

FORGOTTEN REALMS[®]

Living City

Danger in the Forest

A One-Round D&D Living City
Adventure

by Christopher Jensen

The Forest of Lethyr presents numerous threats to peaceful creatures. The protectors of the forest have come to Raven's Bluff again to ask for help in dealing with a menace.

An adventure for characters of levels 7-18. *The Forest of Lethyr Series, Part 1.*



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Tournament Play

This is an RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag 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 to keep track of who is playing which character.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario and provide personal information on their Player Voting Sheets, but they don't vote for other players. The game master rates the scenario and completes personal and event information but does not rate the players as a team or votes for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15–20 minutes for the players to briefly describe their characters to the other players, and about 5–10 minutes for voting. This method is used when the players want to know who among themselves played the best, or when the adventure is run in tournament format with winners and prizes. In multi-round adventures, only a portion of those who participated in the initial rounds are usually eligible to advance to subsequent rounds, so voting is generally required for multi-round adventures.

When using the Voting method, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

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

Encounter Levels and PCs

Living City adventures are written for characters of varying levels. You choose the encounter difficulty according to the PCs at your table when you run the game. Put simply, you determine Effective Party Level (EPL) and match that to the closest Encounter Level (EL) given in the scenario.

To determine Effective Party Level, follow these steps:

1. Add up the character levels of all player characters in the adventuring group and any cohorts or henchmen accompanying the PCs that have class levels. Remember that monster PCs have monster class levels equal to their HD in the *Monster Manual*, so an ogre Bbn5 is a 9th-level character.
2. Divide the total from Step 1 by the number of creatures whose levels you added. Round to the nearest whole number, either up or down as appropriate. This produces the Average Party Level (APL).
3. Add zero (0) to the APL if there are four or five creatures used in Step 1. Add one (1) to the APL if there are six or seven creatures used in Step 1. Add two (2) to the APL if there are eight or more creatures used in Step 1.
4. Add one (1) to the APL because character groups in tournament play can rest between each combat encounter and heal.
5. The total of Steps 2–4 produces the Effective Party Level (EPL).

Encounter Level (EL) is a measure of the toughness of the foes in a combat or the deadliness of a trap. Each encounter in this adventure is tiered to cover a range of ELs. Match the EPL to the closest EL provided in the adventure, and run the adventure at that Encounter Level throughout. In cases where the EPL is between two ELs, consider the amount of magical equipment brought by the PCs. If they bring a lot, use the higher EL, and if they bring an average or small amount, use the lower EL.

For example, consider a party of seven PCs: one 2nd-level, one 3rd-level, two 5th-level, two 8th-level, and one 13th-level character. They bring no animals or henchmen. Their APL is 6.28, or 6. We add 3 to this for the conditions in steps 3–5 above and get EL 9. They could face either EL 8 or EL 10 foes. Looking at the group, we see that they are rich with magic, so EL 10 is appropriate for this group.

You may find that you have an EPL two or more higher than the highest EL given in the scenario. In this case, run the statistics for the highest EL; these PCs should not be on this adventure necessarily, as it is too easy. The PCs can be played, but they get less experience for doing something that does not challenge them.

Some of the specific encounters direct you to add or subtract to the EPL for determining the stats to use. These encounter-specific instructions apply only to the one encoun-

ter where they are found. Return to the normal EPL for the next encounter.

You may adjust the EL that the group faces upward or downward as necessary if the encounters are either too challenging, or not challenging enough, at the EL that the EPL indicates you should be using. In the example above, if our EPL 9 group cleaned up the EL 10 encounter in one or two rounds, you might want to try the EL 12 encounter for the next combat (if there is one).

Note: Because of the powerful nature of Living City characters, the encounters in this scenario were created so that the monsters have the maximum hit points possible. If you find that the PCs are struggling against the encounters appropriate for their level, consider cutting the hit points of these creatures back down to average values. Note also that NPCs and commoners have *not* been adjusted; their hit points are still individually determined.

Adventure Background and Summary

In the module *Wild Ride*, Lady Palance Delina journeyed to Raven's Bluff to search out PCs who had been marked by Mielikki. During this adventure, Lady Delina mentions some of the other dangers of the Forest of Lethyr and invites the PCs to return in the future to deal with them. The PCs also witnessed some of these creatures during their trip through the night.

One of the dangers in the Forest of Lethyr is a village of athachs. Athachs are three-armed creatures that look very similar to giants, but are actually unrelated. A tribe has taken up residence in the Forest of Lethyr and they are slowly destroying the forest around their encampment. Unknown to anyone is that the lead athach is actually a sorcerer named Dalant who was shapechanged by a pair of Red Wizards. The sorcerer was ordered to take charge of the group of athachs by the Red Wizards and capture as many unicorns as possible using *dimensional shackles*. So far, he has only captured one unicorn for the nefarious plots of the Red Wizards. Using the *dimensional shackles* he was given, Dalant was able to capture a unicorn that had unfortunately used its *teleport* abilities for the day. The unicorn is scheduled to be turned over to followers of Malar for further shipment to Thay if the PCs do not act fast enough.

Meanwhile, Lady Delina has decided to take action against the athachs, and who better than another group of adventurers from Ravens Bluff to aid her in her cause? She sends word to her friend Sealine Zoneta, asking her to make arrangements.

After sending word to Ravens Bluff for adventurers, Lady Delina heads into the area where the athachs reside to see what atrocities they have wrought. She also hopes to gain a little information about the athachs before meeting with the PCs. As she awaits the PCs, however, Lady Delina is captured by four athachs and taken to their camp. Her capture actually

occurs while the PCs are meeting with Sealine at the Crescent Moon Inn. The PCs arrive the next day at the meeting spot to find signs of an obvious struggle and a clear path of giant creatures heading further into the woods.

If the PCs participated in *Wild Ride*, they are specifically asked to come back and help. If the PCs did not play *Wild Ride*, they hear about the troubles in the Forest of Lethyr through word of mouth and postings in Ravens Bluff. The postings were paid for by Lady Delina and explain whom to contact in the city for more information.

DM Aid #1 provides a timeline of events for the module. **DM Aid #2** is a map of the section of the forest where this event occurs. The various encounters are marked on the map.

Adventure Summary

The following is a brief synopsis of each encounter in the adventure:

Introduction: There are two ways to get the PCs involved, depending on whether or not they have played *Wild Ride*. For PCs who participated in *Wild Ride*, they receive a personal letter from Lady Palance Delina inviting them to return to the Forest of Lethyr to aid in one of the problems she mentioned during their previous visit. For PCs who have not played *Wild Ride*, they see postings about the city looking for hearty souls to travel to Nyth to help against a menace in the Forest of Lethyr. Both adventure hooks refer the PCs to contact a priestess of Lurue in the city introduced in *Wild Ride*.

Encounter 1: The PCs meet with the priestess of Lurue, Sealine Zoneta. Sealine tells the PCs a little more about the problem in the Forest of Lethyr and takes them outside the city to meet a wizard who will teleport them to the barn of a horse trader named Barton. For those PCs who played *Wild Ride*, this is the same horse trader, though they did not actually meet Barton previously.

Encounter 2: The PCs head out from Barton's shop to meet with Lady Delina in the Forest of Lethyr. In the middle of the night, the PCs are attacked by some lingering undead in the area from the time of the Tuigan invasion in 1360.

Encounter 3: Having dealt with the undead, the PCs reach the meeting place with Lady Delina. When they get there, Lady Delina is not there, but there are obvious signs of a struggle. Four athachs came across Lady Delina and successfully captured her for the evening's dinner pot. Fortunately, the trail is easy to follow, but trained trackers can get a little more information. This clearing is not the same clearing PCs visited on their previous trip to the Forest of Lethyr.

Encounter 4: Based on the party EL, one or two athachs doubles back to go hunt for more food, hiding just off the trail to wait for prey to pass by. Alert PCs likely notice them and can choose to avoid them or fight them. If they are avoided, the athachs return to the village, likely arriving as the PCs are rescuing Lady Delina.

Encounter 5: As the PCs approach the athach village, they notice that the forest is very different. There are

some pits and snares to be avoided, depending on the exact route chosen.

Encounter 6: The PCs arrive at the athach village just as they are preparing their evening meal. Tied to a table near the cook pots and alongside some animal carcasses is Lady Delina. Obviously, the athachs plan to add her to this evening's pot. There are 10 athachs in the tribe. One or two of them might have been dealt with previously. At higher ELs, one of the athachs has a small amount of shaman ability, but they are mainly brutes (with the obvious exception of the shaperechanged sorcerer).

At EL 9 and EL 11, the party only has a half-hour to rescue Lady Delina and search the village before the entire tribe of athachs returns from hunting.

Encounter 7: Having rescued Lady Delina, the PCs find out that the athach village was the problem they were summoned to deal with. Lady Delina thanks the PCs and promises to let them know of any future problems in the forest.

Important Note: Unless the PCs come up with a way to travel faster than that provided in the scenario (this assumes that they ride the horses provided; no PC mounts can be brought by means of the teleportation), they do not have a chance to rest and relearn spells. Even a delay of 1 hour for clerics to pray results in Lady Delina being killed prior to the PCs' arrival at the athach village. Keep this in mind and try to impress upon the players that time is important, especially if they discuss resting.

Introduction

There are two introductions for this module. Use **Hook One** for those PCs who participated in *Wild Ride* and **Hook Two** for those who did not.

Hook One: An Invitation to Return

This morning, a messenger arrived with a note addressed to you specifically. Opening the note, you found a letter from Lady Palance Delina, asking you to return to the Forest of Lethyr to help deal with one of the problems she mentioned to you before. She does not offer many details. Instead, she just asks that you meet Sealine Zoneta, a priestess of Lurue, at noon today if you want to help. The location of the meeting is The Crescent Moon Inn on Rhobie Promenade in the Swordpoint neighborhood of the Temples district.

Hook Two: Adventurers Needed

Looking around the city for something to do, you see a poster on a wall. "Adventurers needed for forest work. Pays well. If interested, contact Sealine Zoneta at the Crescent Moon Inn at noon on the 10th

of Eleint." That's today, you remember, as you start heading towards the Crescent Moon Inn.

