

The Good, the Undead, and the Ugly

A One-round D&D Living City Adventure

By David P. Santana

Hanging around Ravens Bluff and getting paid for it is nice, but what is it the city wants you for now? Guarding strangers is one thing, but saving the from curses? Part three of the Flight of Arrows series. An adventure for characters levels 3-12.

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This is a 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 on their player voting sheet, and provide personal information, but 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 vote 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 played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, 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 as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. 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.

Tier Structure

To determine the tier, add the character levels of all the characters. In addition, add the levels of any henchmen or animals according to the values on their certificates. Compare the total to the chart below to find the tier.

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T2:	13-22	14-24	15-26	16-28	6 th
T3:	23-32	25-35	27-38	29-41	8 th
T4:	33-42	36-46	39-50	42-54	10 th
T5:	43-52	47-57	51-62	55-67	12 th
T6:	53-64	58-70	63-77	68-83	14 th

The level cap indicated the highest level of character allowed to play this adventure. Characters of levels higher than the highest level shown for the highest tier cannot be played.

Adventure Background and Summary

In *Fistful of Drachmas* the ASP members of the City Watch and the Mayor's assistant, Dame Karran Mystamere, recruited the PCs. Their mission was to deliver two zhents spies into the hands of Zhents in exchange for a Lord of the City and his daughter. While the spies had already been sent though, they were missing with the purple lancers sent with them. So the adventurers had to find them first and then exchange them.

After a boat trip and a run in with Bane cultists, the PCs did indeed turn over the spies to the zhents in exchange. What the PCs did not know was that these zhents were a splinter group known as the Flight of Arrows. The two spies were really traitors to the Flight of Arrows' cause and were immediately put to death. Since the PCs did not interfere with the local laws of sentencing of the spies, Captain Alexis von Trampf presented them with a gift and went his way.

In *For A Few Zhents More* the PCs were once again contacted by the city to assist in a covert operation. Randar von Trampf, Captain Alexis' brother, had led a Flight of Arrows group to Ravens Bluff in order to find a safe haven for any of the Flight of Arrows' cells. In the process of traveling, many were killed by zhent assassins. In a final battle, a powerful priest was felled by Randar's blade. With his last breath, he cast a mighty *geas* and *curse* upon all Flight of Arrows' members. From that day forward, no member would be able to lift a hand to attack or to defend themselves.

The city agreed to find a hiding place for the Flight of Arrows in exchange for any knowledge they might

have. But first a safe place had to be set up. The PCs were hired to protect and teach the remaining Flight of Arrows until the city was ready to hide them.

Randar led the PCs to the room where the Flight of Arrows members were being kept, but they had managed to escape. In the process of locating them, the PCs had to stop them from being killed by mighty assassins that seemed to come from nowhere.

After all the members were found save one, Randar received a note that the last member would be put to death if he did not come to a warehouse alone. In truth, that last member was also a traitor. He made contact with his assassin contact to turn in the others. Unfortunately, once an assassin has been turned on from his previous memories, he just kills his target and completes his mission. And being that the traitor was a Flight of Arrows, they killed him.

Still they used him as bait. The PCs managed an attempt at surprising the assassins. But the assassins were ready for them. Once they approached a certain area, the front of a building was released from its pinning and dropped on the PCs. While the PCs barely survived this mishap, they did manage to enter the warehouse. Unfortunately the attackers were long gone. They only found the dead Flight of Arrows traitor, seemingly killed by a crossbow bolt from a bolt trap the PCs set off.

The city, using their connection to the wererats of Ravens Bluff, had the wererats meet with the PCs and spirit the Flight of Arrows away. As thanks, Randar hands the PCs the companion item to the one that Captain Alexis gave them in *Fistful of Drachmas*. After that, they departed.

This is Part 3 of the **Flight of Arrows series**. It takes place several months after the end of *For A Few Zhents More*.

A cleric of Shaundukaul, who also happens to be a wererat working for the city and assisting in the protection of the Flight of Arrows, has determined that the curse can be removed in two ways.

1. Finding the body of the original caster, restoring it and forcing him to explain the method used that this spell cannot be removed normally.
2. Failing option 1, locating the home of an archlich who has survived in the Vast for 1,000 years. While of no threat and rather neutral, Athoomb has been divined as knowing how to remove the powerful geas.

The PCs are needed to protect the wererat and Alexis von Trampf as they go in search of the body of the dead priest and then in finding and retrieving the Athoomb from his home. All the time they attempt this, agents of the Red Shadows will pursue and attempt to stop this.

PC Introduction

The PCs have already been hired to work for the city at 50 gp per day, to wait for their call. Dame Mystamere will summon them to the Ill Ease Warehouse. Here they will meet with Van Der Vell, a wererat cleric of Shaundukaul in service to Ravens Bluff and Captain Alexis Von Tramf. They will detail what is expected from the PCs.

Encounter 1

Whether PCs choose to go find the Athoomb or the dead priest first, they will encounter the soothsayer. He will tell the PCs' fortunes and their path will lead to partial success.

Encounter 2

With the PCs prepared, Van Der Vell will lead the PCs using a *find the path* spell. Their path will lead to the north of Mossbridges where the ambush took place. Here Zhent warriors trying to secure the return of the body themselves will ambush them.

Encounter 3

When they go to find the body, it will attack the PCs as an allip (*Monster Manual* page 16) who blames them for striking itself down. After the PCs destroy it, it will dissipate. Since at the time of death the silver cord was severed, *speak with dead* or other such spells will not operate on this priest. Even *true resurrection* will fail.

Encounter 4

Once the PCs discover that the dead priest is a dead end, or if the PCs decided to go find Athoomb first, they will need to seek out his last known servitor, who is rumored to live in Mossbridges. In Mossbridges, most people will not talk about him, but if the PCs ask enough questions, or spread enough money, they will be pointed in the direction where the hermit lives.

Encounter 5

The hermit is currently being hunted by yuan-ti. When the PCs come to find him, he will be under attack by several yuan-ti. The PCs must save the hermit from the yuan-ti. Once the yuan-ti are defeated, the hermit will share whatever info the PCs require, and give them a gift.

Encounter 6

Once the PCs have the info to where Athoomb might reside, they must travel across the Vast to the foothills of the Troll Mountains, near King's Reach. This is not even an encounter.

Encounter 7

Arriving at King's Reach, the PCs may take a room or try to find information. Asking questions will attract the attention of an old crone. She was once Athoomb's scullery maid. She will make sure the PCs do not want to harm him, and send them to where he is

Encounter 8

Traveling through the Troll Mountains, the PCs will eventually arrive at the entrance to a cave hidden deep in a ravine. They will encounter golems that are servitors to Athoomb. The golems will block the path to the cave until Athoomb comes. If the PCs attack the golem, they will defend themselves and Athoomb will use his spells to capture the PCs.

Encounter 9

Whether they are captured by Athoomb or escorted in, they will have an audience with him. He will listen to the PCs' request. He will do it if they will do one simple task for him. One of them has to pledge a year's service to protecting him. If the PCs do not, the Alexis will do so.

Encounter 10

The PCs will travel back from the King's Reach upon the insistence of Athoomb, since he must cast the spell to reverse the *geas* as close to where it was cast as possible. The PCs will be directed to prepare the area for the spell.

Encounter 11

Athoomb will begin to cast the spell. As he reaches the climax, a black arrow will shoot by the PCs and strike Athoomb down! A battle will ensue with the Red Shadows Special forces in an attempt to make sure the PCs cannot end the *geas*.

Encounter 12

After the battle, it will be found that Athoomb was nothing but a simulacrum of himself. All that is left is the circlet he wore on his head. After checking with priests in Ravens Bluff, it is discovered that part of the *geas* was lifted. The Flight of Arrows can now defend themselves in battle, though they cannot attack or kill.

Conclusion A

The PCs return to Ravens Bluff, not being able to lift the spell. Sadly the Flight of Arrows goes back to their miserable seclusion.

Conclusion B

After succeeding in the mission, the PCs are given the circlet and are paid by the city. The Flight of Arrows presents them with some magic items of their design.

The city asks the PCs that if they find more info about how to remove the rest of the *geas*, they would appreciate the PCs' assistance.

Player's Introduction Hanging Around

The PCs begin the game waiting around for three days on the city's payroll, basically being told they will be needed on a moment's notice. Otherwise they have been left to their own devices until they are summoned.

It has been pretty boring the past three days. You have been hanging around the City of Ravens carousing in taverns, researching, or taking care of personal business. What holds you from adventuring is the retainer from the city. The mayor's office has hired you to be available on call at a moment's notice. That was three days ago. Well, 50 gp a day is a sufficient recompense for you to hang around the city. And maybe it gives you the chance to do some living in the city.

Three days allows the PCs to take care of any personal business. Allow them five or ten minutes of doing anything they would like to do. Then continue.

Close to dusk, you are approached by a page who informs you that your presence is required at the Ill Ease warehouse posthaste.

The adventurers will be escorted to the Ill Ease Warehouse. The ASP members there will be expecting them.

After being escorted into the warehouse to a secluded room, you see others have also been brought in to this sparse room. Aside from a glowlight, there are only a table and several chairs.

Give the PCs the chance to introduce themselves. Then continue

After a few minutes, the door to the room opens. Three cloaked figures enter the room. One sits at the table while the other two flank her. She pulls down her hood, revealing long golden curls and piercing green eyes. The other two reveal two men, one with Hawk like features and black, straight hair, the other a bronze skinned man with a full head of hair and brown beard.

"Hello, for those of you who don't know me, my name is Dame Karran Mystamere, assistant to the Lord Mayor. I have been told who all of you are. After

all, I have been keeping track of you all for days,” smiling prettily.

“In either case allow me to introduce to you these fine gentlemen: Captain Randar of the Flight of Arrows and Van Der Vell of the Scout Rangers.”

Captain Randar bows to you all. Van der Vell merely nods. They pull back their hoods. Captain Randar is a brown skinned individual with hawk like feature. He is very handsome with his shock of black, wavy hair. Van der Vell on the other hand, is a dusky skinned man, short at about 5 ft. 5 in. and rather average looking.

The PCs might have met Captain Randar in *For A Few Zhents More*. Van der Vell is a member of the Scout and Sewer Rangers, being a Wererat in the service of the City. He is also a Cleric of Shadukal.

