have thrust through her breast.

Realá's form shifts and her true appearance comes out. Her face contorts in agony as flames begin to lick from within the wound. Her scream of anguish grows louder and louder as the flames consume her body. Soon nothing is left of the demoness but a small cloud of smoke quickly

dispersed. Lynwerd and Xenia embrace as the ballroom erupts in cheers!

The story is over. If the PCs are playing this at CONduit 2004, remind them to attend the interactive for the conclusion, and do not read the conclusion shown below. If the PCs are playing this elsewhere, read the conclusion contained below.

Conclusion – The Happy Family

The Royal Wedding was held the very next day. The festivities were huge, with visiting dignitaries from throughout the lands giving voice to their approval.

The common people competed in contests, and all in attendance were treated to wedding cake and brew. The party lasted for hours, even past the discrete exit of the happy couple.

In the days following the wedding of Lynwerd to his new queen Xenia, a heavy fog seems lifted from the shoulders of their subjects. Wherever you go, people excitedly talk about the new Queen. Whispered gossip of the traitor prince has been replaced with insatiable curiosity about Her Majesty. What fashions will she wear? What sort of parties will she host? When will she bear an heir to the throne?

As you travel away from Rel Mord in the weeks following, you are asked incessant questions about the wedding. "She is just what this Land needed. A gift of hope," remarks an innkeeper. And, remembering everything that was done to restore her health, you cannot help but agree.

If the PCs have questions about the state of the plague in Nyrond, it still exists. There is one missing ingredient that needs to be recovered. Future information about the plague will be available on the Nyrond website as time goes on.

Xenia, however, is free of her infestation, and the KOI Patriarch is dead. Without the continued interference from the mummy-priest Kalamid and his spymaster Percil, it seems likely that the plague will soon be eradicated from Nyrond. Let the PCs take pride in their victory.

Alternate Conclusion – A Great Grief

Of course there is always the possibility that the PCs fail. Perhaps they are all killed by Real's guardians.

Perhaps they fail to complete the mission. Perhaps they simply don't care and go their own way.

In any event, if the PCs are not successful in their quest to eliminate Real's influence on King Lynwerd, then a great grief settles upon the Kingdom of Nyrond.

For players at the premiere running of this scenario (CONduit 14 – May 2004), the consequences are most dire. First off, the King marries Real, and the Kingdom will need to deal with a half-fiend upon the throne. Even worse, Real's sweeping changes to the Nyrondal government will very probably bring the Kingdom to its knees.

For players at all other runnings of this scenario, luckily the fate of the Kingdom rests only with the premiere event. Perhaps fate has already determined that Lady Xenia has recovered, and she and Lynwerd have started a happy family together.

In either event, there should be some penalties. First, read off the following text to the players.

You have failed to secure the mirror, save Lady Xenia, and expose Real's evil nature.

The Royal Wedding takes place as scheduled -- with Real as the Bride. In due time, the Royal Couple "happily announces the forthcoming birth of their first child." With this development, no one speaks of Xenia Sallavarian again. There is no funeral, no more announcements, either of her death or her recovery; it is as if she never existed.

Without the promised 'Songbird of the Golden Voice' the King and kingdom have changed. The Kingdom of Nyrond seems to be trapped in the pre-dawn twilight, as if waiting for the songbirds to introduce the dawn. King Lynwerd has changed as well. He no longer travels the kingdom or makes the unscheduled public appearances that he once was known for. He seems to have retreated into his palace and is governing from a distance, much like his father Archbold did, rather than continuing to govern as a "people's king."

Secondly, the players will receive only the "Failure" AR for their trouble. This AR has less item access, and lower maximum gold and maximum XP totals. Please adjust these totals for anything missed by the party.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

Scene Four

Defeat the Demon Guardians

APL 6 – EL5	150 xp
APL 8 – EL7	210 xp
APL 10 – EL9	270 xp
APL 12 – EL11	330 xp

Scene Seven

Solve the puzzle trap

All APLs – EL4	120 xp
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Scene Eight

Defeat the Gibbering Mouther(s)

APL 6 – EL6	180 xp
APL 8 – EL8	240 xp
APL 10 – EL10	300 xp
APL 12 – EL12	360 xp

Scene Eleven

Defeat Percil the Captured One Spy

APL 6 – EL9	270 xp
APL 8 – EL11	330 xp
APL 10 – EL13	390 xp
APL 12 – EL15	450 xp

Discretionary Role-playing Reward

APL 6 – No EL	0-180 xp
APL 8 – No EL	0-225 xp
APL 10 – No EL	0-270 xp
APL 12 – No EL	0-315 xp

Total possible experience

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

Treasure Summary

The following list details the possible treasure from each encounter. The amount given is for each PC, regardless of the number of PCs present. It is divided by APL, so be sure to look at the appropriate value for your PCs. In some cases, the PCs may have needed to take specific actions to acquire the treasure, while in other cases; some of the items could have been used during the scenario (by the players or the NPCs). Take the total amount of treasure recovered, convert to the listed gold piece value (value listed is the correct resale value) and divide by the number of players present. Should only part of the available treasure from an encounter be collected, refer to the appropriate NPC description for further details.

Scene Eleven

Percil's Equipment

Resale Value

APL 6

Two Adamantine Short Swords	1,501 gp (ea)
Bracers of Armor +2	2,000 gp
Necklace of Fireballs, Type II	825 gp

APL 8

Adamantine Short Sword	1,501 gp
+1 Frost Adamantine Short Sword	5,501 gp
Bracers of Armor +2	2,000 gp
Necklace of Fireballs, Type II	825 gp
Ring of Protection +1	1,000 gp

APL 10

+1 Vicious Adamantine Short Sword	5,501 gp
+1 Frost Adamantine Short Sword	5,501 gp
Bracers of Armor +3	4,500 gp
Necklace of Fireballs, Type IV	2,700 gp
Ring of Protection +2	4,000 gp

APL 12

+1 Vicious Adamantine short sword	5,501 gp
+1 Frost, Shock Adamantine short sword	10,501 gp
Bracers of Armor +4	8,000 gp
Necklace of Fireballs type VI	4,050 gp
Two Potions of Displacement	325 gp ea
Ring of Protection +2	4,000 gp

Total possible recovered treasure

APL 6	5,827 gp
APL 8	10,827 gp
APL 10	22,202 gp
APL 12	32,702 gp

Total possible monetary reward

APL 6	900 gp
APL 8	1300 gp
APL 10	2300 gp
APL 12	3300 gp

The above maximum monetary reward is the gp cap for that particular APL per PC.