Any PC who does not wish to head to the Crescent Moon Inn should be asked to leave the table at this time.

Most experienced adventurers of Ravens Bluff have heard of the Crescent Moon Inn, even if they have never actually been there. It is well known as a favorite of halflings visiting the city, but people of all race are welcome.

The inn is also rumored to be a good place to visit if you wish to contact the Silent Network. Though nothing obvious happens at the inn, people who ask around there are usually contacted through some other means if the network wishes.

Encounters

The following is a complete set of encounters for the main part of the adventure.

Encounter One: Crescent Moon Inn

The walk to the Crescent Moon Inn is pleasant. The day is clear and a little cool for this time of year, but it is rather refreshing. The streets of the city are crowded as people go about their daily business.

If anyone asks, Eleint is approximately September in the real world. Temperatures would normally be around 70–75 degrees this time of year.

If you wish to keep the players on their toes, have them make a Spot check at this time. No matter what they roll, they see nothing unusual. This just keeps them guessing throughout the adventure.

You approach the Crescent Moon Inn and quickly enter with others taking their lunch here today. Inside, you see most of the tables are sized for halflings and gnomes. To one side is a monstrous fireplace that almost seems to grow from the taproom floor like an ancient tree. The fireplace features numerous warming shelves connected to the floor and each other with small, railingless staircases. Next to the halfling-sized furniture, the fireplace is immense.

A young halfling woman greets you as you enter. "Hi, I am Cassandra Minstrelwish. My husband and I run the Crescent Moon Inn. As you see, we are quite busy today. Do you mind waiting for a table to clear?"

Note: If asked about the now defunct Silent Network (from a past scenario), Cassandra's answer is evasive. "The Network's time and usefulness have passed. I am much happier now devoting my time to this inn and to my family."

If any PC mentions that he or she is here to meet with Sealine Zoneta, Kassandra takes them to a private room where Sealine awaits.

For PCs who do not mention the meeting, have them overhear some of the other PCs as they sit near the entrance, waiting. If all the PCs decide to wait for a table, Sealine Zoneta eventually comes out front and asks Kassandra if anyone showed up looking for her.

Eventually, all of the PCs make it to the back room and the meeting with Sealine.

Kassandra leads you to a private room. “Ms. Zoneta has arranged for food and drink to be served during your meeting. Just let the serving girl know if you need something special.”

You enter a nice room, about fifteen feet square. A long table against one wall holds a variety of food-stuffs and drinks. Sitting at a different table across the room is a beautiful woman, a slight female with pointed ears but not the entire look of an elf. She is wearing leather armor and looks to be a woodswoman or scout of some sort. You also notice that she wears a necklace with an emblem of a unicorn head against a silver crescent moon.

“Hello and well met. I am Sealine Zoneta, priestess of Lurue and friend of Lady Palance Delina. Might I ask whether you received a letter from her personally or did you see my postings about the city?”

Allow each PC to answer as they wish. Sealine asks each PC his or her name as they enter. Each player should take this opportunity to describe his or her character’s appearance to the other PCs present. Sealine’s statistics are in **Appendix B**, if needed.

Sealine Zoneta: Female half-elf Clr3; hp 25; +1 leather armor; silver longsword, long bow, quiver of 20 arrows, holy symbol of Lurue.

After introductions have been made, continue with the following:

“Each of you is here today at the behest of Lady Palance Delina, High Ranger of The Forest of Lethyr in service to Mielikki. Either she has had dealings with you in the past, or you have responded to my request for adventurers to aid her.

“Lady Delina had a good experience with adventurers of Ravens Bluff preventing a potential disaster during the Wild Ride earlier this year. As a result, she has asked for adventurers to return to the Forest of Lethyr to aid in cleansing the forest of unnatural threats.

“Lady Delina and I have become close friends, so she has asked me to be the intermediary between Ravens Bluff adventurers and her. She must rely on adventurers to aid her because the threats are greater

than those that she and other followers of the Lady can handle.

“If you wish to help, we can start with your questions now. If you are not interested, I am sorry to have taken your time. I hope the meal is some compensation.”

Only after everyone has agreed to help or those who do not wish to help have left does Sealine answer questions. Anyone who does not wish to help can leave the table at this time.

When questions begin, here are some answers Sealine knows:

- *What do we get paid for helping?*—“Lady Delina has not given me the details of what you will be paid, but she did mention she has a reward.”
- *What kind of problem are we facing?*—“Again, Lady Delina has not shared many details with me. She merely stated that you would be facing one of the threats that the unicorns showed the previous adventurers.”
- *What was this Wild Ride?*—“The Wild Ride is an annual ceremony held by the followers of Mielikki every Midsummer’s Night. The followers ride unicorns through the night, enjoying many wonderful sights. This past year, followers of Malar planned to interrupt the ceremony. With the intervention of adventurers from Ravens Bluff, the Malarites were defeated and no unicorns were hurt.”
- *How do we get to Lady Delina?*—“The Forest of Lethyr is near the city of Nyth. Lady Delina has an agent who lives just outside the city walls. Some of you might have met him before. His name is Barton and he runs a stable. I will take you to meet a wizard friend who will teleport you to Barton’s. Unfortunately, he has never been to the meeting spot, so Nyth is as close as he can get you.”
- *How do we get back?*—“Lady Delina will arrange your transport back if you are unable to teleport yourselves.”
- *When do we leave?*—“Lady Delina expects you by noon tomorrow.”
- *Where do we meet her?*—“I have a map to a clearing in the Forest of Lethyr. The clearing is where you will meet Lady Delina.”

If the PCs do not ask the last two questions, Sealine imparts this information on her own as the party heads to the teleportation site.

Having asked your questions, Sealine asks each of you to meet her at the Northgate at two bells so she can lead you to the wizard. As you leave the Crescent Moon Inn, the bells ring once, meaning you only have one hour to prepare.

At this time, allow the PCs to gather whatever they wish for the hour before they are to leave. They have no time to make any purchases except for items costing less than 20 gp in the *Player’s Handbook*. If the players ask to go to a temple or



other location to purchase spells, the acolytes and apprentices inform them that the earliest anyone can see them is in one hour (the players do not have enough time).

Any PC who wishes to visit the various meta-organizations can do so at this time. Unfortunately, no contacts within Ravens Bluff have any information regarding this event.

Meeting at the Northgate, Lady Delina is already there, astride a beautiful white horse. "Follow me. It will take about two hours to get there. Once we are at the clearing, Jamison will send you through. You will need to head out almost immediately to make the clearing by noon tomorrow. There will be no time for rest tonight. Any delay and you will arrive late for the meeting. Here is the map I promised you."

Give the players **Player Handout #1**. As the PCs ride and/or walk to the clearing, have them each make Spot checks to keep them on their toes. If anyone gets a check result of 30+, tell that player that there is a crow that seems to be following the party's path. This likely makes the PCs nervous, and some may choose to kill the bird. This can be easily accomplished, though the crow is just a normal crow. Allow those who make Knowledge (nature) or Wilderness Lore checks (DC 15 in either case) to realize that the crow seems to be acting normally and just heading the same way.

After two hours, you reach a small wooded area. Sealine leads you into the copse, stating that Jamison is in a small clearing inside.

PCs may be suspicious here; allow them to make any preparations they wish. They find nothing out of the ordinary.

Following Sealine into the woods, you quickly come to a clearing. A small, circular pattern of stones lies in the clearing. Standing nearby is a human male of average build dressed in the robes of a wizard.

Sealine speaks. "This is Jamison. He will cast a teleportation spell and send you to Barton's barn. Barton will be in his main building when you arrive. Let him know you are there and he will provide steeds that you need. When you are finished helping Lady Delina, return to Barton and he will send you back to here."

With this, Jamison begins gesturing and casting a spell. He sprinkles some yellowish dust in a circle over the stones. After about ten minutes, he turns to Sealine and tells her it is done. Sealine motions to you to pass into the circle.

After each PC steps into the circle, continue with the following. If needed, here are abbreviated stats for Jamison. Any PC may make a Spellcraft check (DC 22) to recognize the spell as a *mass teleport*.

Jamison: Male human, Wiz15; hp 111; If the PCs attack him, Jamison has a *contingency* spell that teleports him away. Jamison was paid quite well to cast this spell, but he was not paid to fight anyone.

As each of you enters the clearing, you are magically whisked away. On the other side, you find yourself in a barn. Numerous horse stalls are visible, along with a set of double doors that are currently closed.

Allow any curious PCs to quickly verify that they are, indeed, in a safe area. Some PCs may wish to cast spells, etc. Anyone who searches inside the barn finds nothing out of the ordinary.

Leaving the barn, you enter a fenced area with eight horses and another half-dozen ponies feeding on grain and hay. You see a human male in his mid-thirties walking your way.

In *Wild Ride*, the PCs did not actually meet Barton, so none of them recognize the man.

As he gets closer he asks, "Are ya the ones that Sealine was sendin'?"

If the PCs answer yes, he continues:

"Good. Glad ta see you're here. I got plenty o' horses if ya need 'em. No charge since yer helpin' out Lady Delina and all. Just bring 'em back when you're done. I also got plenty o' tack and whatnot that ya might need."

If the PCs do not answer yes, Barton asks them what they are doing in his barnyard and asks them to leave or be arrested for trespassing.

If the PCs try to get more information from Barton, he does not know what Lady Delina wants them to do, though he mentions that there are many problems in the forest that need to be dealt with.

Barton: Male human Exp3; hp 8; Animal Empathy +8, Handle Animal +8, Ride +7.

Before the PCs head off, Barton makes sure they know where they are going.

"Sealine sent ya with a map, right? I don't need ta see it, I already know where ya are headin' to. Ya need to get goin', though. It'll take 'til noon tomorrow ta get there."

