

Swan Song

A One-Round D&D Living City Adventure

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with special thanks to Joe Fredrick
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Cancelled concerts, quiet taverns, and postponed poetry readings—where have all the bards gone? An adventure for characters level 1-10.

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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.

LIVING CITY 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>
T1:	4-12	5-13	6-14	7-15	4 nd
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

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.

DM's Introduction

A rare form of ghost called a lhiannan shee is killing bards in Ravens Bluff. Rhianna, like all ghosts of her kind, died believing that a bard she loved had wronged her. Now, she haunts the Fiddlers' Green, a bard's haunt in the Bluff, killing unfortunate troubadours that seem to have no choice but follow her deadly call.

Mireal, a priest of Kelemvor, has sworn to put a stop to Rhianna's killing spree, and has already bested the spirit once in battle. Unfortunately, Mireal has not been able to find the reason for the lhiannan shee's haunting, and without righting the wrong that Rhianna perceives has been done to her, her ghost is only temporarily deterred, not stopped.

During the course of this adventure the PCs will have the opportunity to assist Mireal, solve the mystery behind why Rhianna the lhiannan shee haunts the Bluff, and save the bardic population of the City.

Much of this adventure works best if there is a bard among the PCs, but where such a character would move the action, advice is given to keep the story moving if there is no bard among the adventures.

Further Credits: The lhiannan inspired by a monster created by Roger E. Moore that appeared in the Creature Catalog III, issue #101 of *Dragon* magazine, and further fleshed out by Elaine Cunningham in the *Tales of Ravenloft* short story anthology in a story titled "Song Snatcher." Artonus's swan song in this adventure is Lord Byron's "She Walks in Beauty" with a few cosmetic (Apollo and Milil forgive) changes.

Adventure Synopsis

Player's Introduction - This adventure features a very open-in-form introduction. It is up to the Players and the DM to figure out why the PCs are together and carousing the Swordpoint Neighborhood in Ravens Bluff's Temple District. The Introduction gives some suggestions, as well as some quick and fast details on the area around the Fiddlers' Green, but free-form roleplaying serves as the real introduction to the adventure. Once the preliminaries have been worked out, the action moves on to Encounter 1.

Encounter 1: The Fiddlers' Green – Encounter 1 is divided into three parts: A Fading Note, Dissident Cords and Off Key. Each section details an encounter that takes place in or around the Fiddlers' Green during the evening that the PCs are hanging around Swordpoint. In A Fading Note the PCs find, and have the opportunity to save, a bard who has recently been attacked by Rhianna. Dissident Cords details a run-in with a group of unsavory bards who've heard Rhianna's call but were sidetracked by an opportunity to do a little mischief. Finally, in Off Key, the PCs meet both Rhianna and Mireal. That encounter sets the stage for the rest of the adventure.

Encounter 2: Investigation – Mireal has some ideas about how to deal with Rhianna, but some sleuthing is needed to confirm her suspicions. This encounter is also split into three sections: Patron of the Arts, With Oghma's Aid, and Exchanging Notes

Mireal suggests that her and the PCs split up. She will check one lead, while the PCs can check the other. If the PCs decide to question the Bards' Guild about Rhianna (Patron of the Arts), if so Mireal will inquire with the Temple of Oghma (Oghma's Aid). If the PCs search for clues at the temple of Oghma, then Mireal will check the guild. Mireal and the PCs will be reunited in Exchanging Notes. What each finds out leads them out of the city, and in different directions. The action moves to Encounter 3.

Encounter 3: Tantras – Whilst Mireal checks out leads in Sarbreenar, the PCs head on to Tantras to track down the history, of an old bard named Artonus, and what connection he may have with the Ihiannan shee haunting Fiddlers' Green.

First, The PCs may have to deal with a band of gnoll raiders plaguing the route between the Bluff and Tantras. Just how much time they spend with the savage bandits may have repercussions later on in the adventure.