Player Handout #1 – Entering the City

Welcome to Rel Mord!

Please be aware that no person shall be allowed to bear arms larger than short swords, with the exception of quarterstaves and rapiers. All items not fitting this description must be checked at the gate. A receipt will be given.

Spellcasting of a lethal nature is forbidden, as is any use of magic to beguile, charm, or control the actions of others. Entertainers may perform such magic as is required for their profession.

Entrance Fees:

<i>Citizen of Nyrond</i>	<i>1 Noble</i>
<i>Non-citizen</i>	<i>2 Nobles</i>
<i>Riding Animal</i>	<i>5 Shields</i>
<i>Non-riding Animal</i>	<i>2 Shields</i>

Player Handout #2 – The Cryptic Invitation

This note was found in your rooms when you returned this evening. It is addressed to you by name, and appears to be a formal invitation as well as a simple letter. But what can it mean?

Greetings,

My dear friend, I do hope that this letter finds you in good health and good spirits. I was overjoyed to find that you had entered the city on this fine day. I am sure that you will feel the same way once we have had a chance to sit down and enjoy a nice long talk,

I would not want to keep you from whatever duties have brought you to the capital, so please take your time and get plenty of rest this evening. Tomorrow will be soon enough for our little chat.

As I am sure you are aware, the palace is on a heightened state of alert - what with the Royal Wedding taking place in two days. In order to prevent any sort of difficulties and to avoid any number of embarrassing questions, please bring this letter with you when you come visit me tomorrow. It should serve to give you entrance.

I regret that I will be unable to escort you in, but my duties are many and it is difficult to get away from them. I am sure you will find someone ready to help you upon your arrival at the palace.

As you well know, I enjoy these chats and love to keep them informal. All that bowing, scraping and the like, should be left to those in positions that require it. Please do not dress to impress, as I'd much rather meet with you in comfort and in your familiar attire.

Until tomorrow, I remain your most humble servant,

G

Player Handout #3 – The Glyph Covered Door

The following rhyme or passage appears on the inner door leading to the pageboy Percil' s chambers.

**IN THE UTTERMOST DEPTHS OF THE SEA
IT IS SAID
LIES THE TREASURE OF THOUSANDS
IT IS SAID
LOVERS TOO HAVE FALLEN BENEATH THE WAVES
IT IS SAID
NEVER TO BE FOUND BY ANY WHO TRY
IT IS SAID
EVEN YOU WILL FIND THOSE DEPTHS
IT IS SAID
SHOULD YOU TRY TO STOP THE PLAGUE
IT IS SAID

SO IT IS WRITTEN FOR ALL**

Player Handout #4 – The Spy's Notes

The following passage was found in the pageboy Percil's chambers. It details his plans for the coming night.

Those fools! They never suspected me. "Good little Percil the pageboy." What did they know?

But now, now you know that it was I, the Master Spy Percil B'Kney, who has slain the 'Lady' Xenia. That terrible prophecy spoken by my Master Kalamid shall never come to pass.

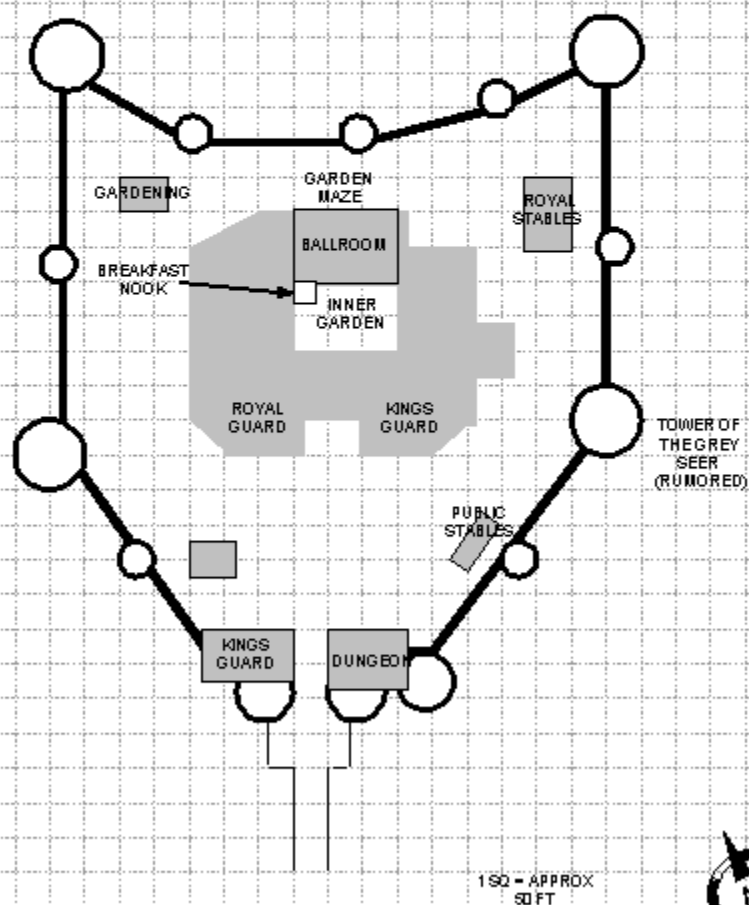
After the time of great troubles and before the coming war, two noble houses will be united in love and marriage. The golden voice from the west and he of great stature will find each other. From their union will come a child, a child whose destiny is to bring an end to the Plague.

What rubbish. With Xenia's death shall the reign of Incabulous return to these lands.