“Well, I guess you may want to know what this is about. Let me assure you that all you will hear is confidential. If any word passes out of this room, except for absolute necessity or by our word, anyone found passing such will be tried for treason. If anyone is uncomfortable with that, they should leave now.”

She will pause to wait. The PCs may decide to leave. If concern that the PCs may want to tell their superiors, she will make sure to inform them that those noted people in the city will be informed in time. IF this is still problem, the player may change PCs at this time, or the event I over for them. Make sure that player votes before they leave.

“Good, now, listen carefully. Captain Randar here is the leader of a group known as the Flight of Arrows. As some of you may remember, the Flight of Arrows came to Ravens Bluff seeking assylum for their people. Before accomplishing this goal, they were geased as people to not to be able to attack or defend themselves ever! Now, the clerical Circle has uncovered some information that might be of use. This curse has so far not been removable by our priests. But divinations have shown who might.

“There are two possibilities. First, locate the priest who cast it. Randar says that he was slain by his own spells in the last battle as they left the site. Obviously a speak with dead or a raise form the dead, will allow us to find out how it I done.

“The second is an ancient Priest of some kind. His name is identified as Athoomb and he lives somewhere to the North in the far mountains. One or the other is needed. Now, the city is asking you to escort Captain Randar here to find the dead priest or the live one. IF either one fails, then you are to escort him to the other. Van Der Vell here is an experienced tracker, He will be able to use his skills and spells to

help in this search. For this I will gladly pay you 200 gp each. What say you?”

The PCs may be full of Questions. Here are some possible:

- **How do we find the live priest?** The divinations they cast only revealed that to find the live priest is to find his servitor.
- **Who is the servitor?** To find the servitor they will have to find a man called Hearth where the Moss crosses the stream. Any Knowledge: Vast or local history or just plain 2+2 will reveal they are looking for a man named Hearth in or near Mossbridges.
- **Are these people Zhents?** That is not an issue. They will soon be citizens of Ravens bluff.
- **Will we get paid regardless of the outcome?** Yes.
- **What assistance will Van Der Vell be?** He is a Specialty Priest of Shadukal.
- **Is there a time limit?** No, we don't want this to take forever, but there is no deadline.
- **What about additional pay?** That is all the city can afford at this moment.
- **Is there a map?** No.
- **Why are we taking Randar along?** He is a representative of his people and he was at the site of the encounter with the priest.

“Well, adventurers, what say you?”

If the PCs do not accept, she will remind them that this is confidential and that they are sworn to secrecy on pain of treason. For them is the **End of the Adventure**.

If the PCs accept, continue.

“Very good adventurers. You need only decide which direction to go in.”

The PCs must choose to either try to find the priest or go for Athoomb. In either case, they will have to go to Encounter 2. The only clue they have is that the last known retainer of Athoomb has retired to Mossbridges.

In either case, go to Encounter 1.

Encounter 1 The Soothsayer

As you leave the Ill Ease Warehouse with your fellow compatriots, a young gypsy woman suddenly accosts you. She is dressed in a rich and loose red dress, wearing several earrings, bracelets, chains and bangles. Her deep black curls moving around her and

framing her luscious beautiful features. Her green eyes are piercing and alive with a fire of their own.

*"Well good adventurers
You are off as well you see
Though luck favors the winners,
You would do well to listen to me.*

*These fortunes may bewitch you
They may tarnish your own soul
But heed them all I wish you to
Or lose your blood in a bowl"*

She stops and smiles and reaches out to [insert random PCs hand] seemingly to read the e palm.

PCs may wish to brush her off. They can and therefore will not carry a blessing of Tymora with them. If they accept the soothsaying, give them the appropriate fortune for each PC (**Player Handout 1**) and keep track that they get a +1 luck bonus to all Will and Reflex saves until the end of the adventure

If the PCs wish to get rid of her, read the following:

The piercing eyes darken and she pints fingers at you. "May the curse of Madame Coth follow you down into the dark paths you will fall into." And with that, she disappears almost immediately.

Of course, there is no curse. If the PCs want, they can go and stop her if they can find her (Spot check DC 20, Listen DC 15). But it will not help them in any way. She will steadfastly not wish to remove the 'curse.' Do not waste too much time on this. If the PCs seem intent on it, have ASP Watchmen come and take her away. Note that she is not even Madam Coth; she just knows the name as a famous gypsy woman with remarkable powers who lived in the city.

If the PCs wish to listen to her fortunes:

Make sure you play up the mystery of the fortunes. Whether or not they listen to them is not a matter, since they are mostly hints to help them along in the module.

After she finishes her fortunes, she smiles and says, "Madame Delores is always a willing seer of truth. May Tymora smile upon you." And with that she leaves.

Madam Delores, female human Brd5: Medium Humanoid (5 ft 4 in. tall); HD 5d6+2; hp 32; Init +4 (Dex); Spd 30 ft; AC 19 (+5 from bracers, +4 from Dex); Attk Melee +3 (1d4 +3 [crit 18-20] +3 masterwork dagger) or ranged +7 (1d4+2 [crit x2] Sling of Seeking +2); SQ; Bardic Music, Bardic Knowledge; AL CG; SV Fort +3, Ref +8, Will +5.

Str 10, Dex 19, Con14, Int 12, Wis 12, Cha 19.

Skills: Appraise+2, Bluff +8, Concentration +2, Decipher Script +4, Disguise+8, Escape Artist+5, Hide +4, Knowledge: Arcana+4, Knowledge music7, Listen +2, Move silently+6, Perform +12, Scry+1, Sense Motive+2, Speak Language, Spellcraft+2, Use Magic Device+4. *Feats:* Brew Potion, Craft wondrous Item, Scribe Scroll.

Spells (cast 4/4/2 per day): 0 lvl—*detect magic, ghost sound, prestidigitation, read magic, open/close*; 1st lvl—*charm person, identify, summon monster I, unseen servant*; 2nd lvl—*enthrall, invisibility, suggestion*

Equipment: +3 dagger, bracers of armor +5, ring of freedom of movement

If the PCs chose to go find the dead priest, Go To **Encounter 2**.

If the PCs chose to go find Athoomb, go to **Encounter 4**.

Encounter 2 The Ambush

You have traveled a half a day's ride from Ravens Bluff, heading towards Mossbridges. Each day the ranger Van Der Vell called upon Shandukal to have the path granted, and has led the pace forward. The trip has been calm and peaceful.

Allow the PCs any preparatory spells they may wish to cast. PCs going straight for Athoomb go to **Encounter 4**.

As you approach the valley ahead, Randar begins to recognize the place.

"This large rock to the left," he says pointing, "is where we hid from the archers. So ahead is where the priest must have fallen." And with those words.....

Have the PCs make a Spot or Listen check (DC 22). Those who fail it will be surprised and flatfooted the first round as hidden Zhents attack the PCs. They had been forewarned by the Red Shadow (Appendix II) that the PCs would be coming and to have a strike force Ready.

Tier 2 (EL 7)

Zhent Warriors, male human Ftr3 (3): CR 2; Medium Humanoid (6 ft.); HD 3d10+6; hp 27; Init +1 (Dex); Spd 30 ft; AC 13 (+1 Dex, +2 Leather Armor); Atks + 5 melee (1d8+3 [crit 19-20], longsword) and +4 melee (1d6+1 [crit 19-20], short sword); AL NE; SV Fort +5, Ref +2, Will +1

Str 16, Dex 13, Con 14, Int 14, Wis 10, Cha 8
Skills: Knowledge (torture) +5, Listen +3, Search +5, Spot +3. *Feats:* Ambidexterity, Cleave, Two-Weapon Fighting, Weapon Focus (longsword), Dodge
Equipment: Longsword, short sword, leather armor, carrying belt, standard camping gear, black cloak.

Mickal, male human Ftr4: CR 4; Medium Humanoid (6 ft.); HD 4d10+8; hp 36; Init +1 (Dex); Spd 30 ft; AC 13 (+1 Dex, +2 Leather Armor); Atks +6 melee (1d8+3 [crit 19-20], longsword) and +5 melee (1d6+1 [crit 19-20], Short sword); AL NE; SV Fort +6, Ref +2, Will +1
Str 16, Dex 13, Con 14, Int 14, Wis 10, Cha 8
Skills: Knowledge (torture) +5, Listen +2, Search +4, Spot +2, Hide +3, Climb +7, Hide +3. *Feats:* Ambidexterity, Cleave, Two-Weapon Fighting, Weapon Focus (Longsword), Improved Cleave, Dodge
Equipment: +2 *longsword* (Claris), short sword, leather armor, carrying belt, standard camping gear, black cloak, bag with 30 gp.

Tier 3 (EL 8)

Zhent Warriors, male human Ftr4 (2): CR 4; Medium Humanoid (6 ft.); HD 4d10+8; hp 35; Init +1 (Dex); Spd 30 ft; AC 13 (+1 Dex, +2 Leather Armor); Atks +6 melee (1d8+3 [crit 19-20], Longsword) and +5 melee (1d6+1 [crit 19-20], Short sword); AL NE; SV Fort +4, Ref +2, Will +1
Str 16, Dex 13, Con 14, Int 14, Wis 10, Cha 8
Skills: Knowledge (torture) +6, Listen +4, Search +6, Spot +4. *Feats:* Ambidexterity, Cleave, Two-Weapon Fighting, Weapon Focus (Longsword), Dodge, Improved Two-weapon Fighting
Equipment: Longsword, Short sword, Leather Armor, Carrying Belt, standard camping gear, black cloak.

Mickal, male human Ftr5: CR 5; Medium Humanoid (6 ft.); HD 5d10+10; hp 45; Init +1 (Dex); Spd 30 ft; AC 13 (+1 Dex, +2 Leather Armor); Atks +9 melee (1d8+5 [crit 19-20], +2 *longsword*) and +6 melee (1d6+1 [crit 19-20], Short sword); AL NE; SV Fort +6, Ref +2, Will +1.

Str 16, Dex 13, Con 14, Int 14, Wis 10, Cha 8
Skills: Knowledge (torture) +5, Listen +2, Search +4, Spot +3, Hide +4, Climb +7, Hide +3. *Feats:* Ambidexterity, Cleave, Two-Weapon Fighting, Weapon Focus (Longsword), Improved Cleave, Dodge
Equipment: +2 *longsword* (Claris), short sword, leather armor, carrying belt, standard camping gear, black cloak, bag with 30 gp.