At this point or some other time in this encounter, some parties may choose to try and scry on Lady Delina or to teleport to the clearing directly. Allow them to do this according to the following guidelines:

- The clearing is not known well enough for *clairaudience/clairvoyance* to work. The map is fairly rough, and while it serves to lead the party there, it is not a detailed rendering.
- Scrying has a chance of success. Because of the more active roll Lady Delina has chosen to take in the Forest of Lethyr, she has acquired an *amulet of proof against detection and location*. This item requires anyone casting a scrying spell on Lady Delina to first succeed at a caster level check (DC 19) (remember that spell penetration does not apply because this is not an SR check). If scrying succeeds, the PCs see Lady Delina being carried through the forest by athachs. There are two athachs with Lady Delina if the PCs decide to teleport and rescue her. After being rescued, Lady Delina asks the party to continue on to the athach village to complete the mission. Continue the adventure with **Encounter Five**.
- The map is not precise enough to provide adequate knowledge for a *teleport* spell.

Encounter Two: The Horde Returns

If the party does not use an alternate means of travel, continue with the following encounter:

Mounting up, you quickly begin the journey to the meeting location marked on your map. You travel through the night, knowing you have no time to set camp. As the moon starts to rise, you notice movement coming towards your group.

The characters see undead creatures. At first sighting, the undead are 30 feet in front of the lead PC. Read one of the following descriptions aloud, depending on the EL of the group:

EL 8–12

Several translucent figures are coming toward your group. They have the look of undeath about them. Their features look to be those of Tuigan warriors, like those who attacked from the east thirteen years ago.

The figures appear from thin air about 30 ft. from the party. There is no surprise round; begin the battle with full-round actions on both sides.

EL 8

Wraith: CR 5; hp 60.

Spectre: CR7; hp 84.

EL 10

Spectres (3): CR7; hp 84 each.

EL 12

Spectres (6): CR7; hp 84 each.

EL 14

A chill passes over your party as you spot a great bat swooping down on your group. The giant bat looks to be composed of darkness itself. It has a wingspan of nearly 18 feet and brings with it the smell of a freshly dug grave.

The nightwing is 60 feet away (20 feet up and 55 feet horizontally).

Nightwing: CR 14; hp 204.

EL 16

You see a 20-foot-tall humanoid composed of utter darkness appearing from the shadows ahead. With the creature's appearance comes the scent of a freshly dug grave. A chill passes over your party.

The nightwalker is 60 feet away.

Nightwalker: CR 16, hp 252.

EL 18

The smell of a freshly dug grave assaults your senses, and then the ground alongside the trail erupts, as a giant black worm some seven feet in diameter attacks your party. A chill passes over you.

At this EL, the nightcrawler breaks the ground next to the party and attacks the heaviest creature in the party that is touching the ground (do not forget steeds).

Nightcrawler: CR 18; hp 300.

Encounter Three: Meeting Disrupted

Following the map the rest of the evening and into the next day, you are relieved to finally reach the clearing marked on your map. The clearing is not what you expected, however. There are obvious signs of a struggle of some sort. Lady Delina is nowhere to be seen. There is an obvious trail of large creatures leading away, deeper into the forest.

Lady Delina was captured here after a scouting trip into the athach territory. Her capture occurred at about noon on the previous day, when the PCs were meeting with Sealine Zoneta. Anyone can get some information on what happened according to the following:



- The path can be followed by anyone who is not blind.
- Wilderness Lore/Search checks (DC 15): The PC recognizes that more than one creature the size of giant was here.
- Wilderness Lore/Search checks (DC 20): The PC notices the footprints of a human-sized creature in the clearing that appears to have battled the giants.

For PCs with the Track feat, the following additional information can be gained (have them make one Wilderness Lore check and give all the information up to the DC they get):

- DC 15: There were four of the giant creatures.
- DC 20: The human-sized creature was likely a female human who tried to battle the creatures.
- DC 25: The human female was eventually overpowered and looks to have been carried off by one of the creatures. The incident apparently occurred about 24 hours ago.

In addition, if a PC with the Track feat points out one of the better footprints of the athachs, any PC with Knowledge (aberrations) may make a check (DC 20) to recognize the markings as those of athachs. Upon a second Knowledge (aberrations) check (DC 20), the PC knows everything about athachs in the *Monster Manual*.

It should seem very obvious to all groups that Lady Delina has been captured; who knows what will happen if the PCs do not set out immediately to rescue her?

Do not forget that PCs are still on their original spell list unless they have accelerated travel through some means.

Encounter Four: More Food for the Pot

If the PCs follow the obvious trail, continue with this encounter. If they come up with another plausible means of getting to the athach village or if time is running short, this encounter can be skipped.

PCs who wish to attempt to move silently and hide should be reminded that it appears that Lady Delina is in serious danger and speed is important. If the PCs take the –5 penalties to their checks, they can move their normal speed and arrive in time. If they do not take the –5 penalties, they move at half speed and arrive at the athach village too late to help Lady Delina.

Following the path left by the giants, you journey deeper into the forest for about six hours. The path is easy to follow and you hope you catch up in time to rescue Lady Delina. The athachs appear to be following a fairly straight course.

Based on EL, one or two of the athachs who captured Lady Delina have circled back to catch more food for dinner. They have taken up positions along the trail in ambush. When the PCs are 50 feet from the athachs, the athachs spot them, un-

less the characters are attempting to hide, in which case the two sides must make opposed checks (Spot check result for the athachs and Hide check result for the PCs; do not forget the –5 penalty to Hide for moving normal speed). Conversely, the heroes must win an opposed check to spot the athachs hiding along the trail (Spot for the PCs, Hide for the athachs; the athachs gain a +8 circumstance bonus to their Hide checks because they blend in with the forest background).

- If both sides spot the other, begin combat normally.
- If neither side spots the other, repeat the opposed checks at 25 feet (the athachs' circumstance bonus to Hide is reduced to +4, now). If neither side notices the other again, then both sides spot the other automatically at 10 feet, and both sides are surprised, each gaining only a partial action during the first round of combat.
- If the athachs spot the PCs, but the reverse is not true, the athachs gain a surprise round in combat.
- If the PCs spot the athachs, but the reverse is not true, the characters can take whatever actions they wish (although, depending on the action, the athachs may gain additional chances to notice the characters and attack).

Note: This encounter is intentionally lower than the EPL of the party. It is intended to give PCs a taste of what they will encounter in the village.

EL 8

Athach: CR 7; hp 182.

EL 10

Athachs (2): CR 7; hp 182 each.

EL 12

Athachs (2): CR 9; hp 234 each.

EL 14

Athachs (2): CR 11; hp 286 each.

EL 16

Athachs (2): CR 13; hp 338 each.

EL 18

Athachs (2): CR 15; hp 390 each.

Encounter Five: Getting Warmer

After defeating the athach ambush, you continue following the trail, searching for Lady Delina. After nearly two more hours, the sun begins to set. The forest has begun to take on a noticeable change. There are numerous trees that look to have been beaten on. The signs of wildlife have almost disappeared. This area looks to be a forest in trouble.



The PCs are now close to the athach village. Depending how the PCs approach, continue with the appropriate encounter below.

At this time, each PC must also make a Fort Save (DC 20). The PCs have been up and about since yesterday morning without any rest. Any PC with the Endurance feat gets the +4 bonus to the save. If a PC fails the save, he is fatigued and suffers a -2 to Strength and Dexterity. If the PCs teleported here, the save is not required. If the PCs rested or even took 1 hour for priests to prepare spells, they arrive after Lady Delina has been killed and the text should be modified as appropriate.

The Direct Approach

Use this encounter if the PCs continue down the path to the village.

The path continues ahead of you into what looks to be a clearing of some sort. There are crude huts of a very large size that surround a large bonfire in the center. You see a few more of the giant creatures milling about, some 50 feet from your position.

If the party sends a scout ahead:

- If there is a scout proceeding along this path, have her make a Spot Check (DC 30) unless she is actively looking for pits and snares; in that case, her Search check has a DC of 10. If the check succeeds, she notices an area that the athachs seem to step over since there are no footprints there. If the check fails, the scout stumbles into a 30-ft.-deep pit with sharpened stakes at the bottom. A Reflex Save (DC 25) allows the scout to grab the edge as the ground collapses under her. Failing that, she falls in, taking 3d6 from the fall and an additional 1d6 from the spikes. A second Reflex save (DC 14) can be made to avoid the spike damage. In addition, the collapsing pit alerts the athachs, and battle ensues.
- If the scout avoids the pit, there are two athachs paying attention to the area of the path. Have them make opposed Spot checks against the scout's Hide check result; if the scout is spotted, an alarm is given and battle ensues.
- If the scout is not noticed and is within 25 feet of the village, she can see a human female tied to a table near the bonfire, along with dead deer and cooking implements. It is obvious she is planned for this evening's meal. If the PC played *Wild Ride*, the woman is recognized as Lady Delina.

If the party does not send a scout ahead, follow the same process as above, but use the lead character's checks for the pit trap, and the lowest Hide check result among all the PCs for the purposes of opposed checks.

A Different Angle

Use this encounter if the PCs decide to circle around and approach from a different direction.

You circle the village, looking for a less obvious means of approach. After a quick circuit, you find another path leading out of the village on the opposite side of your approach. This path is also well traveled. It looks like the sides are the least traveled routes.

If the party chooses to use the path on the opposite side, use **The Direct Approach**, above. For EPL 8 parties, there are no watchers on the second path. For all other EPLs, the encounter is the same.

If the party approaches from the side, they do not have to worry about watches, but they do have harder traps to deal with.

At 50 feet from the camp, the lead PC needs to make a Spot check (DC 40) if not actively searching, or a Search check (DC 25) to notice a trip wire around the camp. The wire is easily bypassed if noticed, but if it is missed, a two-part trap is triggered. First, a gourd full of pebbles is violently shaken, giving alarm to the village. Second, a large log swings down toward the PCs, with the following results:

- If the activating character is shorter than 3 ft. 6 in. tall, the log misses him completely.
- If the PC is taller than 3' 6" but shorter than 4' 6", he must make a Reflex Save (DC 15) to receive a glancing blow to the head. If the Reflex Save beats a DC of 25, the PC completely avoids the blow.
- If the PC is taller than 4' 6", he must make a Reflex Save (DC 20) to take a glancing blow to the body. If the Reflex Save beats a DC of 30, the PC completely avoids the blow.
- For rogues, their evasion abilities apply normally.
- Glancing blows deal half the damage a full blow deals.