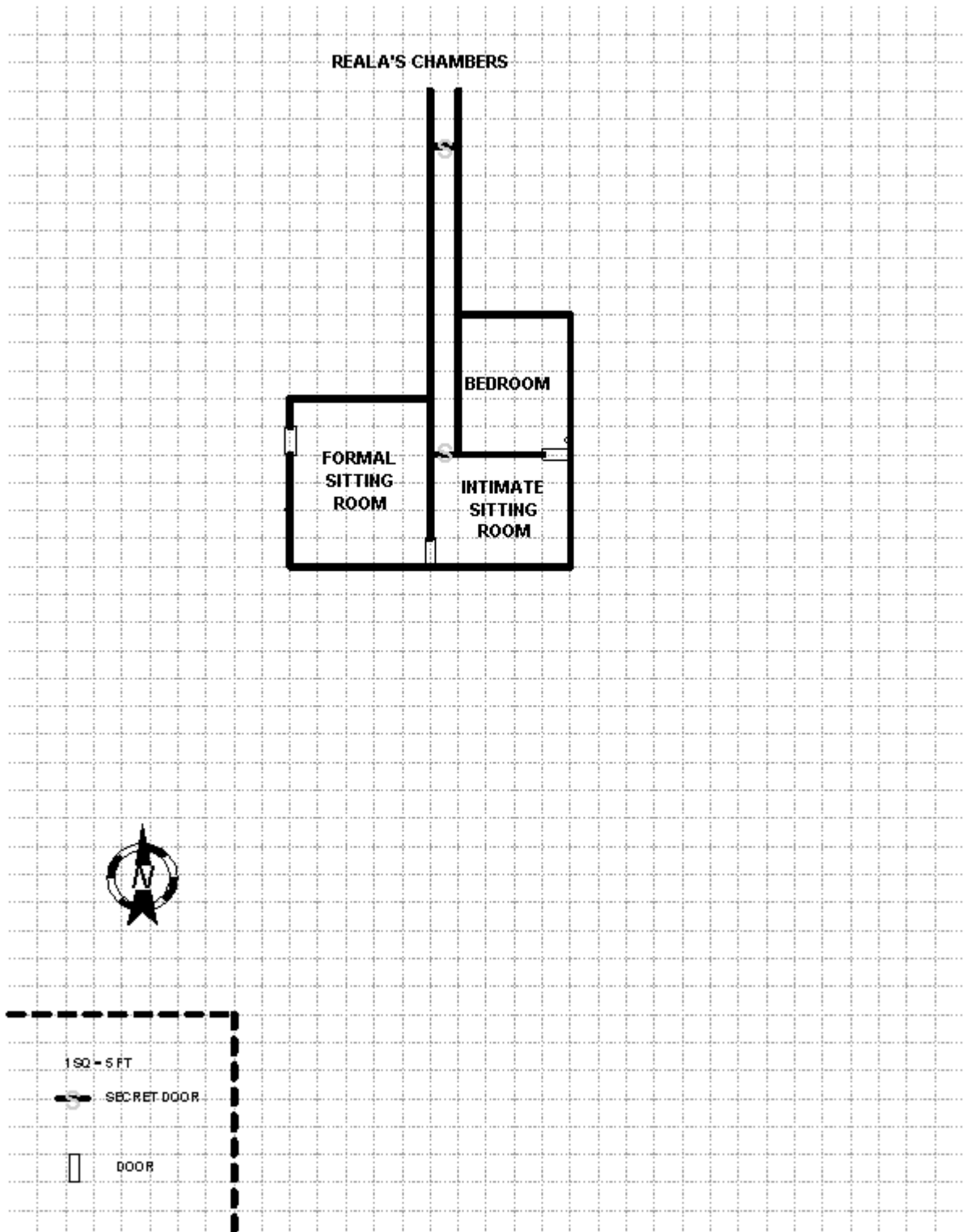
So fear my return, fools of Nyrond! You hold in your hands the proof that Percil cannot be stopped. I shall come back to Nyrond as its conqueror. What I started the night of the masquerade will end with the death of Lynwerd and his demon-wife as well.