Once the PCs reach the city of Tantras they must find the burial place of old Artonus. Groups who sport a

PC with the Gather Information skill may have an easy time finding the bard's resting place, while others will have to rely on the records at the temple of Milil, and it takes valuable time to gain access to those records.

Once the PCs locate Artonus's resting place, they will have to beat off the ghouls and ghosts who are attracted to his mausoleum in order to find out the secrets of Artonus and his swansong.

Encounter 4: Finale – Armed with Artonus's song, the PCs make it back to Raven's Bluff to confront Rhianna. Depending on how much time the PCs took during their excursion to Tantras, Mireal may or may not join them during the final battle.

Conclusion – The PCs either stop Rhianna, or they don't. What other conclusion could there be?

Player's Introduction

This adventure begins in the Swordpoint neighborhood of the Temple District inside the walls of Raven's Bluff. Once a rowdy place where duels were fought between competing lovers and heated rivals, over the years this neighborhood has settled down, becoming haunt for bards, jugglers, poets and troubadours. But this now more benign reputation is changing.

Bards have been dying. Almost one a night for the last tenday, a bard has been found dead—the life drained out of him, but with a smile on his face. Hopefully, the PCs can stop the deaths that are going on in this festive section of Raven's Bluff.

First, the PCs have to get to Swordpoint. This can be done any manner of ways. Try to tailor the reason for the PCs being in this part of town to the group you are running. Listed below are some a couple of locations within Swordpoint (each correspond to a building on the map located at the end of this adventure) each with one or two adventure hooks to serve as ideas on how and why the PCs could be visiting this particular local. Brief descriptions of other spots on the map can be found in Appendix A.

TS2 – The Raven's Glory

A fat, short, and intensely energetic southern gentleman named Veldarno Khalabari (Human male Rog7) owns this dancing and dinning hall. Two floors of balconies and glittering stairways overlook the main ballroom, and the upper fourth floor of this feasthall provides rooms for rent. Anyone looking for a night on the town will know that the Glory is the place to be.

Once the PCs arrive, though, they will find the festive place quiet and empty. Veldarno sits at the bar crying loudly. The barkeep, pats him on the back, but

looks embarrassed for his employer. Once Veldarno sees the PC he immediately cheers up, jumps out of his bench and entreats the PCs to dance, and be merry. The only music he can provide is his own (poor) singing, but provide it he will. Once Veldarno realizes the futility of the situation he stops singing, slumps into tears once again, eventually coming up for air to explain his plight to the PCs—someone or something is killing bards in Fiddlers’ Green, and with musicians scared to even approach this part of town, his business is dying. He promises a 200 gp reward for the downfall of the person or monster killing the bards.

TS9 – The Sanctuary

The Sanctuary is a building that hosts a series of apartments owned by the druid Rowan Wilander. The apartments are a sylvan decorated haven, designed for the comfort of elves, half-elves, and others who appreciated the beauty and grandeur of the outdoors. The Sanctuary houses a rear atrium that contains a pool, mosses, ferns, and thick plantings of tangled shrubs shaded by duskwood and blueleaf trees. This atrium serves a meeting spot for elves and druids within the city.

Today, the more sylvan denizens of Ravens Bluff are celebrating a wake dedicated to the elven adventurer Lorreneion Velsarath, a bold and brash elf that wander south four summers ago to slay a fang dragon, who rumors said dwelt somewhere in the mountains north of Brynwood. Now, four years later, Lorreneion’s family and elven friends have come to the conclusion that Lorreneion must have been devoured by the wyrm, and they are throwing a party in honor of the fallen elf.

Elven, druid, or ranger PCs may have known Lorreneion, or know someone who knows Lorreneion, thus opening the way for the PCs to attend the gathering. Of course the death of minstrels in Fiddlers’ Green is a chief topic of conversation at the wake, and drinks flow freely into the night...

For PCs of a heroic bent, getting them to Swordspoint and the Fiddlers’ Green may be as easy as reading the following:

A young gentleman, perfumed and painted in the latest Sembian fashion, approaches you with a strutting and dramatic stride.