Party EPL	Full Head	Full Body
8	4d10	4d6
10	5d10	5d6
12	6d10	6d6
14	7d10	7d6
16	8d10	8d6
18	9d10	9d6

After negotiating the first trap, there is a line of snares set 25 feet from the village. If the PCs are not actively searching, the lead PC automatically stumbles into one of the snares, which grabs his ankle and hangs him suspended 10 feet off the ground. The snares have rattles from rattlesnakes attached to the ropes so an audible alarm is again given to the village. If a PC is captured, it takes an attack action by that PC to free himself (taking 1d6 of falling damage). Another PC can take an attack action to free a suspended person, but the person still takes

the falling damage. If another PC takes a full-round action, they can free a suspended individual without causing damage from the fall.

If the PCs are actively searching, a Search check (DC 25) from rogues only reveals the snares. In this case, they are easily avoided.

When the PCs are within 25 feet of the village, read the following:

Through the trees ahead, you see what looks to be a village consisting of large crude huts. In the center, you see a large bonfire. Next to the fire is a table with a human woman tied to it. Also nearby are a few deer carcasses and various cooking implements. The woman is obviously planned to be part of dinner.

Encounter Six: To the Rescue

DM Aid #3 provides a map of the village and the locations of athachs who are present during the final battle. The following is a description of what can be found in each building and other locations of note. In general, the PCs have to defeat the athachs in order to explore the buildings, but resourceful PCs can always find ways around anything.

If the PCs took the time to relearn spells or rest, adjust the encounter accordingly. Unless the group has accelerated their travel, Lady Delina is already dead and the unicorn may very well already be on its way to the Malarites (see **DM Aid #1**).

For ELs 8 and 10, the PCs have 30 minutes from their arrival to deal with the athachs present. Make it obvious that the village could easily hold a dozen, but there are only a few present right now.

If these groups delay 30 minutes, the remainder of the athachs return. Use the additional stats from **EL 12** for the remaining athachs. If this occurs, the battle likely results in the complete destruction of the party, so be certain to warn them that others could return at any moment. You can even give them a Listen check (DC 10) to hear the others returning to give them a chance to flee.

Note: This is the final battle and parties are expected to face a significant challenge. As a result, all groups except for EL 8 tables are faced with a battle that is a bit tougher than their EPL would normally warrant.

Entering the village, you see numerous forty-foot-by-forty-foot shacks made of logs, rocks, and mud. A huge fire pit about twenty feet across lies in the center of the village. Just south of fire pit is a larger structure, about eighty feet by eighty feet in size.

EL 8

The village seems deserted except for a pair of athachs on watch by the path leading west.

The sorcerer is one of these two guards. The rest of the athachs have gone out hunting for more food. They return at about 8:30 PM if the PCs dawdle. At 8:30, Dalant approaches Lady Delina with a dagger with the obvious intent of killing her. If the PCs do not leave before the other athachs return, use the stats provided in EL 12 below.

Athach: CR 7; hp 182.

Dalant: shapechanged Sor7; hp 69.

EL 10

The village seems deserted except for two athachs guarding each path leading from the village.

The sorcerer is one of the guards on the path leaving the west side of the village. The rest of the athachs have gone out hunting for more food. They return at about 8:30 PM if the PCs dawdle. At 8:30, Dalant approaches Lady Delina with a dagger with the obvious intent of killing her. If the PCs do not leave before the other athachs return, use the stats provided in EL 12 below.

Athachs (3): CR 7; hp 182 each.

Dalant: shapechanged Sor7; hp 69.

ELs 12–18

There are 2 athachs watching either path leading from the village and 3 more milling about doing various tasks.

One of the three is near the fire pit, making preparations for dinner. This is the one with shaman abilities at EL 14 and above. The other two can be placed wherever you wish in the village. The last athach (actually the polymorphed sorcerer) is in the large hut when the PCs first arrive. If the PCs delay until 8:30, the “cook” begins making obvious motions, like it is getting ready to kill Lady Delina. This should get the PCs moving.

EL 12

Athachs (7): CR 7; hp 182 each.

Dalant: shapechanged Sor7; hp 69.

EL 14

Athachs (6): CR 9; hp 234 each.

Athach: Adp3; CR 10; hp 215.

Dalant: shapechanged Sor12; hp 129.

EL 16

Athachs (6): CR 11; hp 286 each.

Athach: Adp4; CR 11; hp 226.

Dalant: shapechanged Sor12; hp 129.

EL 18

Athachs (6): CR 13; hp 338 each.

Athach: Adp7; CR 14; hp 276.

Dalant: shapechanged Sor12; hp 129.

The PCs must deal with the athachs present in the village before they are completely free to explore.

Building A

This is a one-room shelter with a sleeping mat. A Search check (DC 20) reveals a small pouch of pearls taken from an unfortunate traveler. There are 10 pearls each worth 100 gp.

Building B

This shelter is identical to A. Searching does not reveal any hidden treasure.

Building C

This one-room shelter has a barrel of very good dwarven ale in one corner. The barrel weighs about 450 pounds (55 gallons). If recovered, it can be sold for 150 gp.

Building D

This shelter has a large silver mirror leaning against one wall. The mirror is about 2 ft. by 4 ft. and is worth 1,000 gp. (It was recovered from a wizard the athachs killed. It is of sufficient quality to be used with *scry*.)

Building E–G

These shelters have nothing of value in them.

Building H

A Search check (DC 25) reveals a pair of platinum rings among the bedding material in the room. Each ring is worth 50 gp (They were used for *shield other*).

Building I

A Search check (DC 25) reveals two small statuettes: one a bronze griffon (worth 250 gp), and the other an obsidian lump in the vague form of a quadruped (worth 250 gp). While neither carving is magical, a Spellcraft check (DC 20) can identify them as suitable for enchantment into figurines of wondrous power.

Building J

This shelter is larger than the others and is divided into three chambers. The entry chamber is the size of the regular shelters and has piles of furs lying about for lounging. An opening leads to two other chambers. The first is 40 ft. by 40 ft. and has a unicorn shackled to the floor with *dimensional shackles*. If asked, the unicorn is not aware of why it was captured, but it does know that the leader of the athachs planned to take it somewhere tomorrow.

The final room is 40 ft. by 80 ft. and serves as the bedchamber for Dalant. In the chamber, the PCs find the following:

- *gem of brightness*
- *necklace of prayer beads*
- A journal summarized in **Player Handout #2**.
- A letter included as **Player Handout #3**.

Encounter Seven: All is Revealed

The athachs dealt with, you complete your search of the village. You free Lady Delina and the unicorn. The unicorn thanks you for aiding it and promises to help you in the future if the situation arises. Lady Delina gathers you together and speaks.

“I am glad my summons brought you to the forest. I am afraid the reason I asked you here was to deal with the athachs. Apparently, in my effort to gain more information on them for you, I ventured too far into their territory and was noticed. Four of them ambushed me while I waited for your arrival.”

For ELs 8 and 10, Lady Delina continues:

“I think we should leave before the others return. I did not expect the beasts to be so tough. I will send for more assistance to finish cleaning up this menace.”

Encounter Eight: Conclusion

Having turned your job prospect into a rescue mission, you journey back to Nyth to return the steeds you borrowed from Barton. Barton thanks you for returning them and invites you to dinner before heading back to Ravens Bluff. After an excellent meal, Barton shows you to the docks for a sail home. It should only take about a tenday to return to the city.

The End

Experience Point Summary

To calculate experience awards for the player characters, follow these steps:

A. Calculate Base Award Values

Total the following values according to what the characters accomplished. To determine the MEPL (Modified Effective Party Level) to use in the comparisons below, use the EPL calculated at the beginning of the adventure and then account for extra animals as follows:

- Figure out the combined Encounter Level of all animals accompanying the PCs, using the Challenge Ratings for them in the *Monster Manual*. Do not add paladin bonded mounts, familiars, or druid animal companions that fall within the druid's limit by level. These creatures are part of the class powers and accounted for in the character levels of the PCs. Also, do not count the PCs' own mounts. Animals and henchmen left at home do not count.
- If the Encounter Level of all animals is at least 1/2 the EPL, add one (1) to the EPL. If it is equal to the EPL, add two (2) to the EPL. This is the MEPL.

Encounter Two: Defeat the Undead

If the MEPL is 2 or more greater than the EL: **25 xp**

If the MEPL is within 1 of the EL: **37.5 xp**

If the MEPL is 2 or more less than the EL: **50 xp**

Encounter Four: Defeat the Athach Ambush

If the MEPL is 2 or more greater than the EL: **15 xp**

If the MEPL is within 1 of the EL: **25 xp**

If the MEPL is 2 or more less than the EL: **37.5 xp**

Encounter Five: Avoid the Traps

Discovering/avoiding the traps: **10 xp**

Encounter Six: Defeat the Athach Village

If the MEPL is 2 or more greater than the EL: **25 xp**

If the MEPL is within 1 of the EL: **37.5 xp**

If the MEPL is 2 or more less than the EL: **50 xp**

Discretionary Roleplaying Award

0–37.5 xp

The roleplaying award should reflect consistent character portrayal, contribution to the fun of the game, and useful or appropriate social interaction. You can award different roleplaying amounts to different characters. It also accounts for all clue-gathering activities in the scenario that are not dangerous (that don't have ELs associated with them).

B. Multiply by EPL

Multiply the total from Part A by the EPL you calculated at the beginning of the scenario (**not** the MEPL). Award this value to each PC and each cohort or henchman who has a character class. The maximum experience per EPL is 147.5.

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or that meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these are not certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items that are worth more than 100 gp, that are of personal significance to the owner (including family heirlooms and anything on display in the art museum), and all magic items, eventually will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items that meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules that does not have a certificate will never have a certificate issued for it. The campaign staff reserves the right to take away any item or gold acquired by any method it later finds unreasonable, but which was allowed at the time.

Encounter Four: More Food for the Pot

EPL 8

- % Gold bracelet worth 500 gp.
- % Silver necklace worth 200 gp.