Judge's Map #1 – The Royal Palace

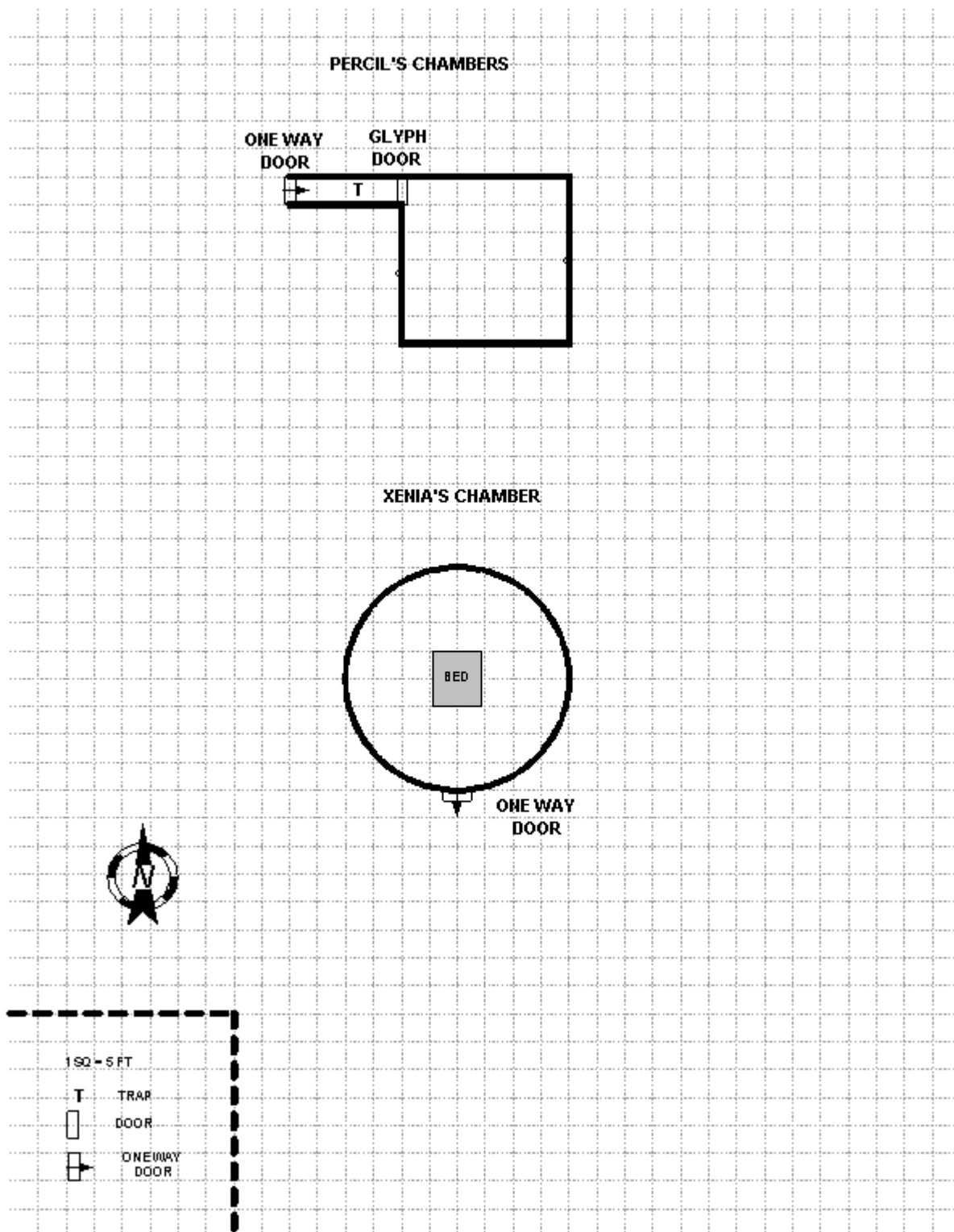
ROYAL PALACE OVERVIEW - REL MORD



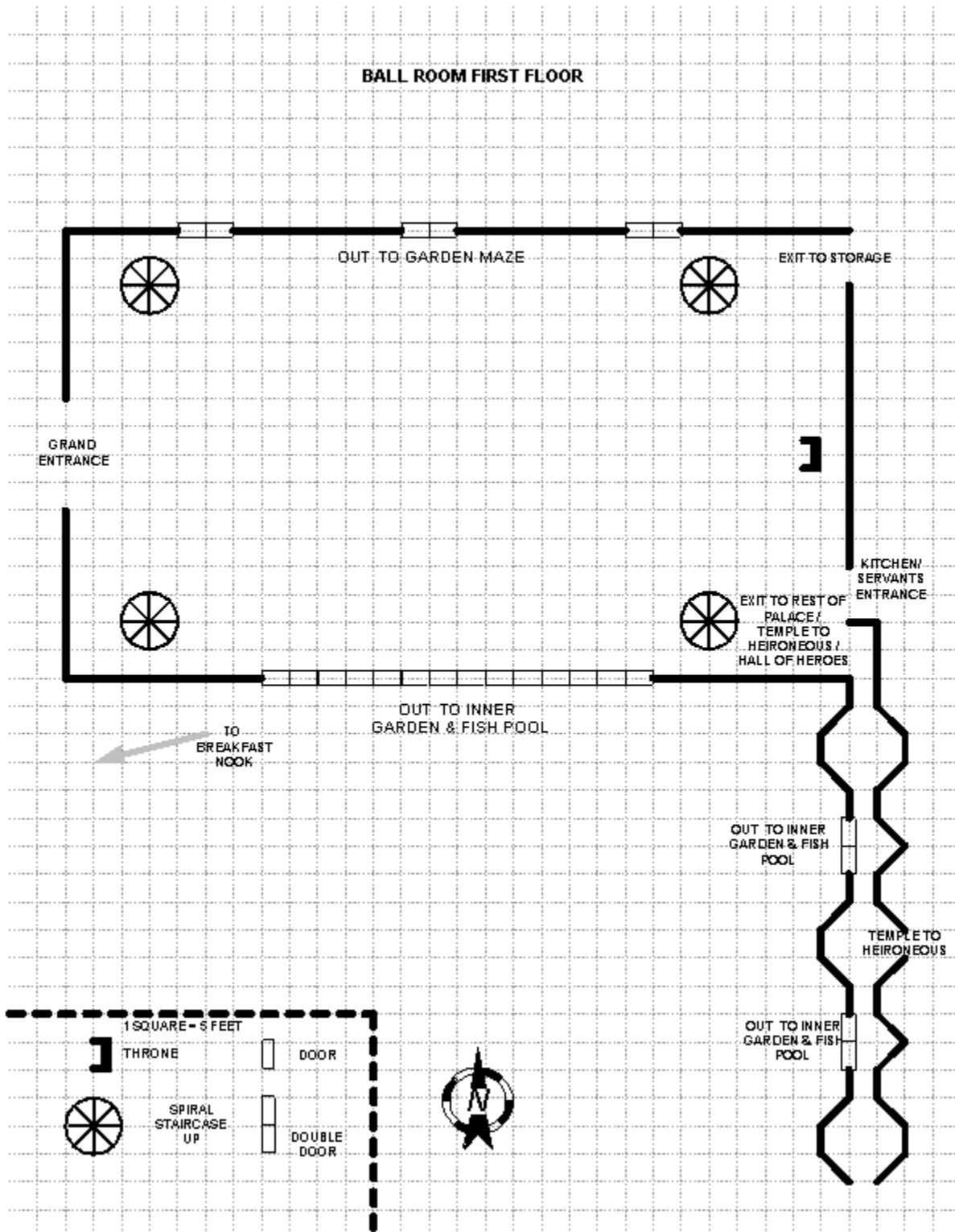
Judge's Map #2 – Reala's Chambers



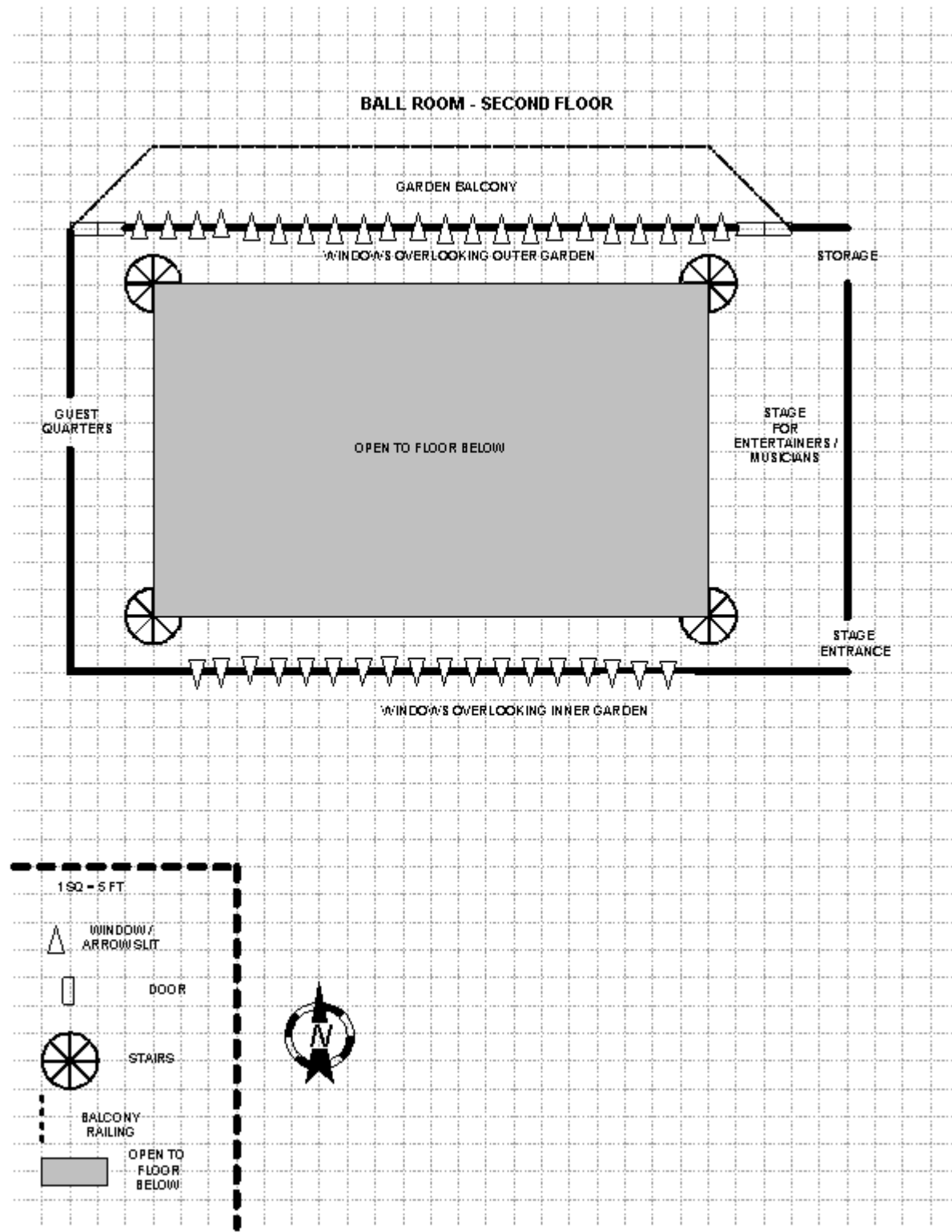
Judge's Maps #3 and #4 – Percil's Chambers and Xenia's Chamber



Judge's Map #5 – Grand Ballroom



Judge's Map #5a – Grand Ballroom (upstairs)



Appendix A – Jovoc Demons

As taken from MMII (pp58-59) and modified as per the D&D® v3.5 Accessory Update (p 31)

Jovoc (Tanar'ri)

Small Outsider (Chaotic, Evil)

Hit Dice: 4d8+18 (36 hp)

Initiative: +2

Speed: 30 ft. (5 squares)

AC: 16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14

Base Attack/Grapple: +5/+6

Attack: Claw +6 melee (1d3+1)

Full Attack: 2 Claws +6 melee (1d3+1) and Bite +1 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: -

Special Qualities: Aura of Retribution, DR 5/good or cold iron, fast healing 5, darkvision 60 ft., immune to electricity and poison, resistance to acid 10, cold 10, fire 10, spell resistance 13, telepathy 100 ft., *summon tanar'ri*.

Saves: Fort +7, Ref +6, Will +4

Abilities: Str 12, Dex 15, Con 16, Int 7, Wis 10, Cha 7

Skills: Hide +13, Listen +7, Move Silently +9, Search +5, Sense Motive +7, Spot +7

Feats: Toughness (x2)

Environment: Infinite Layers of the Abyss.

Organization: Solitary, Pair, or Gang (3-4)

Challenge Rating: 5

Treasure: Standard

Alignment: Always Chaotic Evil

Advancement: 5-8 HD (Small); 9-12 HD (Medium)

Level Adjustment: +5