Zhent Archer, male human Ftr4 (1): CR 4; Medium Humanoid (6 ft.); HD 4d10+8; hp 35; Init +4 (Dex);

Spd 30 ft.; AC 16 (+4 Dex, +2 Leather Armor); Atks +9 ranged (1d8+2 [crit x3], longbow), +7 melee (1d6+3 [crit 19-20], short sword); AL NE; SV Fort +5, Ref +5, Will +1

Str 16, Dex 18, Con 12, Int 14, Wis 10, Cha 8
Skills: Knowledge (torture) +6, Listen +4, Search +6, Spot +4. *Feats:* Point Blank Shot, Rapid Shot, Precise Shot, Improved Initiative, Weapon Focus (Longbow), Weapon Specialization (Longbow).

Equipment: longbow, quiver, 20 arrows, traveling clothes, leather armor, and short sword

Tier 4 (EL 10)

Zhent Warriors, male human Ftr5 (3): CR 5; Medium Humanoid (6 ft.); HD 5d10+10; hp 43; Init +1 (Dex); Spd 30 ft; AC 13 (+1 Dex, +2 Leather Armor); Atks +7 melee (1d8+3 [crit 19-20], Longsword) and +6 melee (1d6+1 [crit 19-20], Short sword); AL NE; SV Fort +4, Ref +2, Will +1

Str 16, Dex 13, Con 14, Int 14, Wis 10, Cha 8
Skills: Knowledge (torture) +6, Listen +5, Search +6, Spot +5. *Feats:* Ambidexterity, Cleave, Two-Weapon Fighting, Weapon Focus (Longsword), Dodge, Improved Two-weapon Fighting

Equipment: Longsword, Short sword, Leather Armor, Carrying Belt, standard camping gear, black cloak.

Mickal, male human Ftr6: CR 6; Medium Humanoid (6 ft.); HD 6d10+12; hp 53; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (+1 Dex, +2 Leather Armor); Atks +10/+5 melee (1d8+5 [crit 19-20], +2 *longsword*) and +7 melee (1d6+1 [crit 19-20], Short sword); AL NE; SV Fort +7, Ref +3, Will +2.

Str 16, Dex 13, Con 14, Int 14, Wis 10, Cha 8
Skills: Knowledge (torture) +5, Listen +3, Search +4, Spot +3, Hide +4, Climb +7, Hide +4. *Feats:* Ambidexterity, Cleave, Two-Weapon Fighting, Weapon Focus (Longsword), Improved Cleave, Dodge, Improved Initiative.

Equipment: +2 *longsword* (Claris), short sword, leather armor, carrying belt, standard camping gear, black cloak, bag with 30 gp.

Zhent Archer, male human Ftr5 (2): CR 5; Medium Humanoid (6 ft.); HD 5d10+10; hp 43; Init +4 (Dex); Spd 30 ft.; AC 16 (+4 Dex, +2 Leather Armor); Atks +10 ranged (1d8+2 [crit x3], longbow), +8 melee (1d6+2 [crit 19-20], short sword); AL NE; SV Fort +5, Ref +5, Will +1

Str 16, Dex 18, Con 12, Int 14, Wis 10, Cha 8
Skills: Knowledge (torture) +6, Listen +5, Search +6, Spot +5. *Feats:* Point Blank Shot, Rapid Shot, Precise Shot, Improved Initiative, Weapon Focus (Longbow), Weapon Specialization (Longbow).

Equipment: longbow, quiver, 20 arrows, traveling clothes, leather armor, and short sword

Tier 5 (EL 12)

Zhent Warriors, male human Ftr6 (4): CR 6; Medium Humanoid (6 ft.); HD 6d10+12; hp 51; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (+1 Dex, +2 Leather Armor); Atks +8/+3 melee (1d8+3 [crit 19-20], Longsword) and +6 melee (1d6+1 [crit 19-20], Short sword); AL NE; SV Fort +5, Ref +3, Will +2.

Str 16, Dex 13, Con 14, Int 14, Wis 10, Cha 8

Skills: Knowledge (torture) +6, Listen +5, Search +6, Spot +5. *Feats:* Ambidexterity, Cleave, Two-Weapon Fighting, Weapon Focus (Longsword), Dodge, Improved Two-weapon Fighting, Improved Initiative

Equipment: Longsword, Short sword, Leather Armor, Carrying Belt, standard camping gear, black cloak.

Mickal, male human Ftr7: CR 7; Medium Humanoid (6 ft.); HD 7d10+14; hp 61; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (+1 Dex, +2 Leather Armor); Atks +11/+6 melee (1d8+5 [crit 19-20], +2 *longsword*) and +8 melee (1d6+1 [crit 19-20], Short sword); AL NE; SV Fort +7, Ref +3, Will +2.

Str 16, Dex 13, Con 14, Int 14, Wis 10, Cha 8

Skills: Knowledge (torture) +5, Listen +4, Search +4, Spot +4, Hide +4, Climb +7, Hide +4. *Feats:* Ambidexterity, Cleave, Two-Weapon Fighting, Weapon Focus (Longsword), Improved Cleave, Dodge, Improved Initiative.

Equipment: +2 *longsword* (Claris), short sword, leather armor, carrying belt, standard camping gear, black cloak, bag with 30 gp.

Zhent Archer, male human Ftr5 (4): CR 5; Medium Humanoid (6 ft.); HD 5d10+10; hp 43; Init +4 (Dex); Spd 30 ft.; AC 16 (+4 Dex, +2 Leather Armor); Atks +10 ranged (1d8 [crit x3], longbow), +8 melee (1d6+3 [crit 19-20], short sword); AL NE; SV Fort +5, Ref +5, Will +1

Str 16, Dex 18, Con 12, Int 14, Wis 10, Cha 8

Skills: Knowledge (torture) +6, Listen +5, Search +6, Spot +5. *Feats:* Point Blank Shot, Rapid Shot, Precise Shot, Improved Initiative, Weapon Focus (Longbow), Weapon Specialization (Longbow).

Equipment: longbow, quiver, 20 arrows, traveling clothes, leather armor, and short sword

Tier 6 (EL 14)

Zhent Warriors, male human Ftr7 (4): CR 7; Medium Humanoid (6 ft.); HD 7d10+14; hp 59; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (+1 Dex, +2 Leather Armor); Atks +9/+4 melee (1d8+3

[crit 19-20], Longsword) and +7 melee (1d6+1 [crit 19-20], Short sword); AL NE; SV Fort +5, Ref +3, Will +2.

Str 16, Dex 13, Con 14, Int 14, Wis 10, Cha 8

Skills: Knowledge (torture) +6, Listen +5, Search +7, Spot +6. *Feats:* Ambidexterity, Cleave, Two-Weapon Fighting, Weapon Focus (Longsword), Dodge, Improved Two-weapon Fighting, Improved Initiative

Equipment: Longsword, Short sword, Leather Armor, Carrying Belt, standard camping gear, black cloak.

Mickal, male human Ftr9: CR 9; Medium Humanoid (6 ft.); HD 9d10+18; hp 77; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (+1 Dex, +2 Leather Armor); Atks +13/+8 melee (1d8+7 [crit 19-20], +2 *longsword*) and +10 melee (1d6+1 [crit 19-20], Short sword); AL NE; SV Fort +8, Ref +4, Will +3.

Str 16, Dex 13, Con 14, Int 14, Wis 10, Cha 8

Skills: Knowledge (torture) +7, Listen +4, Search +4, Spot +4, Hide +5, Climb +7, Hide +5. *Feats:* Ambidexterity, Cleave, Two-Weapon Fighting, Weapon Focus (Longsword), Improved Cleave, Dodge, Improved Initiative, Weapon Specialization (longsword).

Equipment: +2 *longsword* (Claris), short sword, leather armor, carrying belt, standard camping gear, black cloak, bag with 30 gp.

Zhent Archer, male human Ftr7 (4): CR 7; Medium Humanoid (6 ft.); HD 7d10+14; hp 59; Init +4 (Dex); Spd 30 ft.; AC 16 (+4 Dex, +2 Leather Armor); Atks +12/+7 ranged (1d8 [crit x3], longbow), +10 melee (1d6+3 [crit 19-20], short sword); AL NE; SV Fort +6, Ref +6, Will +2

Str 16, Dex 18, Con 12, Int 14, Wis 10, Cha 8

Skills: Knowledge (torture) +7, Listen +6, Search +7, Spot +6. *Feats:* Point Blank Shot, Rapid Shot, Precise Shot, Improved Initiative, Weapon Focus (Longbow), Weapon Specialization (Longbow).

Equipment: longbow, quiver, 20 arrows, traveling clothes, leather armor, and short sword

The Zhents are here to kill Randar and prevent the PCs from completing their quest. The Zhents have not disturbed the priest's remains or in any way interfered with them. IF the PCs lose. A group of Rangers will find them, but there will be no trace of Randar or Van Der Vell and the PCs will have lost 1d3 magic items each (randomly). The PCs will be unconscious unless any of them outright went below -10 during the combat. If this is the case, go to Conclusion A- Failure.

These Zhents no nothing more than that they were sent to stop the PCs and take Randar and the Wererat as slaves, as well to leave the others to die. The PCs do have time to turn the survivors over to the RB Army

contingent at Mossbridges or return to Ravens Bluff, two days back.

Encounter 3

Priests Past & Present

This can be a tenuous and dangerous encounter especially for priests.

As you come out of your battle, you gather your wits about you. Randar moves and points to a pit. "That is where the priest fell. And with those words, a moaning, gibbering sound rises from the pit and dark Shadowy Shapes rise up, intent on attacking Randar!"

The allip(s) is/are the priest and followers of the Priest who cast the geas on the Flight of Arrows. When he had cast it, it was the same time a call lightning that he had miscast came down killing them all. The Allip(s) blame the Flight of Arrows and will strike against them and any of their protectors.

There is no surprise round in this combat. Those PCs whose initiative falls below the shadows is flatfooted until their action.