EPL 10+

- % 2 gold bracelets worth 500 gp each.
- % 2 silver necklaces worth 200 gp each.

Encounter Six: To the Rescue

- % 10 pearls: value 100 gp each.
- % 55 Gallons of dwarven ale: value 150 gp.
- % 2-ft.-by-4-ft. silver mirror: value 1,000 gp.
- % 2 platinum rings: value 50 gp each.
- % Obsidian horse statuette: value 250 gp.
- % Bronze griffon statuette: value 250 gp.
- % Platinum necklace with emerald: value 1,750 gp.

Gem of brightness (see below for charges and value): The number of charges in this gem depend on the EL at which it was acquired. Check the appropriate box:

	EL	Charges	Value
%	8, 10	1	304 gp
%	12	10	3,200 gp
%	14	12	3,648 gp
%	16	14	4,256 gp
%	18	16	4,864 gp

Necklace of prayer beads (see below for type and value): The type of beads depend on the EL at which they were acquired. Check the appropriate box:

	EL	Bead	Value
%	8, 10, 12	Blessing	500 gp.
%	14	Healing	10,000gp
%	16	Smiting	15,000 gp
%	18	Wind Walking	15,000 gp

EPL 14+ Only

- % pouch of diamond dust: value 1,000 gp (4 pinches suitable for *stoneskin*).

EPL16+ Only

- % 3 vials of ointment made from rare mushroom powder, saffron, and fat: value 250 gp. each (spell component for *true seeing*)
- % Miniature platinum sword: value 250 gp (spell component for *Mordenkainen's sword*).

Encounter Eight: Conclusion

If the party successfully rescues both Lady Delina and the unicorn, each PC and intelligent NPC in the party receives a favor.

- % *Favor of Mielikki*: (cannot be sold, unusual, not tradeable); for rescuing Lady Palance Delina and a unicorn from the plans of an athach tribe, Mielikki has granted the individual named above a favor. The favor may be redeemed at any time for the listed effect, or combined with other favors of the same name (earned either by the PC or other PCs at the same table) as shown below:

# Favors	Effect
1	<i>cure moderate wounds</i> cast at 5th level
2	<i>neutralize poison</i> cast at 5th level
3	<i>cure critical wounds</i> cast at 7th level
4	<i>atonement</i> cast at 7th level
5	<i>heal</i> cast at 13th level
5	<i>mass heal</i> cast at 17th level
5	<i>summon nature's ally IX</i> (four treants respond) cast at 17th level
5	<i>divine remove curse</i>
6	<i>summon nature's ally VII</i> (2 unicorns respond) cast at 13th level

Appendix: Monster and NPC Statistics

All underlined spells have been pre-cast.

Encounter One: Crescent Moon Inn

Sealine Zoneta: Female half-elf Clr3; CR 3; Medium-size humanoid (Half-elf); HD 3d8+3; hp 25; Init +2 (Dex); Spd 30 ft.; AC 15 (+2 Dex, +1 *leather armor*; touch 12, flat-footed 13); Atk +2 melee (1d8/19–20, silver longsword); or +4 ranged (1d8/×3, longbow); SQ half-elf traits; AL CG; SV Fort +4, Ref +3, Will +6; Str 10, Dex 15, Con 12, Int 10, Wis 16, Cha 14. Height 5' 3".

Skills and Feats: Handle Animal +5, Knowledge (nature) +2, Listen +4, Perform +3, Ride (horse) +3, Search +1, Spot +4; Martial Weapon Proficiency (longbow), Mounted Combat.

Cleric Spells Prepared (4/4/3; base DC = 13 + spell level): 0—*cure minor wounds (2), detect poison, purify food and drink*; 1st—*bless, calm animals*, protection from evil, shield of faith*; 2nd—*animal messenger, hold animal*, speak with animals*.

*Domain spell. Deity: Larue. Domains: Animal (cast *animal friendship* 1/day), Healing (cast healing spells at +1 caster level).

Equipment: +1 *leather armor*, silver longsword, longbow, quiver with 20 arrows, holy symbol of Lurue.

Encounter Two: The Horde Returns

Wraith: CR 5; Medium-size undead (Incorporeal); HD 5d12; hp 60; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection; touch 15, flat-footed 12); Atk +5 melee (1d4 and 1d6 permanent Con drain, touch); SA Constitution drain 1d6 (DC 14), create spawn; SQ daylight powerlessness, incorporeal subtype, turn resistance +2, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +4, Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +12; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed at a Fortitude save (DC14) or suffer 1d6 points of permanent Constitution drain.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wight in 1d4 rounds. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Incorporeal Subtype: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-

like abilities, or supernatural abilities; immune to all nonmagical attack forms; 50% chance to ignore any damage from a corporeal source (except for force effects, such as magic missiles, and attacks made with ghost touch weapons); can pass through solid objects (but not force effects) at will; attacks ignore natural armor, armor, and shields (though deflection bonuses and force effects work normally); moves silently (cannot be heard with Listen checks unless desired).

Turn Resistance (Ex): The creature is less easily affected by clerics or paladins. When resolving a turn, rebuke, command, or bolster attempt, the creature receives a bonus of +2.

Undead Traits: Immune to poison, sleep, paralysis, stunning, disease, death, effects, necromantic effects, mind-influencing effects, and any effect requiring a Fortitude save unless it also works on objects; not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; cannot heal damage if there is no Intelligence score, (though fast healing and regeneration work normally); negative energy heals; not at risk of death from massive damage, but destroyed at 0 hit points or less; darkvision 60 ft.; cannot be raised; resurrection works only if creature is willing.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Spectre: CR 7; Medium-size undead (Incorporeal); HD 7d12; hp 84; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft., fly 80 ft. (good); AC 15 (+3 Dex, +2 Deflection; touch 15, flat-footed 12); Atk +6 melee (1d8 and energy drain); SA create spawn, energy drain; SQ incorporeal subtype, sunlight powerlessness, turn resistance +2, undead traits, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7. Str –, Dex 16, Con –, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Intuit Direction +10, Listen +13, Search +10, Spot +13; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack receive two negative levels. The Fortitude save to remove a negative level is DC15.

Incorporeal Subtype: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like abilities, or supernatural abilities; immune to all nonmagical attack forms; 50% chance to ignore any damage from a corporeal source (except for force effects, such as magic missiles, and attacks made with ghost touch weapons); can pass through solid objects (but not force effects) at will; at-

tacks ignore natural armor, armor, and shields (though deflection bonuses and force effects work normally); moves silently (cannot be heard with Listen checks unless desired).

Sunlight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Turn Resistance (Ex): The creature is less easily affected by clerics or paladins. When resolving a turn, rebuke, command, or bolster attempt, the creature receives a bonus of +2.

Undead Traits: Immune to poison, sleep, paralysis, stunning, disease, death, effects, necromantic effects, mind-influencing effects, and any effect requiring a Fortitude save unless it also works on objects; not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; cannot heal damage if there is no Intelligence score, (though fast healing and regeneration work normally); negative energy heals; not at risk of death from massive damage, but destroyed at 0 hit points or less; darkvision 60 ft.; cannot be raised; resurrection works only if creature is willing.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Nightwing: nightshade; CR 14; Huge undead; HD 17d12; hp 204; Init +8 (+4 Dex, +4 Improved Initiative); Spd 20 ft., fly 60 ft. (good); AC 28 (-2 size, +4 Dex, +16 natural; touch 12, flat-footed 24); Atk +15 melee (2d6+13, bite); Face/Reach 20 ft. × 10 ft./10 ft.; SA chill aura, magic drain, spell-like abilities, summon undead; SQ acid, electricity, and fire resistance 50, cold immunity, damage reduction 25/+3, detect magic, see invisibility, spell immunity, telepathy, undead traits; AL CE; SV Fort +5, Ref +9, Will +15; Str 29, Dex 18, Con -, Int 20, Wis 20, Cha 18.

Skills and Feats: Concentration +16, Hide -4, Intuit Direction +19, Listen +22, Move Silently +20, Spellcraft +19, Spot +22; Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Flyby Attack, Improved Critical (bite), Improved Initiative, Power Attack.

Aversion to Daylight (Ex): Nightshades are creatures of utter darkness. While they loathe all light, if exposed to natural daylight (not merely a *daylight* spell), they suffer a -4 morale penalty to all attack rolls.

Chill Aura (Su): All nightshades radiate a 60-foot-radius aura of utter cold. While this aura does not damage living things, it spoils any food and drink it touches. In addition, it ruins holy water and magic potions, oils, and ointments unless the items succeed at a Fortitude Save (DC 22). Items that successfully save cannot be affected again by the same nightshade's aura for one day. This bone-numbing cold is so distinctive that anyone exposed to it once instantly recognizes it in the future, so it is difficult for a nightshade to surprise someone who has previously encountered such a beast.

Detect Magic (Su): A nightshade can continuously detect magic as the spell cast by a 20th-level sorcerer. It can

suppress or resume this ability as a free action.

Magic Drain (Su): A nightwing can weaken magic armor, weapons, and shields by making a successful touch attack. The target item must succeed at a Fortitude Save (DC 20) or lose one "plus" (for example, a +2 *sword* becomes a +1 *sword*). An item that is completely drained becomes normal in all respects and loses any other powers (such as *flame tongue*) as well. Casting *dispel evil* upon the item reverses the drain, provided this occurs within a number of days after the attack equal to the caster's level.

See Invisibility (Su): A nightshade can continuously see invisibility as the spell cast by a 20th-level sorcerer. It can suppress or resume this ability as a free action.

Spell Immunity (Su): Nightshades ignore the effects of spells and spell-like abilities of 6th level or lower, just as if the spellcaster had failed to overcome spell resistance.

Spell-like Abilities (Sp): At will—*cause disease, charm person, cloudkill, confusion, darkness, dispel magic, haste, hold person, and invisibility*; once per night—*finger of death*. These abilities are as the spells cast by a sorcerer whose level equals the nightshade's HD total (save DC 14 + spell level).