These vicious little black-hearted fiends were born to create strife. Their ability to inflict the damage they take on others makes them invaluable in the front lines of tanar'ri armies. A unit of jovocs can absorb repeated blows and spells from the enemy and still survive to exact a punishing revenge.

A jovoc is a 4-foot-tall, bloated, hairless creature of humanoid shape. It resembles the bruised and battered corpse of a gnome left too long to decay in the heat of summer and the stench that emanates from its rough skin lends credence to this impression. Its skin is dark blue or black, and its eyes are vacant, black pools. Each of the creature's long arms ends in a three-fingered hand with long red fingernails, forever stained the color of blood.

Combat

Jovocs are not especially intelligent, but they are quick and experienced ambushers who know how to use their size to best effect. Years of training and experience have taught them how to take advantage of their aura of retribution and fast healing abilities. They often adopt a hit-and-run strategy, jumping into a group of enemies to do as much damage as possible, and then dashing off for a few rounds to heal.

Alternatively, jovocs fighting in pairs or trios can utilize their favorite tactic. Lurking just beyond the reach of their enemies (preferably concealed by darkness, a wall, or some other barrier), they begin to attack one another, automatically hitting with each swing. These attacks deal full damage not only on the jovocs, but also on anyone caught within their

aura of retribution. After allowing a round or two for their fast healing ability to close their wounds, the creatures begin to claw and bite one another again.