Allip: CR 3; Medium Undead; HD 4d12; hp 26; Init +5 (+1 Dex, +4 Improved Initiative); Spd Fly 30 ft. (perfect); AC 15 (+1 Dex, +4 Deflection); Atks Incorporeal touch +3 Melee (1d4 permanent WIS drain); SA Babble, WIS drain, madness; SQ Undead, incorporeal, +2 turn resistance; SV Fort +1, Ref +2, Will +4.

Str --, Dex 12, Con ---, Int 11, Wis 11, Cha 18.

Skills: Hide +8, Intimidate +11, Intuit Direction +4, Listen +7, Search +7, Spot +7. *Feats:* Improved Initiative

SA: *Babble (Su)*—An Allip constantly mutters and whines to itself creating a hypnotic effect. All sane creatures must succeed at a Will Save (DC 16) or be effected as though by a hypnotism spell for 2d4 rounds. This is a sonic, mind-affecting compulsion. Opponents who successfully saved cannot be affected by the same Allip's babble for one day. *Wisdom Drain*—Those who's WIS is reduced to 0 by an Allip become helpless until at least 1 point of WIS is restored. *Madness (Su)*—Anyone targeting the Allip with a mind control or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of temporary Wis drain.

SQ: *Undead*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability drain or death from massive damage. *Incorporeal*—Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore

any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Shadows (3): CR 3; Medium Undead; HD 3d12; hp 14; Init +2 (Dex); Spd 30', Fly 40'(good); AC 13 (+2 Dex, +1 Deflection); Atks Incorporeal touch +3 Melee (1d6 temporary Str); Face/Reach 5ft by 5 ft/5ft; SA Strength Damage, Create Spawn; SQ Undead, incorporeal, +2 turn resistance; Saves Fort +1, Ref +3, Will +4.

Str --, Dex 14, Con ---, Int 6, Wis 12, Cha 13.

Skills: Hide +8, Intuit Direction +5, Listen +7, Spot +7. *Feats:* Dodge

SA: *Strength Damage (Su)*—The touch of a shadow deals 1d6 pts of temporary Strength Damage to a living foe. A creature reduced to Str 0 by a shadow dies. *Create Spawn (Su)*—Any humanoid reduced to Strength 0 by a shadow becomes a shadow. Under the control of its killer in 1d4 rounds.

SQ: *Undead*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability drain or death from massive damage. *Incorporeal*—Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

After the PCs have defeated the allip and the shadows, they may investigate where the dead bodies are. They will only find decomposing bodies of the priests and followers. Searching the dead will reveal that they wore no holy symbols at all; though Randar will tell the PCs they used priestly spells. Spells that contact the dead, such as *speak with dead* and *raise dead*, will not work on them since their silver cord had been severed. The allips and shadows of them were only the remnants of their mental states and are now totally gone.

The PCs will have to decide whether to continue to seek out Athoomb or if they are returning to Ravens Bluff. Van Der Vell will urge the PCs to seek out Athoomb, but it is up to the PCs.

If the PCs Lose:

Van Der Vell will be able to escape, but Randar will be dead. Eventually Van will lead a group of rangers to pick up the bodies. Anyone who was permanently dead will be in need of a *resurrection* spell. Anyone turned into undead can only be brought back by a *wish* spell (not available except through metagame activities). The PCs will not be able to complete the mission.

Note: Record this information on the critical summary sheet. Go To **Conclusion A: Failure**.

Encounter 4 On To Mossbridges

After facing the remnants of the priest who laid the geas, you make haste to Mossbridges, where you hope to find the last known servitor of Athoomb. You arrive in Mossbridges just as a light drizzle begins. Moving down the main street, you see a sign of a goblet hanging out over a door. The writing under it says 'Golden Goblet Inn'. Obviously this is a new establishment since last you visited Mossbridges.

The PCs don't need to enter the tavern. There are points of interest they can otherwise attend. None of which will help much. Possible ones are:

Temple of Chauntea

The Temple of Chauntea was run by a fallen paladin of Tyr. Today, it still functions as a temple to Chauntea. Not much info will be gathered here. For a proper donation (100 gp per spell level), divine spells from 1st to 3rd level are available.

General Store

At this late a time, the general store is closed. During the day, PCs can find everything carry able except the Masterwork items, armor and weapons, that is listed in the Equipment list of the *Player's Handbook*.

Matilda's Boarding House

Matilda will rent rooms to the PCs at 2 silver a day including breakfast. Matilda is of little help to finding the servitor.

Merchant House

This is actually a Company of the Ravens outpost. Company of Ravens members may check their status here, but not much else. For now, the Company of the Raven is kind of unsure about the overall organization, so this outpost just keeps trade up.

Traveler's Paradise

This is an agent's office for the nearby vacation chalet. It sports a different climate than local weather, winter for summer, spring for autumn, etc. Week packages deals go for 500 gp each.

You may include any as you see fit.

Golden Goblet Inn

The Golden Goblet bustles with noise and festive lights. It seems to be an upscale inn, which is out of place in the sleepy town of Mossbridges. Several patrons sit around tables, singing along with a bard who is playing a bawdy tune.

In the inn currently are several people the PCs may talk to.

Shelaya, Bard (Human) – Shelaya is a petite red-haired woman with green eyes and a cute smile. She performs wonderfully on her mandolin and has a wide range of song and story. If the PCs regale her with interesting tales or some gold coins, she may be able to impart the following:

- She has heard of Athoomb, a powerful priest further north.
- Chester Hearth, a Half Orc fighter who has retired near Mossbridges was once his servitor.
- She can give directions to the PCs to his hut outside of town IF the PCs do not seem to be threatening.
- She doesn't know anything about a zhentarim priesthood.

Astrala, Human Waitress – Astralla is a young woman, tall, with brown swept hair behind her. She isn't comely and not plain either. She will greet the PCs with offer of a table or a seat at the bar. Info she knows: There is a half orc who comes in now and then saying he used to work for a powerful priest.

- She doesn't know where he lives.
- He pays in gems instead of gold.
- He has a guardian war dog that seems more intelligent than normal dogs.

Georgio, Human Bartender, Owner, and Proprietor

- Georgio is a black haired; dark skinned swarthy man, very tall and slightly handsome. He will served drinks to the PCs if they ask, or, after the bard is done, he will come and sit with the PCs to trade stories and information. Georgio is a gregarious, happy man lent to talking a lot about different things. Information he can impart:

- Chester Hearth is probably who the PCs are looking for.
- Chester talked about a powerful priest he once served.
- If asked about the dog, he will tell the PCs that it is a Moorhound.
- Chester always pays in small gems, and if asked, he will show the PCs one of the last gems he was paid with, a Ruby valued at 50 gp.
- Chester lives in his seclusion and doesn't talk much about what he does, but he occasionally traps or goes fishing.

Golin, Borin and Chad, human Trappers – these three brothers maintain a small trapping business and trade with the merchant house to keep them in a modest lifestyle. The brothers will sport black hair and brown eyes. Chad is the smallest of the three. They are in the inn celebrating Chads 20th birthday. If plied with lively congratulations or drink, they do know the following:

- Chester is a good trapper and has shared some of his trapping areas and secrets with them.
- As far as Half-Orcs go he is ok in their book.
- His hound is a good hunting dog, though he won't let her mate with their dog.
- They now where he lives and ill give the info to the PCs

Silas Billmore, Tyvia Velent and Marcus Aboy – Silas is a spice merchant from Mulmaster who is conducting business with the Merchant House here. Tyvia is his mistress who was once a thayvian slave bought and freed by Silas. Marcus is his half-orc bodyguard. These three are very private and will ignore the PCs. If necessary, Marcus will fight to protect his patron. (If a fight breaks out, their Stats are in Appendix 3).

Rodenostro and Vianten, human Stonecutters – These two young men originally from Cormyr are stonecutters working to build new buildings in Mossbridges. They are friendly, especially to dwarves or those interested in stonework. In front of Vinantin is a rose-colored marble eagle statue that he made. IF asked, he is wiling to part with it for 50 gp. If asked for others, he also has on him a black marble statue of a mammoth also for 50 gp, but not much else. He is willing to take requests but will take 3 months to deliver. If the PCs want hey may request pieces, but do not spend too much time with this.

Info they know:

- Chester is a friendly individual.
- He has shared a few drinks over time.
- He seems to keep some sort of Amulet on him at all times, but never asked him about it.
- They also know where he lives and can tell the PCs directions.

General notes:

Rooms in the inn are 1 gp a night or 2 gps for a private room, Breakfast included. A bath can be provided for an additional 1gp. Meals and drink fare is not expensive, but the selection is not huge:

Ale	1sp	Beer	5cp
Mead	5 sp	Wine	2sp

Dwarven Spirits	1 gp
Elven Mead	1 gp
Thayan BloodWine	5gp
Juice	1sp

Meals:

Roast Beast & Potatoes	2 gp
Roast Pork and Vegetables	3 gp
Fried Chicken and Apple Slices	2 gp
Vegetable Melody	5 sp
Baked flounder	1 gp
Stuffed Devil Crab	5 gp

Desserts

Coffee Cake	1 sp
Cheese Cake	1 sp
Bread & Cheese	1 sp
Vanilla Ice Cream	1 gp *

*Imported from the Resort if asked.
(Menu is provided as **Player Handout 2**)

Encounter 5 Yuan Me

Regardless of whether the PCs arrive in the day or the night, they will find Chester under attack of the yuan-ti.

You follow directions given you back in Mossbridges to the home of Chester Hearth. The trees near the area are packed closely together, which makes the going difficult. Ahead of you, you spy a small hut in a small clearing. As you approach you hear a loud CRUNCH and someone go 'Aieeee!' in the hut.

The yuan-ti are free agents hired by the Red Shadow. He hired them to kill Chester, the only known connection to Athoomb. In payment, he told them to keep the Ruby Heart of Chester, which was used to replace is lost heart in a battle where he sacrificed himself for Athoomb. The ruby has special properties, which we will not go into here. The PCS CANNOT ACQUIRE THIS ITEM IN ANY WAY,SHAPE OR FORM!

The yuan-ti caught Chester by surprise and just knocked him unconscious. They are about to cut into him and take his ruby heart placed there by Athoomb to keep him alive, when the PCs interrupt. The yuan-ti will be surprised by the PCs arrival, so they will be caught flatfooted for a round.