Summon Undead (Su): A nightshade can summon undead creatures once every 4 hours: 2–5 shadows, 1–2 wraiths, 1 spectre, or 1 ghost. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Telepathy (Su): Nightshades can communicate telepathically with any creature within 100 feet that has a language.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, mind-influencing effects, and any effect requiring a Fortitude save unless it also works on objects; not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; cannot heal damage if there is no Intelligence score (though fast healing and regeneration work normally); negative energy heals; not at risk of death from massive damage, but destroyed at 0 hit points or less; darkvision 60 ft.; cannot be raised; *resurrection* works only if creature is willing.

Nightwalker: nightshade; CR 16; Huge undead; HD 21d12; hp 252; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft., fly 20 ft. (poor); AC 26 (-2 size, +2 Dex, +16 natural; touch 10, flat-footed 24); Atk 2 slams +20 melee (2d6+12/19–20, slam); Face/Reach 10 ft. × 10 ft./15 ft.; SA chill aura, crush item, evil gaze, spell-like abilities, summon undead; SQ acid, electricity, and fire resistance 50, cold immunity, damage reduction 25/+3, detect magic, see invisibility, spell immunity, telepathy, undead traits; AL CE; SV Fort +7, Ref +9, Will +17. Str 35, Dex 14, Con -, Int 20, Wis 20, Cha 18.

Skills and Feats: Concentration +19, Hide +12*, Listen +22, Move Silently +19, Spellcraft +19, Spot +22; Alertness, Blind-Fight, Cleave, Combat Casting, Improved Critical (slam), Improved Initiative, Power Attack, Sunder.

Skills: *When hiding in a dark area, a nightwalker receives a +8 racial bonus to Hide checks.

Aversion to Daylight (Ex): Nightshades are creatures of utter darkness. While they loathe all light, if exposed to natural daylight (not merely a *daylight* spell), they suffer a -4 morale penalty to all attack rolls.

Chill Aura (Su): All nightshades radiate a 60-foot-radius aura of utter cold. While this aura does not damage living things, it spoils any food and drink it touches. In addition, it ruins holy water and magic potions, oils, and ointments unless the items succeed at a Fortitude Save (DC 22). Items that successfully save cannot be affected again by the same nightshade's aura for one day. This bone-numbing cold is so distinctive that anyone exposed to it once instantly recognizes it in the future, so it is difficult for a nightshade to surprise someone who has previously encountered such a beast.

Crush Item (Su): A nightwalker can destroy any weapon or item of Large size or smaller (even magic ones, but not artifacts) by picking it up and crushing it between its hands. This is a standard action. The nightshade must make a successful disarm attack to grab an item held by an opponent.

Detect Magic (Su): A nightshade can continuously detect magic as the spell cast by a 20th-level sorcerer. It can suppress or resume this ability as a free action.

Evil Gaze (Su): Curse, 30 feet, Will Save (DC 24). Cursed opponents suffer a -4 morale penalty to all attack rolls, checks, and saving throws. *Dispel evil* or *remove curse* eliminates the effect.

See Invisibility (Su): A nightshade can continuously see invisibility as the spell cast by a 20th-level sorcerer. It can suppress or resume this ability as a free action.

Spell Immunity (Su): Nightshades ignore the effects of spells and spell-like abilities of 6th level or lower, just as if the spellcaster had failed to overcome spell resistance.

Spell-like Abilities (Sp): At will—*cause disease, charm person, cloudkill, confusion, darkness, dispel magic, haste, hold person, and invisibility*; once per night—*finger of death*. These abilities are as the spells cast by a sorcerer whose level equals the nightshade's HD total (save DC 14 + spell level).

Summon Undead (Su): A nightshade can summon undead creatures once every 4 hours: 2-5 shadows, 1-2 wraiths, 1 spectre, or 1 ghost. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Telepathy (Su): Nightshades can communicate telepathically with any creature within 100 feet that has a language.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, mind-influencing effects, and any effect requiring a Fortitude save unless it also works on objects; not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; cannot heal damage if there is no Intelligence score (though fast healing and regeneration work normally); negative energy heals; not at risk of death from massive damage, but destroyed at 0 hit points or less; darkvision 60 ft.; cannot be raised; *resurrection* works only if creature is willing.

Nightcrawler: nightshade; CR 18; Gargantuan undead; HD 25d12; hp 300; Init +4 (Improved Initiative); Spd 30 ft., burrow 60 ft.; AC 28 (-4 size, +22 natural; touch 6, flat-footed 28); Atk +25 melee (4d6+17/19-20, bite), +20 melee (2d8+8/19-20, sting and poison); Face/Reach 30 ft. × 30 ft. (coiled)/10 ft.; SA chill aura, energy drain, improved grab, poison, spell-like abilities, swallow whole, summon undead; SQ acid, electricity, and fire resistance 50, cold immunity, damage reduction 25/+3, detect magic, see invisibility, spell immunity, telepathy, tremorsense, undead traits; AL CE; SV Fort +8, Ref +8, Will +21. Str 45, Dex 10, Con -, Int 20, Wis 20, Cha 18.

Skills and Feats: Concentration +18, Intuit Direction +7, Listen +22, Move Silently +20, Spellcraft +17, Spot +22; Alertness, Blind-Fight, Combat Casting, Improved Critical (bite), Improved Critical (sting), Improved Initiative, Iron Will, Power Attack.

Aversion to Daylight (Ex): Nightshades are creatures of utter darkness. While they loathe all light, if exposed to natural daylight (not merely a *daylight* spell), they suffer a -4 morale penalty to all attack rolls.

Chill Aura (Su): All nightshades radiate a 60-foot-radius aura of utter cold. While this aura does not damage living things, it spoils any food and drink it touches. In addition, it ruins holy water and magic potions, oils, and ointments unless the items succeed at a Fortitude Save (DC 22). Items that successfully save cannot be affected again by the same nightshade's aura for one day. This bone-numbing cold is so distinctive that anyone exposed to it once instantly recognizes it in the future, so it is difficult for a nightshade to surprise someone who has previously encountered such a beast.

Detect Magic (Su): A nightshade can continuously detect magic as the spell cast by a 20th-level sorcerer. It can suppress or resume this ability as a free action.

Energy Drain (Su): Living creatures inside a nightcrawler's gizzard receive one negative level each round. The Fortitude save to remove a negative level has a DC of 24.

Improved Grab (Ex): To use this ability, the nightcrawler must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can try to swallow the opponent.

Poison (Ex): Sting, Fortitude Save (DC 22); initial and secondary damage 2d6 temporary Strength.

See Invisibility (Su): A nightshade can continuously see invisibility as the spell cast by a 20th-level sorcerer. It can suppress or resume this ability as a free action.

Spell Immunity (Su): Nightshades ignore the effects of spells and spell-like abilities of 6th level or lower, just as if the spellcaster had failed to overcome spell resistance.

Spell-like Abilities (Sp): At will—*cause disease, charm person, cloudkill, confusion, darkness, dispel magic, haste, hold person, and invisibility*; once per night—*finger of death*. These abilities are as the spells cast by a sorcerer whose level equals the nightshade's HD total (save DC 14 + spell level).

Summon Undead (Su): A nightshade can summon undead creatures once every 4 hours: 2-5 shadows, 1-2

wraiths, 1 spectre, or 1 ghost. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Swallow Whole (Ex): A nightcrawler can try to swallow a grabbed opponent of huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 1d8 points of acid damage per round from the nightcrawler's gizzard, and is subject to the creature's energy drain. A swallowed creature can climb out of the gizzard with a successful grapple check. This returns it to the nightcrawler's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a small or tiny slashing weapon to deal 35 points of damage to the gizzard (AC 24). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The nightcrawler's interior can hold two huge, four large, eight medium, sixteen small, or thirty-two tiny opponents.

Telepathy (Su): Nightshades can communicate telepathically with any creature within 100 feet that has a language.

Tremorsense (Ex): A nightcrawler can automatically sense the location of anything within 60 feet that is in contact with the ground.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, mind-influencing effects, and any effect requiring a Fortitude save unless it also works on objects; not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain; cannot heal damage if there is no Intelligence score (though fast healing and regeneration work normally); negative energy heals; not at risk of death from massive damage, but destroyed at 0 hit points or less; darkvision 60 ft.; cannot be raised; *resurrection* works only if creature is willing.

Encounter Four: More Food for the Pot

Athach: CR 7; Huge aberration; HD 14d8+70; hp 182; Init +1 (Dex); Spd 50 ft.; AC 20 (-2 size, +1 Dex, +8 natural, +3 hide armor; touch 9, flat-footed 19); Atk +12/+7 melee (2d6+8, Huge club), +12 melee (2d6+4, 2 Huge clubs), +14 melee (2d8+4, bite and poison); or +5/+0 ranged (2d6+8, rock), +5 ranged (2d6, 2 rocks); Face/Reach 10 ft. × 10 ft./15 ft.; SA poison (DC 22, 1d6 Str/2d6 Str); AL CE; SV Fort +9, Ref +5, Will +10; Str 27, Dex 12, Con 21, Int 7, Wis 12, Cha 6.

Skills and Feats: Climb +16, Hide -10, Jump +16, Listen +7, Spot +7; Multiattack, Multidexterity, Multiweapon Fighting.

Equipment: hide armor, 3 huge clubs, 2 rocks, gold bracelet (wears as a ring, value: 500 gp), silver necklace (worn as bracelet, value: 200 gp).

Athach (Advanced): CR 9; Huge aberration; HD 18d8+90; hp 234; Init +1 (Dex); Spd 50 ft.; AC 20 (-2 size, +1 Dex, +8 natural, +3 hide armor; touch 9, flat-footed 19); Atk +15/+10/+5 melee (2d6+8, Huge club), +15 melee (2d6+4, 2 Huge clubs), +17 melee (2d8+4, bite and poison); or +8/+3 ranged (2d6+8, rock), +8 ranged (2d6, 2 rocks); Face/Reach 10 ft. ×

10 ft./15 ft.; SA poison (DC 22, 1d6 Str/2d6 Str); AL CE; SV Fort +11, Ref +7, Will +12; Str 27, Dex 12, Con 21, Int 7, Wis 12, Cha 6.