Aura of Retribution (Su): This effect is always active in a 30-foot spread centered on the jovoc. Whenever the creature takes damage from any source, every non-tanar'ri within the area immediately takes an equal amount of damage. A successful Fortitude saving throw (DC 15) halves the damage. (For example, if an opponent deals 12 points of damage to a jovoc, that opponent and every other non-tanar'ri within 30 feet also immediately take 12 points of damage each, or 6 points with a successful Fortitude save). Regardless of the source of the damage to the jovoc, the damage dealt to non-tanar'ri by this effect is not subject to negation or reduction because of resistance, immunity, damage reduction, spell resistance or the like.

Fast Healing (Ex): A jovoc regains lost hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst or suffocation, and it does not allow the jovoc to regrow or reattach lost body parts.

Summon Tanar'ri (Sp): Once per day, a jovoc can attempt to summon another jovoc with at 25% chance of success.

Appendix B – Fiendish and Advanced Fiendish Gibbering Mouthers

Fiendish Gibbering Mouter

Medium Aberration

Hit Dice: 4d8+24 (42 hp)

Initiative +2

Speed: 10 ft (2 Sq.); Swim 20 ft.

Armor Class: 19 (+1 Dex, +8 Natural), touch 11, flatfooted 18

Base Attack/Grapple: +3/+3

Attack: Bite +4 melee (1) or spittle +4 ranged touch (1d4 acid plus blindness)

Full Attack: 6 Bites +4 melee (1) and spittle +4 ranged touch (1d4 acid plus blindness)

Space/Reach: 5 ft/5 ft

Special Attacks: Gibbering, spittle, improved grab, blood drain, engulf, ground manipulation, smite good
Special Qualities: Amorphous, DR 5/bludgeoning and magic, Darkvision 60', resistances - cold 5, fire 5, SR 9

Saves: Fort +7, Ref +4, Will +5

Abilities: Str 10, Dex 13, Con 22, Int 4, Wis 13, Cha 13

Skills: Listen +4, Spot +9, Swim +8

Feats: Lightning Reflexes, Weapon Finesse

Environment: Underground

Organization: Solitary or in pairs

Challenge Rating: 6

Alignment: Neutral Evil

Combat

Gibbering mouters attack by shooting out strings of protoplasmic flesh, each ending in one or more eyes and a mouth that bites at the enemy. A mouter can send out a total of six such members in any round.

Gibbering (Su): As soon as a mouter spots something edible, it begins a constant gibbering as a free action. All creatures (other than mouters) within a 60-foot spread must succeed at a Will save (DC 13) or be affected as though by a confusion spell for 1d2 rounds. This is a sonic, mind-affecting compulsion effect. Opponents who successfully save cannot be affected by the same gibbering mouter's gibbering for one day.

Spittle (Ex): At the start of every combat, and every 2 rounds thereafter, a gibbering mouter looses a stream of spittle. This ignites on contact with the air, creating a blinding flash of light. All sighted creatures within 60 feet must succeed at a Fortitude save (DC 13) or be blinded for 1d3 rounds.

Improved Grab (Ex): To use this ability, the gibbering mouter must hit with a bite attack.

Blood Drain (Ex): On a second successful grapple check after grabbing, that mouth attaches to the opponent. It automatically deals bite damage and drains blood, dealing 1 point of temporary Constitution damage each round. A mouth can be ripped off (dealing 1 point of damage) with a successful Strength check (DC 12) or severed by a normal attack that deals at least 2 points of damage (AC 18). A severed mouth continues to bite and drain blood for 1d4 rounds after such an attack. A creature whose Constitution is reduced to 0 is killed and absorbed by the mouter, which gains 1 hit point and adds another mouth and pair of eyes to its body.

Engulf (Ex): A gibbering mouter can try to engulf a Medium-size or smaller opponent grabbed by three or more

mouths. The opponent must succeed at a Reflex save (DC 14) or fall and be engulfed. On the next round, the mouter makes twelve bite attacks instead of six (each with a +4 attack bonus). An engulfed creature cannot attack the mouter from within. The previously attached mouths are now free to attack others.

Ground Manipulation (Su): At will, as a standard action, a gibbering mouter can cause stone and earth within 5 feet of it to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouter in that area must take a move equivalent action to avoid becoming mired (treat as being pinned).

Amorphous (Ex): A gibbering mouter is not subject to critical hits. It has no clear front or back, so it cannot be flanked.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

Special Qualities:

A fiendish creature retains all the special qualities of the base creature and also gains the following.

Darkvision with a range of 60 feet.

Skills: Thanks to their multiple eyes, gibbering mouters receive a +4 racial bonus to Spot checks.

Advanced Fiendish Gibbering Mouter

Large Aberration

Hit Dice: 12d8+96 (159 hp)

Initiative +1

Speed: 10 ft (2 Sq.); Swim 20 ft.

Armor Class: 19 (-1 Size, +10 Natural), touch 9, flatfooted 19

Base Attack/Grapple: +8/+16

Attack: Bite +12 melee (1d2+4) or spittle +9 ranged touch (1d4 acid plus blindness)

Full Attack: 6 Bites +12 melee (1d2+4) and spittle +9 ranged touch (1d4 acid plus blindness)

Space/Reach: 10 ft/10 ft

Special Attacks: Gibbering, spittle, improved grab, blood drain, engulf, ground manipulation, smite good
Special Qualities: Amorphous, DR 10/bludgeoning and magic, Darkvision 60', resistances - cold 10, fire 10, SR 17

Saves: Fort +14, Ref +4, Will +11

Abilities: Str 18, Dex 11, Con 26, Int 4, Wis 13, Cha 13

Skills: Listen +6, Spot +12, Swim +11

Feats: Lightning Reflexes, Weapon Finesse, Great Fortitude, Iron Will, Weapon Focus (spittle)

Environment: Underground

Organization: Solitary or in pairs

Challenge Rating: 10

Alignment: Neutral Evil

Gibbering mouters can speak Common, but seldom say anything other than gibbering.

Combat

Gibbering mouters attack by shooting out strings of protoplasmic flesh, each ending in one or more eyes and a mouth that bites at the enemy. A mouter can send out a total of six such members in any round.