In Tier 3 +, have the PCs make Spot checks [DC 20] to notice that there are yuan-ti outside of the hut hiding amongst the trees.

Once the PCs enter the clearing, the yuan-ti will attack them. Two of their number will be inside the hut, the rest are outside.

Once the PCs decide to enter, read the following:

The hut is small but very sparse and you cannot take in any detail since you see an unconscious half orc about to be gutted by a snakelike man!

The yuan-ti are expecting trouble, so they will not be surprised. Initiative proceeds as normal

Tier 2 (EL 7)

Yuan-ti Pureblood (2): CR 5; Medium Monstrous Humanoid HD 6d8; hp 27; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+1 Dex, +1 Natural, +2 Leather, +1 Masterwork Shield); Atks +7/+2 melee (1d6+2 [crit 18-20], Scimitar); SQ SR 16; AL LE; SV Fort +2, Ref +6, Will +9.

Str 11, Dex 13, Con 11, Int 18, Wis 18, Cha 16.

Skills: Concentration +9, Knowledge (torture) +9, Knowledge (interrogation) +9, Disguise +3, Hide +7, Listen +15, Spot +15. *Feats:* Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative

Spell Like Abilities: 1/day as 8th lvl sorcerer (save DC 13+ spell level)—*animal trance, entangle, suggestion.*

Tier 3 (EL 9)

Yuan-ti Pureblood (4): CR 5; Medium Monstrous Humanoid HD 6d8; hp 27; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (+1 Dex, +1 Natural, +2 Leather, +1 Masterwork Shield); Atks +7/+2 melee (1d6+2 [crit 18-20], Scimitar); SQ SR 16; AL LE; SV Fort +2, Ref +6, Will +9.

Str 11, Dex 13, Con 11, Int 18, Wis 18, Cha 16.

Skills: Concentration +9, Knowledge (torture) +9, Knowledge (interrogation) +9, Disguise +3, Hide +7, Listen +15, Spot +15. *Feats:* Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative

Spell Like Abilities: 1/day as 8th lvl sorcerer (save DC 13+ spell level)—*animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, polymorph other.*

Tier 4 (EL 11)

Yuan-ti Pureblood Mnk2 (4): CR 7; Medium Monstrous Humanoid HD 6d8+2d8; hp 41; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+1 Dex, +4 Wis, +1 Natural); Atks +8/+3 melee (1d6+2 [crit 18-20], scimitar), +8/+3 melee (1d6, unarmed); SQ Unarmed strike, stunning attack, evasion, SR 16; AL LE; SV Fort +5, Ref +9, Will +12.

Str 11, Dex 13, Con 11, Int 18, Wis 18, Cha 16.

Skills: Balance +6, Concentration +9, Knowledge (torture) +9, Knowledge (interrogation) +9, Disguise +3, Escape Artist +4, Hide +7, Listen +18, Spot +15, Tumble +6. *Feats:* Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative, Deflect Arrows

Spell Like Abilities: 1/day as 8th lvl sorcerer (save DC 13+ spell level)—*animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, polymorph other.*

Tier 5 (EL 13)

Yuan-ti Pureblood Mnk4 (4): CR 9; Medium Monstrous Humanoid HD 6d8+4d8; hp 41; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+1 Dex, +4 Wis, +1 Natural); Atks +10/+5 melee (1d6+2 [crit 18-20], scimitar), +10/+5 melee (1d8, unarmed); SQ Unarmed strike, stunning attack, evasion, still mind, slow fall 20 ft., SR 16; AL LE; SV Fort +8, Ref +10, Will +13.

Str 11, Dex 13, Con 11, Int 18, Wis 18, Cha 16.

Skills: Balance +8, Concentration +11, Knowledge (torture) +11, Knowledge (interrogation) +9, Disguise +4, Escape Artist +6, Hide +9, Listen +18, Spot +15, Tumble +8. *Feats:* Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative, Deflect Arrows, Great Fortitude.

Spell Like Abilities: 1/day as 8th lvl sorcerer (save DC 13+ spell level)—*animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, polymorph other.*

Tier 6 (EL 15)

Yuan-ti Pureblood Mnk4 (4): CR 9; Medium Monstrous Humanoid HD 6d8+4d8; hp 41; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (+1 Dex, +4 Wis, +1 Natural); Atks +10/+5 melee (1d6+2 [crit 18-20], scimitar), +10/+5 melee (1d8, unarmed); SQ Unarmed strike, stunning attack, evasion, still mind, slow fall 20 ft., SR 16; AL LE; SV Fort +8, Ref +10, Will +13.

Str 11, Dex 13, Con 11, Int 18, Wis 18, Cha 16.

Skills: Balance +8, Concentration +11, Knowledge (torture) +11, Knowledge (interrogation) +9, Disguise +4, Escape Artist +6, Hide +9, Listen +18, Spot +15, Tumble +8. *Feats:* Alertness, Blind-Fight, Dodge, Expertise, Improved Initiative, Deflect Arrows, Great Fortitude.

Spell Like Abilities: 1/day as 8th lvl sorcerer (save DC 13+ spell level)—*animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, polymorph other.*

Yuan-ti Abomination (8): CR 7; Large Monstrous Humanoid HD 9d8+27; hp 67; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft., climb 20 ft., swim 20

ft.; AC 21 (-1 size, +1 Dex, +10 Natural, +1 Masterwork Shield) with human arms; Atks +11/+7 melee (2d4+6 [crit 18-20], Falchion), +12 melee (or 2d6+6 and poison, bite); Face/Reach 5 ft. by 5 ft./10 ft.; SA Spell like abilities, improved grab, constrict 1d6+6; SQ SR 16; AL LE; Saves Fort +6, Ref +7, Will +10.

Str 19, Dex 13, Con 17, Int 18, Wis 18, Cha 16.

Skills: Concentration +11, knowledge: torture +9, Knowledge interrogation +9, Hide +9, Listen +15, Spot +15. *Feats:* Alertness, Blind-Fight, Dodge, Expertise, Improve Initiative

Spell Like Abilities: 1/day as 8th lvl sorcerer (save DC 13 + spell level)—*animal trance, cause fear, deeper darkness, entangle, neutralize poison, suggestion, polymorph other.*

SA: Improved Grab (Ex)—To use this ability, a snake-headed abomination must hit with its bite attack. If it gets a hold, it can constrict. *Constrict (Ex)*—An abomination deals 1d6+6 points of damage with a successful grapple check (Using the bite attack bonus) against Large or smaller creatures.

If the PCs win and capture one yuan-ti alive, they will explain they were hired to kill Chester Hearth and take his heart as payment. They will also say they were hired by ‘the man of bloody shadows’ (referring to the Red Shadow) but they know nothing more. The PCs may bring them to the RB Army outpost on the outside of Mossbridges. Once Chester is brought around, he can suggest that.

The PCs can make a Healing check (DC 15) to revive Chester Hearth who almost killed by the yuan-ti. He doesn’t know why the yuan-ti attacked him, and he is worried that his dog Suzzane is missing. She is unconscious behind the hut and if PCs do a Search (DC 5) or a Spot (DC10) check they will be able to find her and revive her.

Chester will be grateful and offer the PCs some beef stew he had made, and ask if the PCs wanted something from him.

Info he knows:

- Yes, he worked for Athoomb, a great and powerful Priest, though he was never quite sure what he was a priest of.
- If the PCs talked to the yuan-ti, they might ask him about his gemstone heart. He will regale them with the story of how he fell in battle defending Athoomb from a swarm of Tanarri. Athoomb saved him by replacing his heart with the gemstone. He isn't sure how it works.
- He left the service of Athoomb after 15 years of service. Athoomb always keeps a constant flow of servitors and rewards them well in retirement.

- IF the PCs ask if Athoomb is undead, he will reveal that he isn't sure, but he also never saw him age.
- Chester can sketch the PCs a rough map of where they will find Athoomb. They must travel across the Vast to the foothills of the Troll Mountains, near Kings Reach. The PCs may travel over land or may decide to take a ship up the Vesper River.
- Chester will also reward them with 4 100-gp emeralds. H won't explain where he gets his gems.

If the PCs lose, eventually they will be found by the woodsmen and brought to consciousness. Those that died can e brought back through usual means. Chester's body remains and they may cast *speak with dead* on him. If the party cannot continue, go to **Conclusion A: Failure.**

Encounter 6 Across the Vast

Once the PCs have the info to where Athoomb might reside, they must travel across the Vast to the foothills of the Troll Mountains, near King's Reach. The PCs may travel over land or may decide to take a ship up the Vesper River. When they get there continue with **Encounter 7.**

Encounter 7 The King's Reach

As you arrive at King's Reach, you take in this small town. Several locations catch your eye that might help in getting information to the person you search for.

There are several locations the PCs may investigate. No one will have any information, but asking questions will attract the Attention of Skareera, an old human woman who was once Athoomb's scullery maid. She will investigate the PCs to make sure they mean Athoomb no harm.

Locations the PCs might visit:

The King's Ride Inn

The better quality of the two inns in town. The proprietor or the waitress will assist in giving people's rooms and provide food and drink. The inn is mostly occupied by merchants not interested in dealing with adventurers or common folk. Rooms are 5 gp a night with meals included.

The Ports View Inn

This is the common traveler's inn. The proprietor and his two daughters work to keep their clientele happy. Most of the people inside are guards and drovers for the merchants. They will gladly accept drinks in exchange for tall tales and lies of things they don't know. Rooms are 5 sp for private room, 1 sp for common room.

Glasse Tavern

This is a tavern and, as such, has no rooms. The owners are three brothers who also maintain a vineyard outside of town. They serve the laborers and dock workers of the town. Most people in here want to be left alone and are very leery of strangers.

Weave's General Store

Weave has most every general item you can find in the players handbook that is portable. Since this is a heavily traveled area for adventurers, items are 120% book value.

Carriage Works

The wheelwright plies his trade here and builds carriages and wagons. He also runs merchant wagons and will rent out a wagon for 5 sp a day. He has none available.

Sylvian Stables

Run by a half elf, these stables sport several fine horses of varying types and sizes. PCs will be able to buy horses, but from the availability in the area, they will be 150% book value.