Skills and Feats: Climb +18, Hide -10, Jump +18, Listen +9, Spot +9; Multiattack, Multidexterity, Multiweapon Fighting.

Equipment: hide armor, 3 huge clubs, 2 rocks, gold bracelet (wears as a ring, value: 500 gp), silver necklace (worn as bracelet, value: 200 gp).

Athach (Advanced): CR 11; Huge aberration; HD 22d8+110; hp 286; Init +1 (Dex); Spd 50 ft.; AC 20 (-2 size, +1 Dex, +8 natural, +3 hide armor; touch 9, flat-footed 19); Atk +18/+13/+8/+3 melee (2d6+8, Huge club), +18 melee (2d6+4, 2 Huge clubs), +20 melee (2d8+4, bite and poison); or +11/+6/+1 ranged (2d6+8, rock), +11 ranged (2d6, 2 rocks); Face/Reach 10 ft. × 10 ft./15 ft.; SA poison (DC 22, 1d6 Str/2d6 Str); AL CE; SV Fort +13, Ref +9, Will +13; Str 27, Dex 12, Con 21, Int 7, Wis 12, Cha 6.

Skills and Feats: Climb +20, Hide -10, Jump +20, Listen +11, Spot +11; Multiattack, Multidexterity, Multiweapon Fighting.

Equipment: hide armor, 3 huge clubs, 2 rocks, gold bracelet (wears as a ring, value: 500 gp), silver necklace (worn as bracelet, value: 200 gp).

Athach (Advanced): CR 13; Huge aberration; HD 26d8+130; hp 338; Init +1 (Dex); Spd 50 ft.; AC 20 (-2 size, +1 Dex, +8 natural, +3 hide armor; touch 9, flat-footed 19); Atk +21/+16/+11/+6 melee (2d6+8, Huge club), +21 melee (2d6+4, 2 Huge clubs), +23 melee (2d8+4, bite and poison); or +14/+9/+4 ranged (2d6+8, rock), +14 ranged (2d6, 2 rocks); Face/Reach 10 ft. × 10 ft./15 ft.; SA poison (DC 22, 1d6 Str/2d6 Str); AL CE; SV Fort +15, Ref +11, Will +15; Str 27, Dex 12, Con 21, Int 7, Wis 12, Cha 6.

Skills and Feats: Climb +22, Hide -10, Jump +22, Listen +13, Spot +13; Multiattack, Multidexterity, Multiweapon Fighting.

Equipment: hide armor, 3 huge clubs, 2 rocks, gold bracelet (wears as a ring, value: 500 gp), silver necklace (worn as bracelet, value: 200 gp).

Athach (Advanced): CR 15; Huge aberration; HD 30d8+150; hp 390; Init +1 (Dex); Spd 50 ft.; AC 20 (-2 size, +1 Dex, +8 natural, +3 hide armor; touch 9, flat-footed 19); Atk +24/+19/+14/+9 melee (2d6+8, Huge club), +24 melee (2d6+4, 2 Huge clubs), +26 melee (2d8+4, bite and poison); or +17/+12/+7/+2 ranged (2d6+8, rock), +17 ranged (2d6, 2 rocks); Face/Reach 10 ft. × 10 ft./15 ft.; SA poison (DC 22, 1d6 Str/2d6 Str); AL CE; SV Fort +17, Ref +13, Will +17; Str 27, Dex 12, Con 21, Int 7, Wis 12, Cha 6.

Skills and Feats: Climb +24, Hide -10, Jump +24, Listen +15, Spot +15; Multiattack, Multidexterity, Multiweapon Fighting.

Equipment: hide armor, 3 huge clubs, 2 rocks, gold bracelet (wears as a ring, value: 500 gp), silver necklace (worn as bracelet, value: 200 gp).

Encounter Six: To the Rescue

Use the statistics from **Encounter Four** for the athachs, except they do not have any treasure on them personally.

General Notes on Dalant

Dalant was an aspiring sorcerer living in Thay when he ran into some trouble with the Red Wizards. Two of them (who only introduced themselves to Dalant as The Brothers) captured Dalant and submitted him to a new experiment. The Thayvians tricked Dalant into placing a cursed jade circlet upon his head. The jade circlet was the focus of a *shapechange* spell, which turned Dalant into an Athach. The spell grants the extraordinary abilities an Athach, as well as the creature type (huge aberration). The effect persists as long as the cursed circlet is worn. Since in the new form, the spell focus (the circlet) is melded into Dalant's body, dispel magic does not work to reverse the effects of the shapechange. *Remove Curse* will work, but only if cast by a 17th or higher level caster, as shapechange is a 9th level spell. Dalant is currently unable to reverse his condition on his own.

With the success of the curse, the brothers told Dalant that they would only undo the magic if he captured six unicorns for them. Armed with his new form and a set of *dimensional shackles*, Dalant headed off into the Forest of Lethyr to start his work. He found a tribe of athachs and took them over with his superior intelligence.

Dalant can be defeated by removing the curse that binds him to the red wizards. A high-level remove curse spell is available to all levels of PCs who play in the scenario, in the treasure summary. If five characters pool their favors of Mielikki, a divine agent of that deity will cast remove curse for them. If Dalant is transformed, he immediately surrenders, no longer bound to serve the Red Wizards.

Note: In the entries below, the *Casting Order* listing indicates which spells are cast prior to the beginning of combat, and which spells Dalant chooses to cast in the first handful of rounds of combat. The number of spells per day have been reduced by any spells cast prior to combat, but not reduced for round-by-round planning (since things may change in the chaos of combat). Also, where dual values are listed, the higher number is the spell-enhanced value, while the one in parentheses indicates the base score.

Dalant: Male shapechanged human Sor7; CR 7; Huge humanoid (Human); HD 7d4+35; hp 69 (55); Init +3 (Dex); Spd 50 ft.; AC 23 (-2 size, +3 Dex, +8 natural, +4 *mage armor*; touch 11, flat-footed 20); Atk +5 melee (1d8+8, Huge quarterstaff), +1 melee (1d84, quarterstaff), +4 melee (2d4+4, bite and poison); or +4 ranged (1d6+8, rock); SA poison (DC 22, 1d6 Str/2d6 Str); Face/Reach 10 ft. × 10 ft./15 ft.; AL NE; SV Fort +9 (+7), Ref +3, Will +6; Str 27, Dex 16 (12), Con 25 (21), Int 10, Wis 12, Cha 19.

Skills and Feats: Concentration +15, Hide -7, Knowledge (arcana) +10, Spellcraft +12; Skill Focus (Spellcraft), Spell Focus (Evocation), Spell Focus (Enchantment), Spellcasting Prodigy.

Sorcerer Spells Known: (6/6/6/5; base DC = 15 + spell level [17 + spell level for **boldface** spells]): 0—*detect magic, detect poison, disrupt undead, flare, mage hand, open/close, read magic*; 1st—**charm person, endure elements, mage armor, magic missile, shield**; 2nd—*blur, cat's grace, endurance*; 3rd—**fireball, haste**.

Equipment: crude clothing made from animal hides, platinum necklace with emerald worn around center arm wrist (value: 1,750 gp), pouches with spell components.

Casting Order: prior to combat (already reflected in reduced spells available per day, above)—*cat's grace* (+4 Dex), *endurance* (+4 Con), *endure elements (electricity)*, *mage armor*; round 1—*haste, shield*; round 2—**fireball**; readied—*magic missile* at any spellcaster beginning to cast.

Dalant: Male shapechanged human Sor12; CR 12; Huge humanoid (Human); HD 12d4+60; hp 129 (93); Init +3 (Dex); Spd 50 ft.; AC 23 (-2 size, +3 Dex, +8 natural, +4 *mage armor*; touch 11, flat-footed 20); Atk +8/+3 melee (1d8+8, Huge quarterstaff), +4 melee (1d84, quarterstaff), +7 melee (2d4+4, bite and poison); or +5/+0 ranged (1d6+8, rock); SA poison (DC 22, 1d6 Str/2d6 Str); Face/Reach 10 ft. × 10 ft./15 ft.; AL NE; SV Fort +12 (+9), Ref +5, Will +9; Str 27, Dex 16 (12), Con 27 (21), Int 10, Wis 12, Cha 26 (21).

Skills and Feats: Concentration +20, Hide -7, Knowledge (arcana) +15, Spellcraft +17; Empower Spell, Extend Spell, Skill Focus (Spellcraft), Spell Focus (Evocation), Spell Focus (Enchantment), Spellcasting Prodigy.

Sorcerer Spells Known: (6/6/5/7/7/5/3; base DC = 19 (16) + spell level [21 (18) + spell level for **boldface** spells]): 0—**daze, detect magic, detect poison, disrupt undead, flare, light, mage hand, open/close, read magic**; 1st—**charm person, endure elements, mage armor, magic missile, shield**; 2nd—*blur, cat's grace, eagle's splendor, endurance, invisibility*; 3rd—**fireball, fly, haste, hold person**; 4th—**charm monster, fire shield, stoneskin**; 5th—*dismissal, dominate person*; 6th—**chain lightning**.

Equipment: crude clothing made from animal hides, platinum necklace with emerald worn around center arm wrist (value: 1,750 gp), pouches with spell components.

Casting Order: prior to combat (already reflected in reduced spells available per day, above)—*cat's grace* (+4 Dex, extended and empowered), *eagle's splendor* (+5 Cha), *endurance* (+6 Con), *endure elements (electricity)*, *mage armor*; round 1—*haste, stoneskin*; round 2—*fly, shield*; round 3—*fireshield (chill), invisibility*; round 4—leave the hut; readied—*dominate person, magic missile* at any spellcaster beginning to cast.

Male Athach Adp3: CR 10; Huge aberration; HD 14d8+70 (athach) plus 3d6+15 (adept); hp 215; Init +1 (Dex); Spd 50 ft.; AC 20 (-2 size, +1 Dex, +8 natural, +3 hide armor; touch 9, flat-footed 19); Atk +14/+9/+4 melee (1d6+8, club), +15

melee (2d8+4, bite and poison); Face/Reach 10 ft. × 10 ft./15 ft.; SA poison (DC 22, 1d6 Str/2d6 Str); AL CE; SV Fort +10, Ref +6, Will +13; Str 27, Dex 12, Con 21, Int 7, Wis 12, Cha 6.