Gibbering (Su): As soon as a mouter spots something edible, it begins a constant gibbering as a free action. All creatures (other than mouters) within a 60-foot spread must succeed at a Will save (DC 13) or be affected as though by a confusion spell for 1d2 rounds. This is a sonic, mind-affecting compulsion effect. Opponents who successfully save cannot be affected by the same gibbering mouter's gibbering for one day.

Spittle (Ex): At the start of every combat, and every 2 rounds thereafter, a gibbering mouter looses a stream of spittle. This ignites on contact with the air, creating a blinding flash of light. All sighted creatures within 60 feet must succeed at a Fortitude save (DC 13) or be blinded for 1d3 rounds.

Improved Grab (Ex): To use this ability, the gibbering mouter must hit with a bite attack.

Blood Drain (Ex): On a second successful grapple check after grabbing, that mouth attaches to the opponent. It automatically deals bite damage and drains blood, dealing 1 point of temporary Constitution damage each round. A mouth can be ripped off (dealing 1 point of damage) with a successful Strength check (DC 12) or severed by a normal attack that deals at least 2 points of damage (AC 18). A severed mouth continues to bite and drain blood for 1d4 rounds after such an attack. A creature whose Constitution is reduced to 0 is killed and absorbed by the mouter, which

gains 1 hit point and adds another mouth and pair of eyes to its body.

Engulf (Ex): A gibbering mouter can try to engulf a Medium-size or smaller opponent grabbed by three or more mouths. The opponent must succeed at a Reflex save (DC 14) or fall and be engulfed. On the next round, the mouter makes twelve bite attacks instead of six (each with a +4 attack bonus). An engulfed creature cannot attack the mouter from within. The previously attached mouths are now free to attack others.

Ground Manipulation (Su): At will, as a standard action, a gibbering mouter can cause stone and earth within 5 feet of it to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouter in that area must take a move equivalent action to avoid becoming mired (treat as being pinned).

Amorphous (Ex): A gibbering mouter is not subject to critical hits. It has no clear front or back, so it cannot be flanked.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum of +20) against a good foe.

Special Qualities:

A fiendish creature retains all the special qualities of the base creature and also gains the following.

Darkvision with a range of 60 feet.

Skills: Thanks to their multiple eyes, gibbering mouters receive a +4 racial bonus to Spot checks.

Appendix C – Percil B’Kney/Patriarch the Captured One Spy

APL 6

Percil B’Kney/KOI Patriarch, Male Captured One (Was Halfling) Rgr2/Rog5/Spy1: CR10; Small Humanoid (4’3” tall); HD 2d8+5d6+1d6+24; hp 61 (special); Init +7 (Dex); Spd 20 ft; AC 23 (+7 Dex, Bracers of Armor +2, +3 Natural Armor, +1 Size); Base Attack +5, Grapple +1, Atk +7 melee (Small Adamantine Short Sword, 1d4); Full Attack +5/+5 melee (Small Adamantine Short Swords 1d4 ea); SA : SQ Construct Traits, Immune to Sleep, Paralysis, Stunning, Darkvision 60’; AL NE; SV Fort +8, Ref +17, Will +5, Str 10 (was 6), Dex 25 (was 15), Con 16, Int 16, Wis 13 (was 10), Cha 12.

Skills and Feats: Bluff +15, Diplomacy +13, Disguise +12, Escape Artist +13, Gather Information +10, Hide +19, Knowledge Nobility +7, Listen +10, Move Silently +15, Profession +4, Sense Motive +10, Spot +14, Survival +3, Tumble +18; Combat Expertise, Improved Feint, Skill Focus (Bluff).

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Construct Traits: Percil is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Percil is not subject to critical hits, non-lethal damage, ability damage, ability drain, or death from massive damage. Percil heals normally, but cannot be raised or resurrected.

APL 8 Version

Percil B'Kney/KOI Patriarch, Male Captured One (Was Halfling) Rgr2/Rog6/Spy1/Asn1: CR12; Small Humanoid (4'3" tall); HD 2d8+6d6+1d8+1d6+30; hp 75 (special); Init +7 (Dex); Spd 20 ft; AC 24 (+7 Dex, Bracers of Armor +2, +3 Natural Armor, Ring of Protection +1, +1 Size); Base Attack +6/+1, Grapple +2, Atk +15 melee (Small Frost Adamantine Short Sword, 1d4+1d6 (cold)); Full Attack +13/+8 melee (Small Frost Adamantine Short Sword 1d4+1d6) and +13 melee (Small Adamantine Short Sword, 1d4); SA : SQ Construct Traits, Immune to Sleep, Paralysis, Stunning, Darkvision 60'; AL NE; SV Fort +9, Ref +20, Will +6, Str 10 (was 6), Dex 25 (was 15), Con 16, Int 16, Wis 13 (was 10), Cha 12.

Skills and Feats: Bluff +17, Diplomacy +13, Disguise +14, Escape Artist +15, Gather Information +12, Hide +21, Knowledge Nobility +7, Listen +10, Move Silently +17, Profession +6, Sense Motive +12, Spot +14, Survival +3, Tumble +20; Combat Expertise, Improved Feint, Skill Focus (Bluff), Weapon Finesse.

Death Attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Construct Traits: Percil is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Percil is not subject to critical hits, non-lethal damage, ability damage, ability drain, or death from massive damage. Percil heals normally, but cannot be raised or resurrected.

Shared Damage (Ex): An attack on Percil deals half its normal damage (rounded down).

Possessions: Bracers of Armor +2, Small Adamantine Short Sword, Small Frost Adamantine Short Sword, Necklace of Fireballs (Type II), Ring of Protection +1, Courtier's Outfit

APL 10

Percil B'Kney/KOI Patriarch, Male Captured One (Was Halfling) Rgr2/Rog7/Spy2/Asn1: CR14; Small Humanoid (4'3" tall); HD 2d8+7d6+2d8+1d6+36; hp 90 (special); Init +8 (Dex); Spd 20 ft; AC 27 (+8 Dex, Bracers of Armor +3, +3 Natural Armor, Ring of Protection +2, +1 Size); Base Attack +8/+3, Grapple +4, Atk +17 melee (Small Vicious Adamantine Short Sword, 1d4+2d6); Full Attack +16/+11 melee (Small Vicious Adamantine Short Sword 1d4+2d6) and +16 melee (Small Frost Adamantine Short Sword 1d4+1d6(cold)); SA : SQ Construct Traits, Immune to Sleep, Paralysis, Stunning, Darkvision 60'; AL NE; SV Fort +9, Ref +22, Will +7, Str 10 (was 6), Dex 26 (was 16), Con 16, Int 16, Wis 13 (was 10), Cha 12.