Vibros Blacksmithy

On the outskirts of town, is run by a kindly yet strong human female. She will work on any piece of metal, but cannot produce masterwork items.

Notes: add shops you see fit. This is for role-playing purposes. If you are short on time, let the PCs ask a few questions and then be approached by Skareera

Meeting Skareera

Once the PCs have asked a few questions, Skareera will approach them.

You feel that either people don't want to tell you what you want to know or no one knows. When you are about to give up, you see a weathered, old crone approach you. She is dressed in a fine cloak, though her dress has obviously been worn a long time. Her hair is clean, if unkempt, and she wears an eye patch over one eye. Her voice is actually pleasant, not the cackle you would expect and, as she talks, you would guess she was quite lovely when she was younger.

"So ye are asking questions about old Athoomb, eh?"

Skareera was granted two thugs upon retirement from Athoomb's service. The first thing was a beautiful voice for the rest of her life, a songbird's voice placed within a small gem pressed within her throat. The second, is a replacement for a lost eye. The eye under her eye patch works as if all within 15 ft. of her are under a *zone of truth* spell (save DC 25). She will ask the PCs questions to determine their intentions. If they are belligerent, she will leave them and they will not find Athoomb. Go to **Conclusion C**.

If the PCs show good intent, she will impart the following information:

- Indeed she knows where Athoomb is.
- She was his scullery maid for 20 years.
- She will not reveal any of her service time.
- She will warn the PCs that Athoomb employs many servitors in exchange for service and to be careful dealing with them.
- She can give the PCs directions to his cavern.
- She will also ask the PCs to send her regards.

Once The PCs have the info, they may go to find Athoomb.

Encounter 8 Trolling Around

You find your way entering the Troll Mountains easy at first, but eventually very difficult as you climb up the hidden paths Shakeera told you about. Eventually, you come to a pass leading into a ravine. Down into the ravine you spy a cave entrance. On either side of the cave entrance you spy what appears to be two stone statues carrying large, curved blades.

This encounter is unteired since the PCs should not come into conflict with the Golems. Once the PCs approach, the left Golem will speak.

The Golem to the left lifts its sword and speaks, "Who seeks audience Athoomb!"

The Golems will wait until the PCs answer. If the PCs are belligerent the Golems will attack. If the PCs say who they are, the Golem will continue.

"What do you seek from Athoomb?"

The Golem is looking for a service that Athoomb can collect a debt from. Again, belligerent antagonistic PCs

will cause the Golems to attack. If the PCs answer appropriately, continue.

As you answer, the other Golem whistles. At a count of ten, the other Golem pulls back his sword and speaks, "You may enter and see out Athoomb. Do not touch what you are not bid to do or suffer his wrath. Maintain your passage on the glowing ball. " You see a ball of light appear at the entrance.

If the PCs attack the golem they will defend themselves and Athoomb will appear in 2 rounds and use his spells to capture the PCs. If the PCs destroy the Golems and Athoomb go to **Conclusion A**. If the PCs get to talk to Athoomb, either by following the ball or by being captured, go to **Encounter 9**.

Encounter 9

Interview with an Undead

You are guided into a large cavern. The walls glow with a dull yellow, allowing enough light to see and read by. Several stalactites and stalagmites break up the large cavern, creating smaller areas, which create partial chambers within the large cavern. You eventually maneuver through the maze and find yourself in the largest chamber in the cavern.

If the PCs caused a problem and had to be captured by Athoomb, read the following:

Athoomb brings you into the area and sets you down into a circle drawn on the floor. He says some words and you feel held in place.

"Well," he says, "You tried to come in here by force. Before I disintegrate you, what did you wish?"

The PCs will have to be pretty convincing here since they did attack. If they continue to be disruptive, he will cast *mass teleport* and send them to a Tantras prison. The PCs will not be able to teleport or escape and will be incarcerated in the prison for 6 months (182 day units). Go to **Conclusion B: Prison**.

If they explain their situation, Athoomb replies:

"Well", he begins slowly, "you disrupted my work and attempted harm on my demesnes. I will require payment", he says, admiring your weapons.

Athoomb will accept any of the following as payment for their attack:

- 2 permanent magic items.
- 1 permanent and 1 charged item (such as a wand).
- 1 permanent and 3 one-shot items (like potions).

- 1-year service from 2 PCs (will not accept service from Randar since he did not participate in the combat, nor from Van Der Vell who protected Randar).

In addition, he will accept the service of a third PC or of Randar in exchange for casting the removal of the geas.

Once all this is done, he will gather up a tome, a gauntlet, two candles, a rusty sword and a dull gray stone.

If they followed the ball, present this:

The glowing ball stops before a man sitting at the head of a large table. At least you think it's a man, he seems to have some sort of problem with his face as if it was a mannequin's face. He turns and looks to you as you enter.

He is dressed in fine silks of white and blue and is clean-shaven. He appears to be a bit husky for his medium build and still possesses long silver hair with black streaks.

The room is cluttered with books of various sizes atop of cabinets, tables and even piled on the floor. A brazier is fired up in one corner illuminating the space. Various devices, weapons and jewelry are scattered here and there and though they seem unprotected, you feel that touching them would utterly destroy the wielder.

"Well," he says slowly and methodically, "what can I do for you stalwarts?"

The Athoomb simulacrum will question the PCs as to why they re here. The real Athoomb already divined their purpose before he left. If they are truthful, the simulacrum will impart information as below. If they try to lie, he will correct them.

Athoomb will agree to go with them to cast the spell, but he will require payment. He will require one of the PCs to become a willing servant to him for 1 year. This does not require them to do anything against alignment, but to assist in magical research Athoomb is conducting.

If a PC does not step forward, Randar will do so, accepting the charge for his people. Once payment is arranged, he will give Randar or the PC who stepped forward a coin with a strange rune on it. Then he will tell the PCs the following:

"Well, adventurers, if we are to do this, we must return to where it was originally cast. We must gather some of my equipment to carry this out."

He quickly gathers items from around the room, handing them to his newest servant.

He picks up a tome, a gauntlet, two candles, a rusty sword and a dull gray stone.

Encounter 10 On The Road Again...

Athoomb takes all he has gathered and slips it into his belt. "Well...we should go to where the geas was originally laid for only there can we remove it. How do you propose we get there?"

PCs may be able to cast spells to carry the party back to the site. Athoomb will let them or allow them to transport him back mundanely.

If the party is truly stumped, Athoomb will take the memory of the location from Randar's mind using *detect thoughts* and cast *mass teleportation*. Regardless of the results of Encounter 9, all PCs will be transported to the site.

Once you have arrived at the site, Athoomb begins to give orders. "Take this candle and place it in the gravesite of the priest, place the rusty sword on the ground, 50 feet away, pointing east. Take this stone and pace 50 feet north and throw it up in the air." And as you do that, he slips on the gauntlet and opens the tome.

Note who carries the sword and the stone. If a fighter carries the sword, he will feel the quality of the rusted sword. If a bard or sorcerer carries the stone, they will sense it is an item of bonus to them.

Encounter 11 Spells Away

Once you have carried out your instructions, Athoomb directs to stand in a circle, 25 feet away from him while Randar stands in front of him.

"It is important that you willingly accept the spell that will surge through you. Not accepting it will make the spell fail, and you will all be needed to complete the casting. Do you accept this?"

If PCs ask, he will tell them that the energies will funnel through them and into Randar to burn out the geas and the energies will not hurt them. He will wait until all agree

With that he begins to chant.

The wind begins to churn as he speaks, his voice rough at first, and then gaining presence as he continues. The skies darken and clouds gather as the

wind blows harder. A slight change in the temperature is noticed as the air heats up. Lightning begins to arc and strike nearby as Athoomb builds up to a crescendo. Each of you feels held in place by a force stronger than any of you. As you watch, lightning strikes each of you, yet does no damage as the energy channels into him and then from him into Randar.

Have the PCs make a Spot check. (DC 30). Up until now, the Red Shadows people have been hiding in the shadows, blending in perfectly and not being detected. Now the PCs might notice their movement since they are held in place.

For those who notice read the following:

Out of the corners of your eyes you sense movement, though you yourself are held fast, even those who have protections from such effects. Several men in black move out from nowhere around you.

For those who did not make it read the following:

Suddenly, you see a thin black blur fly into the middle of the spell striking Athoomb squarely in the chest. He lurches back falling over, seemingly dead! The magic surges outward in all directions, surging back into you and into the sky! As you watch Randar also fall backward, you feel freed from what held you!

You see yourselves surrounded by several men dressed in black.

Those who played the adventure *For A Few Zhents More* will recognize these as the same assassins.

The arrow is an arrow designed to slay Athoomb. It ignores all protections and would strike unerringly into Athoomb, killing him irrevocably once he was within 50 yards. The Red Shadow waited for the PCs to flush him out to slay him, being the only one capable of thwarting the Red Shadow's plan

If the PCs did not come here first, then the Zhents who laid in waiting dealt with the allip(s) and/or shadow(s). They took their dead home. After that, the Red Shadow's assassins showed up to wait for your inevitable return.

Use the appropriate stats for the assassins from Appendix III.

Tier 2 (EL 8)

Shadow Assassin (1)
Shadow Archers (2)

Tier 3 (EL 10)

Shadow Assassins (2)
Shadow Archers (2)
Shadow Priest (1)

Tier 4 (EL 12)

Shadow Assassins (2)
Shadow Archers (4)
Shadow Priests (1)
Shadow Mage (1)

Tier 5 (EL 14)

Shadow Assassins (5)
Shadow Archers (8)
Shadow Priests (4)
Shadow Mage (4)

Tier 6 (EL 15)

Shadow Assassins (8)
Shadow Archers (10)
Shadow Priests (6)
Shadow Mage (6)

If the PCs lose, they will be found by rangers, but all their magical items will be gone (stolen by the assassins). PCs who died can be restored in the normal ways. Randar cannot be restored in any way. Most of the items remain except for the circlet. Please record this on the critical summary sheet. Go to **Conclusion A: Failure**

Encounter 12 The Truth Unveiled

Once the PCs finish the combat, continue right away.

As you finish the combat, you turn to see what happened to Athoomb and Randar. Randar is unconscious but unhurt. Athoomb is another matter. You see what used to be Athoomb as a white, cold material melting in the sun. Nothing will soon remain of the mage save for the book he held in his hand, and the circlet he wore on his head.