Skills and Feats: Climb +16, Hide –10, Jump +16, Listen +7, Profession (cook) +6, Spot +7; Multiattack, Multidexterity, Multiweapon Fighting, Skill Focus (Profession (cook)).

Adept Spells Prepared: (3/3; base DC = 11 + spell level): 0—*create water, mending, purify food and drink*; 1st—*command* (2), *endure elements (electricity)*.

Equipment: hide armor, 3 huge clubs, 2 rocks, gold bracelet (wears as a ring, value: 500 gp), silver necklace (worn as bracelet, value: 200 gp).

Male Athach Adp4: CR 11; Huge aberration; HD 14d8+70 (athach) plus 4d6+20 (adept); hp 226; Init +1 (Dex); Spd 50 ft.; AC 20 (–2 size, +1 Dex, +8 natural, +3 hide armor; touch 9, flat-footed 19); Atk +15/+10/+5 melee (1d6+8, club), +16 melee (2d8+4, bite and poison); Face/Reach 10 ft. × 10 ft./15 ft.; SA poison (DC 22, 1d6 Str/2d6 Str); AL CE; SV Fort +10, Ref +6, Will +14; Str 27, Dex 12, Con 21, Int 7, Wis 13, Cha 6.

Skills and Feats: Climb +16, Hide –10, Jump +16, Listen +7, Profession (cook) +7, Spot +7; Multiattack, Multidexterity, Multiweapon Fighting, Power Attack, Skill Focus (Profession (cook)).

Adept Spells Prepared: (3/3; base DC = 11 + spell level): 0—*create water, mending, purify food and drink*; 1st—*command* (2), *endure elements (electricity)*.

Equipment: hide armor, 3 huge clubs, 2 rocks, gold bracelet (wears as a ring, value: 500 gp), silver necklace (worn as bracelet, value: 200 gp).

Male Athach Adp7: CR 14; Huge aberration; HD 14d8+70 (athach) plus 6d6+30 (adept); hp 276 (248); Init +1 (Dex); Spd 50 ft.; AC 20 (–2 size, +1 Dex, +8 natural, +3 hide armor; touch 9, flat-footed 19); Atk +18/+13/+8 (+16/+11/+6) melee (1d6+10 [1d6+8], club), +19 (+17) melee (2d8+6 [2d8+4], bite and poison); Face/Reach 10 ft. × 10 ft./15 ft.; SA poison (DC 22, 1d6 Str/2d6 Str); AL CE; SV Fort +13 (+11), Ref +7, Will +16; Str 31 (27), Dex 12, Con 24 (21), Int 7, Wis 14, Cha 6.

Skills and Feats: Climb +16, Hide –10, Jump +16, Listen +8, Profession (cook) +11, Spot +8; Cleave, Multiattack, Multidexterity, Multiweapon Fighting, Power Attack, Skill Focus (Profession (cook)).

Adept Spells Prepared: (3/4/3; base DC = 12 + spell level): 0—*create water, mending, purify food and drink*; 1st—*command* (2), *endure elements, protection from good*; 2nd—*bull's strength, cure moderate wounds, endurance*.

DM Aid #1

General Timeline

Day 1 (Elient 10)

- 9:00 AM The PCs are asked to meet with Sealine Zoneta.
- Noon The meeting with Sealine Zoneta occurs at the Crescent Moon Inn; Lady Delina is captured by athachs.
- 2:00 PM The PCs meet Sealine at the Northgate.
- 4:00 PM The PCs meet Jamison and are teleported to Nyth.
- 8:00 PM Lady Delina arrives as a captive at the athach village.
- 10:00 PM The moon rises and the PCs are attacked by undead.

Day 2 (Elient 11)

- Noon The PCs arrive at the meeting location.
- 6:00 PM The athach ambush occurs as the PCs follow the tracks.
- 8:00 PM The PCs arrive at the village if they do not delay.
- 8:30 PM The athachs kill Lady Delina and begin cooking her unless the PCs arrived in time.

Day 3 (Elient 12)

- 8 AM Dalant (the shapechanged sorcerer) leaves with the unicorn in its dimensional shackles to deliver it to followers of Malar. Eventually, the unicorn is turned over to the Red Wizards of Thay. All of Lady Delina's gear is taken by Dalant to the meeting and turned over to the Malarites.

DM Aid #2



ATHACH VILLAGE



Player Handout #1



Player Handout #2

Summary of Dalant's Journal

The following information has been gleaned from the journal of Dalant:

- Dalant is a sorcerer shapechanged into an athach for some nefarious plot of a pair of Red Wizards of Thay.
- The Red Wizards are not named except as The Brothers. They are planning to do something that requires multiple unicorns.
- Dalant has been tasked with gathering as many unicorns as possible and was provided with a special set of shackles to keep them captive.
- Dalant has succeeded in catching a single unicorn in six months.
- The unicorns are to be turned over to followers of Malar as they are captured. The one captured is scheduled to change hands tomorrow.
- The *shapechange* effect is powered by a cursed circlet that the red wizards placed around Dalant's neck.
- Dalant apparently hates The Brothers for what they have done, but since he never learned how to remove the curse, he is stuck.
- There are no directions to the meeting location with the Malarites.
- Dalant succeeded at capturing the unicorn because it had apparently used all of its *teleport* ability for the day.

Player Handout #3

The following letter was recovered in Dalant's belongings:

Dear Dalant,

Your success at obtaining our first unicorn is heartening. I hope this means you have finally discovered a way to capture them with regular success instead of this one-every-six-months rate. Take the unicorn to the appointed meeting location on the 14th of Eleint. Our agents will meet you there and take the beast from you.

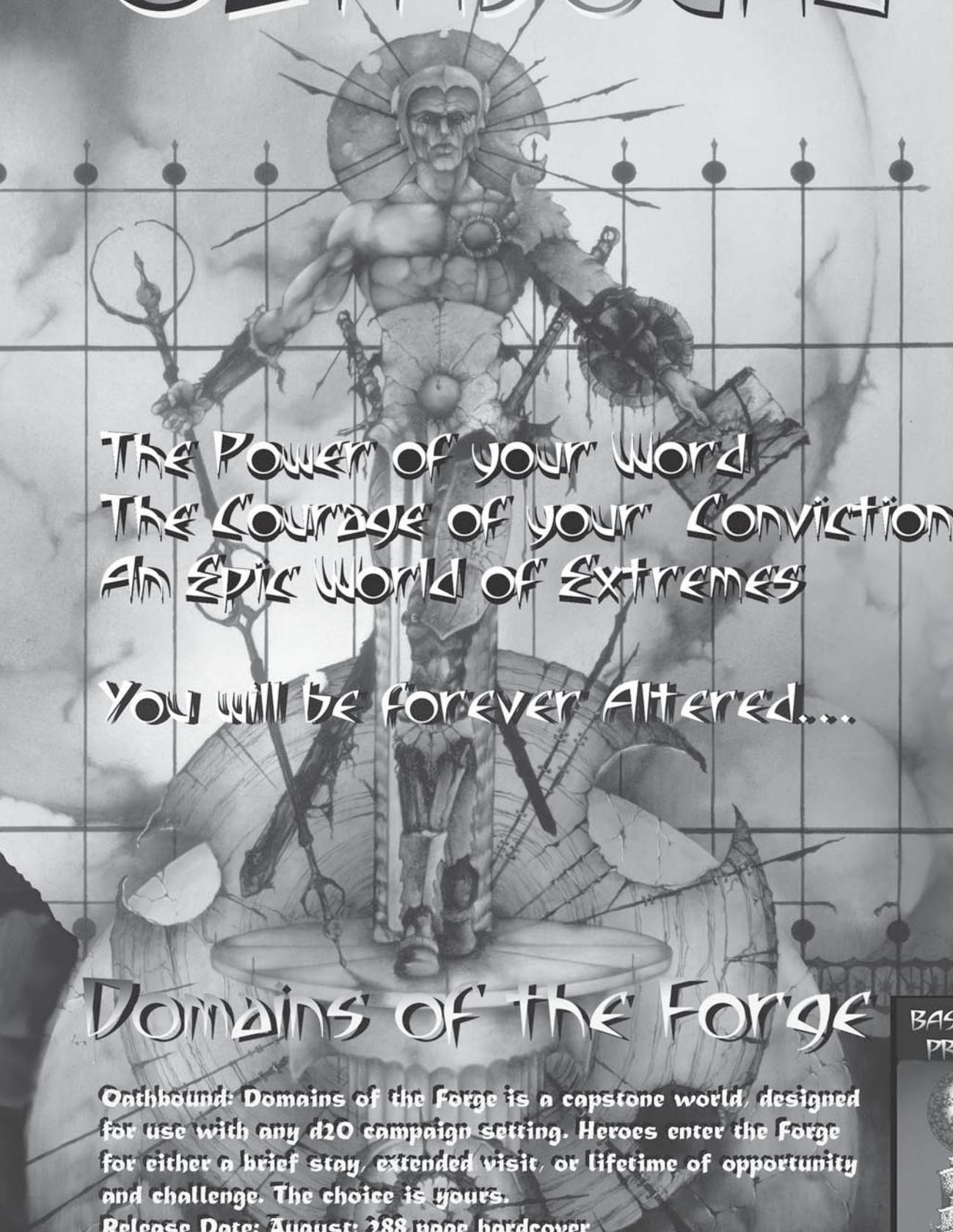
Our research continues and having a live subject to experiment with should speed our effort. Soon enough, we will refine the process that has been kept secret from us by the others and create our own unit of terror.

Be wary of that priestess of Mielikki. She seems to have inside information on the Malarites, as evidenced by their disastrous hunt this past Midsummer's Night. Hopefully, she is not yet on to our efforts, giving us plenty of time to acquire the unicorns we need from this forest before moving on to the next one.

Continue the good work.

*Sincerely,
The Brothers*

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