Skills and Feats: Bluff +21, Diplomacy +13, Disguise +16, Escape Artist +22, Gather Information +14, Hide +24, Knowledge Nobility +7, Listen +10, Move Silently +20, Profession +9, Sense Motive +12, Spot +14, Survival +3, Tumble +23; Combat Expertise, Improved Feint, Skill Focus (Bluff), Weapon Finesse, Persuasive.

Death Attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Construct Traits: Percil is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Percil is not subject to critical hits, non-lethal damage, ability damage, ability drain, or death from massive damage. Percil heals normally, but cannot be raised or resurrected.

Shared Damage (Ex): An attack on Percil deals half its normal damage (rounded down).

Possessions: Bracers of Armor +3, Small Vicious Adamantine Short Sword, Small Frost Adamantine Short Sword, Necklace of Fireballs (Type IV), Ring of Protection +2, Courtier's Outfit

Note: Due to the combined creature's construct traits, Percil is now immune to the side effects of his Vicious Short Sword.

APL 12

Percil B'Kney/KOI Patriarch, Male Captured One (Was Halfling) Rgr2/Rog9/Spy2/Asn1: CR16; Small Humanoid (4'3" tall); HD 2d8+9d6+2d8+1d6+42; hp 90 (special); Init +8 (Dex); Spd 20 ft; AC 28 (+8 Dex, Bracers of Armor +4, +3 Natural Armor, Ring of Protection +2, +1 Size); Base Attack +9/+4, Grapple +5, Atk +19 melee (Small Vicious Adamantine Short Sword, 1d4+2d6); Full Attack +17/+12 melee (Small Vicious Adamantine Short Sword 1d4+2d6) and +17 melee (Small Frost and Shock Adamantine Short Sword 1d4+1d6(cold)+1d6(shock)); SA : SQ Construct Traits, Immune to Sleep, Paralysis, Stunning, Darkvision 60'; AL NE; SV Fort +10, Ref +23, Will +8, Str 10 (was 6), Dex 26 (was 16), Con 16, Int 16, Wis 13 (was 10), Cha 12.

Skills and Feats: Bluff +23, Diplomacy +13, Disguise +18, Escape Artist +25, Gather Information +16, Hide +26, Knowledge Nobility +7, Listen +10, Move Silently +22, Profession +12, Sense Motive +16, Spot +14, Survival +3, Tumble +25; Combat Expertise, Improved Feint, Skill Focus (Bluff), Weapon Finesse, Persuasive.

Death Attack (Ex): If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Construct Traits: Percil is immune to mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Percil is not subject to critical hits, non-lethal damage, ability damage, ability drain, or death from massive damage. Percil heals normally, but cannot be raised or resurrected.

Shared Damage (Ex): An attack on Percil deals half its normal damage (rounded down).

Possessions: Bracers of Armor +4, Small Vicious Adamantine Short Sword, Small Frost and Shock Adamantine Short Sword, Necklace of Fireballs (Type VI), Ring of Protection +2, Two Potions of Displacement, Courtier's Outfit

Note: Due to the combined creature's construct traits, Percil is now immune to the side effects of his Vicious Short Sword.

Captured One Template

A captured one is a living creature that is under the control of a raggamoffyn. The raggamoffyn has access to the host's memories and draws on its host's experiences. The captured one eats, speaks, and lives all under the direction of its raggamoffyn master.

Captured ones speak common and whatever languages the base creature speaks.

Creating a Captured One

"Captured one" is a template that can be added to a giant, humanoid, monstrous humanoid, animal, beast or vermin (hereafter known as the "base creature") that is the same size or smaller than the dominating raggamoffyn. The creature's type changes to construct. Both the raggamoffyn's and the base creature's statistics and special abilities are modified as noted here.

Hit Dice: A captured one maintains separate hit point totals for each of its two parts

Initiative: Same as raggamoffyn

Speed: Same as base creature

Armor Class: Use either the raggamoffyn's natural armor bonus or the base creature's natural armor bonus (if any), whichever is higher.

Attacks: Same as base creature, modified by the new ability modifiers

Damage: Same as base creature

Special Attacks: The raggamoffyn gains control over all special attacks that the base creature possesses, including spells and spell-like abilities. The raggamoffyn's wrap and improved grab special attacks are unavailable while it controls the host.

Special Qualities: Both the raggamoffyn and the base creature retain any special qualities that they had previously

Construct Traits: A captured one is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is also not subject to critical hits, non-lethal damage, ability damage, ability drain, energy drain, or death from massive damage. The raggamoffyn cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A captured one has darkvision (60 ft. range).

Senses (Ex): The raggamoffyn sees and hears everything that the base creature is able to.

Shared Damage (Ex): An attack on a captured one deals half its damage to the raggamoffyn and half to the base creature.

Saves: A captured one uses the raggamoffyn's base Fortitude, Reflex, and Will saves

Abilities: A captured one uses the Constitution, Intelligence and Charisma scores of the base creature and the Strength, Dexterity, and Wisdom scores of the raggamoffyn.

Skills: Same as base creature

Feats: Same as base creature

Climate/Terrain: Same as raggamoffyn

Organization: Solitary, pair or gang (3-4)

Challenge Rating: Same as base creature +2

Treasure: Standard

Alignment: Same as raggamoffyn

Advancement: Same as base creature.

Note, for the purposes of this scenario, the KOI Patriarch is considered to be the dominating Raggamoffyn. The two creatures (the Patriarch and the Halfling Spy Percil) will share damage (resulting in Percil taking half damage from every attack), although the Patriarch cannot detach and both creatures will die when Percil reaches -10 hit points