Randar suddenly moans and slowly sits up. Looking around he surveys the damage. "It seems," he says slowly ".....we have failed."

Randar will collect the items used in the spell and return to Ravens Bluff. This leads to **Conclusion C: The Best Result**.

Conclusion A Failure

Returning to Ravens Bluff a few items poorer, you report to Dame Karren Mystamere. She shakes her head sadly. She hands you a sack with 250 gp, your

pay for being held before you were given your mission. "I am sorry that you have failed. Hopefully we will be able to recover some of this. Thank you for your time and as usual you are sworn to secrecy on pain of treason."

The End

Conclusion B Prison

You awaken in a prison cell divested of your items. As you rise, you are brought out in chains in front of a judge.

"You have been found guilty of unlawful use of magic – teleportation- in an attempt to create a prison break in Tantras. You will serve six months incarcerated in our jail."

If the PCs try to contact Ravens Bluff to get them free, the city will disavow any knowledge of the PCs. Lords and Knights of Ravens Bluff will be returned to the City, which then will be secluded for six months in the city. Either way, the PCs are out of play for six months (183 DUs). Please mark this on their log sheet.

The End

Conclusion C The Best Result

You spend another four days on the city's payroll, being asked many questions and being checked magically. Days after you have tired of all these investigations, you are gathered into a private room in The Golde Inn.

Here you are met by Dame Karran Mystmere, the mayor's assistant, and two of her bodyguards. She seems pleased as her smile warms the room.

"Well met adventurers. It seems that you managed some success with your recent venture. While not totally successful, or research has shown that part of the geas was indeed removed, before the unfortunate incident. While they cannot initiate attack, the Flight of Arrows are now capable of defending themselves. We are still continuing research and it seems the circlet you found might be the key.

"As to your assailants, there were no remnants of their spirit to contact or raise from the dead. But we will continue to search and find out who they were and where they came from. As to the other items you brought back....."

She points to a guard who puts a chest on the table. Opening it she brings out several items you have seen before.....

“This item,” she places the no longer rusty sword on the table, “is a dagger of the second circle of magic.” Placing the stone next to it, “This is a lavender ellipsoid ioun stone.” Next the gauntlet, “Indeed a gauntlet of holding,” and finally the tome, “this is a traveling spell book. We have noted several blank pages as if the spells had been ripped from them. Still, there are several spells a mage will enjoy. Please accept these items as thanks along with your pay.”

She hands each of you a pouch containing 2 rubies valued at 500 each, pay for 10 days at 50 gp each, plus a bloodstone valued at 200 gp for taking on the challenge.

“Please be aware that we may call on you again to hopefully fully free the Flight of Arrows from the rest of the geas. And as usual, you are sworn to secrecy of this mission.”

With that she covers her head and leaves you to look over the items and be on your way.

For the PC who took the one year of service ONLY:

As you manage your way from your meeting, the area becomes a little hazy. You feel as if you are walking in a fog. When next you come through it, you feel as if you awoken for the first time.

You appear within a cavern. In front of you, you see.....ATHOOMB!

“Welcome servant. You did not think I would trust the world with my REAL self did you? It’s time to begin your service to me. Oh, and trust, the geas will be lifted, once they solve the riddle of the circlet.”

Dejected, you begin your service of one year.

For those who had to become servants for attacking Athoomb:

As you manage your way from your meeting, the area becomes a little hazy. You feel as if you are walking in a fog. When next you come through it, you feel as if you awoken for the first time.

You appear within a cavern. In front of you, you see.....ATHOOMB!

“Welcome servant. You did not think I would trust the world with my REAL self did you? Its time to begin your service to me. Still you must pay for your transgressions of my home.” With that he hands you mop and pail. No matter what, your magic seems nullified.

Dejected, you begin your service of one year.

The End

Experience Point Summary

To award experience for this adventure, consult the column for the tier at which the players played the adventure. Add up the values for the objectives accomplished. Divide the total by 6, and award that to each PC for objectives.

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.

Note that the maximum any PC can get for objectives cannot exceed the value shown for each tier, which is calculated for a table of six PCs. Thus, if you have four PCs, you divide by four on the values for what the PCs earned, but the maximum cannot go above the value shown per PC in the column.

	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6
Encounter 2: Defeat ambush	2,100	1,800	2,200	2,600	3,000
Encounter 3: Destroy undead	2,100	1,350	825	488	0
Encounter 5: Defeat yuan-ti	2,100	2,700	3,300	3,900	4,500
Encounter 7: Find Athoomb	50	50	50	50	50
Encounter 11: Defeat assassins	3,150	4,050	4,950	5,850	6,750
Total possible experience	9,500	9,950	11,325	12,888	14,300

Divide the total by the number of PCs and round down

Total possible experience per PC	1,583	1,658	1,887	2,148	2,383
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Then add:

Discretionary roleplaying award	0-50	0-50	0-50	0-50	0-50
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Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which 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 will not be 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 worth more than 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, 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 which 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.

- Bloodstone worth 200 gp, one per PC

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things it later finds unreasonable but which were allowed at the time.

Encounter 2

- +2 *longsword* (Value 8,315 gp, Unusual, Tiers 3-6 only): This sword has no special properties but has the name Claris inscribed on the pommel.

Encounter 10

- Faithful Service (only to PC who took offer from Athoomb for one year service when the PCs were not belligerent): The bearer of this certificate sacrificed one year in the service of Athoomb. The PC gains the region of Thethyr and may take regional feats from that region in the future.

Encounter 12

- *Pale lavender ellipsoid ioun stone* (Value 1,000 gp per spell level remaining): Absorbs spells up to 4th level will absorb up to 10 spell levels & will burn out.
- *Glove of storing* (Value 2,200 gp)
- Athoomb's traveling spellbook (Value 1,075 gp): This spellbook contains the following spells:
 - 1 Endure Elements, Unseen Servant,
 - 2 Obscure Object, Summon Swarm, Blur
 - 3 Dispel Magic, Wind Wall, Lightning Bolt
 - 4 Shadow Conjuraction, Stoneskin
 - 5 Persistent Image
 - 6 Geas/ Quest
 - 7 Plane Shift
 - 14 Blank Pages
- 2 Rubies per PC worth 500 gp

Player's Handout #1: Fortunes.

Give one to each PC who pays the Soothsayer.

1. Do prepare for battle, its time is almost here.
2. Wisdom flees before the reckless.
3. Travel light and always be aware of what may seek to hide.
4. You will face a stone cold decision, choose wisely.
5. A sacrifice may bring you great reward.
6. Your fate is sealed before you begin.
7. Do not fear the magic, for it does what it has to as fate decreed.

Player Handout #2: Menu (on a chalk board)

Ale	1sp	Beer	5cp
Mead	5 sp	Wine	2sp

Dwarven Spirits	1 gp
Elven Mead	1 gp
Thayan BloodWine	5gp
Juice	1sp

Meals:

Roast Beast & Potatoes	2 gp
Roast Pork and Vegetables	3 gp
Fried Chicken and Apple Slices	2 gp
Vegetable Melody	5 sp
Baked flounder	1 gp
Stuffed Devil Crab	5 gp

Desserts

Coffee Cake	1 sp
Cheese Cake	1 sp
Bread & Cheese	1 sp
Vanilla Ice Cream	1 gp *

Appendix I: NPCs

Van Der Vell, male human (wererat, human form) Clr9 of Shandukal: Medium Humanoid (5 ft 9 in. tall); HD 9d8+18; hp 72; Init +4 (Dex); Spd 30 ft; AC 21 (+5 from bracers, +4 from Dex, +2 natural); Atks +6/+1 melee (1d4+3 [crit 19-20], +3 *dagger*) or +10 ranged (1d4+2, *sling of seeking* +2); SQ spells, lycanthropic empathy, animal form (dire rat), chaos and protection domains; AL CG; SV Fort +10, Ref +9, Will +11.

Str 10, Dex 19, Con 14, Int 12, Wis 16, Cha 10

Skills: Concentration +11, Knowledge (religion) +10, Heal +12, Diplomacy +9. **Feats:** Dodge, Improved Control Shape, Iron Will, Spell Penetration, Mobility.

SQ: *Chaos domain power*—cast chaos spells at +1 caster level. *Protection domain power*—Protective ward 1/day, see PH p. 165.

Spells (6/5+1/5+1/4+1/2+1/1+1): choose as needed

Equipment: *bracers of armor* +5, +3 *dagger*, *sling of seeking* +2

Captain Randar von Trampf, male human Ftr9: Medium Humanoid (6 ft. 2 in. tall); HD 9d10+18; hp 72; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft; AC 20 (+3 from Dex, +2 from ring, +5 chain mail); Atks +16/+11 melee (1d6+6 [crit 18-20], +3 *scimitar*); AL CG; SV Fort +8, Ref +5, Will +3.

Str 16, Dex 15, Con 14, Int 12, Wis 10, Cha 13

Skills: Climb +6, Diplomacy +8, Handle Animal +7, Jump +9, Ride +7, Sense Motive +5, Swim +5, Listen +3, Spot +3. **Feats:** Weapon Focus (scimitar), Power Attack, Cleave, Dodge, Mobility, Great Cleave, Weapon Specialization, Expertise, Improved Disarm, Improved Initiative.

Equipment: +3 *scimitar*, chain mail, leather helm, *ring of protection* +2

Captain Randar Von Trampf, brother to Alexis von Trampf, is the leader of the Flight of Arrows in Ravens bluff until they are established in the city. Randar is a dusky skinned individual with hawk-like features. He takes his command seriously and will lay down his life for his followers. As with all Flight of Arrows members, Randar is cursed to be unable to attack or defend himself.

Chester Hearth, male human Rgr11: Medium Humanoid (6 ft. 1 in. tall); HD 11d10; hp 60; Init +3 (Dex); Spd 30 ft; AC 13 (+3 from Dex); Atks +11/+6/+1 melee (1d8+5 [crit 19-20], longsword); SA favored enemies (ogres +3, magical beasts +2, yuan-ti +1); AL NG; SV Fort +10, Ref +10, Will +6.

Str 16, Dex 17, Con 10, Int 10, Wis 10, Cha 10

Skills: Animal Empathy +8, Climb +7, Concentration +2, Craft (Snares) +4, Handle Animal +6, Heal +4, Hide +7, Intuit Direction +7, Jump +5, Listen +3, Move Silently +7, Profession (Trapper) +4, Search +3, Spot +3, Swim +3, Wilderness Lore +4. **Feats:** Track, Improved Two-Weapon Fighting, Rapid Shot, Precise Shot, Point Blank, Weapon Finesse: Bow

Spells: 1st lvl—*entangle*; 2nd lvl—*sleep*, *summon nature's ally II*

Equipment: Ruby heart.

Companion: Suzzanne the Moorhound (dog)

Skaeera, female human Com1: Medium Humanoid (5 ft. 1 in. tall); HD 1d6; hp 4; Init +3 (Dex); Spd 30 ft; AC 13 (+3 from Dex); Atks Melee -1 (1d4-1 [crit 19-20], dagger); AL NG; SV Fort 0, Ref +3, Will +2.

Str 8 Dex 17, Con 1, Int 10, Wis 10, Cha 10

Skills: Craft (Cooking) +6, Knowledge (Information Gathering) +4, Profession (housekeeper) +4, Listen +4. **Feats:** Skill Focus (craft cooking).

Equipment: Gem of Truth – Same as the 2nd level Priest spell Zone of Truth DC 35, permanent effect.

Athoomb Simulacrum, male human Wiz11/Clr11: Medium Humanoid (6 ft. 2 in. tall); HD 22d12; hp 154; Init +3 (Dex); Spd 30 ft; AC 25 (+4 Dex, +5 natural, +6 bracers); Atks +17/+12/+7 melee (1d6+4, +3 *light mace*); SA touch deals 1d8+5 damage to living creatures, will save DC 23 for half; SQ fear aura, undead qualities, immunities, turn resistance +4, damage reduction 15/+1; AL CN; SV Fort +7, Ref +3, Will +7.

Str 12, Dex 18, Con --, Int 22, Wis 20, Cha 17

Skills: Concentration +20, Craft (Stonework) +10, Craft (Jewelry) +10, Craft (Woodcarving) +10, Diplomacy +5, Heal +10, Knowledge (Arcana) +20, Knowledge (Religion) +15, Profession (Merchant) +10, Scry +20, Spellcraft +20, Alchemy +15, Hide +24, Listen +18, Move Silently +13, Search +13, Sense Motive +18, Spot +13. **Feats:** Craft Wondrous Item, Craft Weapon & Armor, Craft Staff, Craft Potion, Scribe Scroll, Silence Spell, Still Spell, Quicken Spell.

Signature Spell (*hold person*), Archmage effect (innate *dispel magic*).

Equipment: *amulet of proof vs detection and location*, *bracers of armor* +6, *cloak of displacement*.

SQ: *Fear Aura (Su)*—Creatures of less than 5HD in a 60 ft radius must make a Will Save or be affected by a Fear of 20th level. *Undead qualities*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability drain or death from massive damage. *Immunities*—Immune to cold, electricity, polymorph and mind effecting attacks.

Stone Golem (2): CR 11; Large Construct; HD 14d10; hp 77; Init -1 (Dex); Spd 20 ft. (Can't Run); AC 26 (-1 Size, -1 Dex, +18 natural); Atks +18 melee (2d10+9 [x2], slams); Face/Reach 5 ft. by 5 ft/10 ft; SA Slow; SQ Construct, magic immunity, damage reduction, 30/+2; Saves Fort +4, Ref +3, Will +4.

Str 29, Dex 9, Con ---, Int ---, Wis 11, Cha 1.

SA: *Slow (Su)*—Use slow as a free action once every two rounds. Range of 10 feet and a duration of 7 rounds. Will save DC 13 to negate. Otherwise, same as spell.

SQ: *Magic Immunity (Ex)*—Immune to all spells and spell like abilities and supernatural effects. *Transmute rock to mud* slows it for 2d6 rounds with no saving throw. *Transmute mud to rock* heals all lost hit points. *Stone to flesh* makes it vulnerable to regular attack for the next round (does not include magical attacks).

Appendix II: Shadow Assassins

All Assassins:

Poison – Str poison type B – this is a part two poison that shadow assassins' use. Normally, anyone who is affected by this poison must make Fort Save (DC 15) or lose 1d6 points of Str. This effect lasts for 1d6 days but can be neutralized sooner with a *neutralize poison* spell.

A person raised under Zhentarim rule has been fed part A of the poison. It remains inert in the body until part B is applied. Those who are affected by both Part A & Part B must make a Fort save DC 25. If they succeed, they fall unconscious for 1d3 months. If they fail, they fall over dead, no resurrection possible nor can a speak with dead be applied. Only a *true resurrection* can bring the target back.

Death Poison – the assassins are trained to fight to the death. Prior to beginning a combat, they drink this poison. This poison will kill an assassin in ten rounds. They feel that if they cannot kill their targets by then, they deserve to die. They also carry a universal antidote that will neutralize the poison in them. The antidote breaks up in 5 days after it's prepared.

Improved Non Detection (Su)—from the spell *death sentence*. The target is hard to detect by magical means. To detect the target, the caster must make a caster level check (1d20 + caster level) vs. a DC of 25. In exchange, the silver cord that connects the target to the soul is severed. If the target dies, the target cannot be resurrected or have a *speak with dead* spell operate. Only a *true resurrection* will restore the target.

Shadow Assassin, human Ftr1/Rog4/Asn1: CR 6; Medium Humanoid (6 ft.); HD 1d10+5d6+12; hp 39; Init +3 (Dex); Spd 30 ft; AC 13 (+3 Dex); Atks +6 melee (1d6+1 [crit 19-20], short sword) or +6 melee (1d4+1 and poison [crit 19-20], dagger); SA sneak attack +3d6, Death Attack; SQ Uncanny Dodge (Dex bonus to AC), Evasion, Poison Use; AL NE; SV Fort +5, Ref +9, Will +1.

Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 12

Skills: Craft (Weaponsmithing) +5, Climb +6, Disguise +7, Jump +5, Move Silently +12, Hide +12, Listen +6, Search +7, Spot +6. *Feats:* Dodge, Mobility, Spring Attack, Weapon Focus (short sword), Weapon Focus (dagger)

Equipment: short sword, dagger

Spells: *obscuring mist*

SA: *Death Attack*—If target studied for 3 rounds and succeeds in a sneak attack with a melee weapon, the victim must make a Fort save DC 12 or the target dies. The assassin has the option to attempt this as a paralyzing attack. Failure leaves the target incapable of taking any action for 1d6 +1 rounds.

SQ: *Evasion*—If exposed to a reflex save for half damage, and makes the save, takes no damage.

Shadow Archer, human Ftr2/Rog2: CR 4; Medium Humanoid (6 ft.); HD 2d10+2d6+8; hp 30; Init +3 (Dex);

Spd 30 ft; AC 16 (+3 Dex, +3 studded leather armor); Atks +7 ranged (1d8 [crit x3], Longbow) or +4 melee (1d4+1 and poison [crit 19-20], dagger); SA Sneak Attack +1d6; SQ Evasion; AL NE; SV Fort +4, Ref +6, Will +0

Str 12, Dex 16, Con 14, Int 13, Wis 10, Cha 12

Skills: Climb +5, Hide +8, Jump +5, Listen +4, Move Silently +8, Ride +7, Spot +4, Swim +5. *Feats:* Dodge, Far Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow).

Equipment: Longbow, 24 arrows, quiver, dagger, studded leather armor.

SQ: *Evasion*—If exposed to a reflex save for half damage, and makes the save, takes no damage.

Shadow Mage, human W3/Rog2: CR 5; Medium Humanoid (6 ft.); HD 3d4+2d6+5; hp 22; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft; AC 16 (+2 Dex, +4 *mage armor* spell); Atks +3 melee (1d6+1 [crit 19-20], short sword) or +3 melee (1d4+1 and poison [crit 19-20], dagger); SA spells, Sneak Attack +1d6; SQ Evasion; AL NE; SV Fort +2, Ref +6, Will +3.

Str 12, Dex 14, Con 12, Int 16, Wis 10, Cha 12

Skills: Alchemy +7, Balance +7, Climb +6, Concentration +6, Craft (Poison) +8, Disguise +6, Escape Artist +7, Hide +8, Knowledge (arcana) +6, Move Silently +8, Jump +6, Listen +5, Search +8, Spellcraft +7, Spot +5, Tumble +7. *Feats:* Dodge, Improved Initiative, Scribe Scroll, Silent Spell

Equipment: short sword, dagger

Spells (4/3/2): 0 lvl—*resistance, light, mage hand, prestidigitation*; 1st lvl—*mage armor* (cast), *color spray, true strike*; 2nd lvl—*ghoul touch, silent true strike*

SQ: *Evasion*—If exposed to a reflex save for half damage, and makes the save, takes no damage.

Shadow Priest, human Clr3/Rog2: CR 5; Medium Humanoid (6 ft.); HD 3d8+2d6; hp 24; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 13 (+3 Dex); Atks +3 melee (1d6, light mace) or +4 ranged (1d4 and poison [crit 19-20], dagger); SA Spells, Sneak Attack +1d6; SQ Evasion, Death and Trickery Domains; AL NE; SV Fort +5, Ref +9, Will +6.

Str 10, Dex 16, Con 10, Int 13, Wis 16, Cha 10.

Skills: Balance +8, Bluff +3, Concentration +4, Hide +8, Knowledge (religion) +5, Listen +8, Move Silently +8, Search +6, Spellcraft +2, Spot +8, Tumble +6. *Feats:* Great Fortitude, Improved Initiative, Lightning Reflexes.

Equipment: light mace, dagger

SQ: *Evasion*—If exposed to a reflex save for half damage, and makes the save, takes no damage. *Death domain power*—Death touch; 1/day succeed at melee touch attack against living foe. Roll 3d6; if result equals or exceeds the victim's current it points it dies. *Spells* (4/3+1/2+1), domain spells in bold: 0 lvl—*resistance* x2, *cure minor wounds* x2; 1st lvl—*cause fear, protection from good, random action, summon monster I*; 2nd *invisibility, enthrall, summon monster II*