“Are any of your bards? Or do you know a bard looking for a patron.” Before you can answer he quickly continues: “I have lost my minstrel, it seems some droll vampire or some such sucked his out his soul, which has been happening a lot lately to poets and musicians. Now I need someone to finish my epic. I pay excellent gold, and give excellent references.”

This morally bankrupt youth’s name is Dyerna Nolin (Male human Ari3) of the Daerlun Nolins. He is dismissive, condescending, and acts with an effeminate manner. He knows very little more than his former bard (a young adventurous fellow, whose name Dyerna never bothered to remember) was found dead two days ago in the Fiddlers’ Green.

Dyerna excuses himself as soon as he becomes bored with the conversation (which is immediately after he realizes that no one is interested in becoming his bard). If the PCs for any reason threaten the young fop, he cowers easily, and will even offer them all the coin in his pocket (50 gp, and two gems worth 25 gp each) to buy his safe passage.

It is possible that a bard does want to retain Dyerna as a patron. In that case present them with “Patronage of Dyerna Nolin” cert.

If PCs with the Gather Information skill attempts to find out more about the strange disappearances, make the roll for them, and consult the chart below. It cost 2d4 gp in drinks and food to gather the information below.

DC
5 or
below

Information

A acolyte of Torm tells you that a priest of Kelemvor is killing the bards. There is a celestial war between the god of the dead and the Milil, Lord of Song, and Raven’s Bluff has become its newest battleground (Comically false).

10

An off-duty guardsman says that seven bards have been found dead in Fiddlers’ Green in the last tenday. Almost all of them were found in the morning, but one was found one bell after highmoon. The guard has no witness or suspects to the deaths (All true).

15

A chatty gossip informs you that more than half a dozen bards have been found dead at the Fiddlers’ Green. Each was found early in the morning, ashen white and smiling. Locals believe the park is now cursed, and that it is not safe for a bard to walk it at night. (All true, but the park is not technically cursed)

20+

A young sage has heard that seven bards were found dead. Each was found in the morning hours, their life

drained, as if so by some form of undead. He has heard stories of ghosts that hunt bards specifically, but such ghosts traditionally are found Dale Lands. (All true, but the sage does not remember the name for this type of ghost—lhiannan shee).

Once the PCs decide to investigate the Park at night go on to Encounter 1. If investigating foul death in the middle of the night is not a certain character's cup of tea, allow the player to either switch characters (and adjust the Tier if needed) or leave the game.

Encounter 1: The Fiddlers' Green

The sub-encounters can occur in just about any order the DM wishes to run them, but the read-aloud text of 1a will have to be altered if the PCs have already defeated Rhianna when they find poor Geodfray. All of the encounters occur in or just outside of the Fiddlers' Green (TS1 on the neighborhood map) and all on the same night.

Note – Talking to the Watch: The watch always keeps at least two constables on duty at Fiddlers' Green, but has basically given up on trying to capture the strange murderer of bards, who has proven too elusive for even their best efforts. The watch has stationed two screw-ups, Privates Rois (Human male, Ftr1) and Geeld (Human male, War3) to "protect" those walking Fiddlers' Green.

The pair spend most of the night loitering around Bloody Boots near the Knight of the Griffon Headquarters. This order of knights, unlike the watch, has not given up, and sponsors the actions of one of their own, Mireal a priestess of Kelemvor (see below), to find the bard killer. Rois and Geeld stay close to Griffon hall during their watch, hopping if they're attacked that the knights will run out to save them (something that is not going to happen). The two watchmen are also a source of misinformation. Neither takes nor listens to orders very well (which is the exact reason why they are in this predicament), and both have been drinking brandy (Spot, DC 15) from a flask that Rois keeps in a bag at his side.

If questioned the two will tell the PCs the following things:

- Every bard found dead has had their throat slit and their hands and feet severed from their body (Not true. There was no sign of a physical attack on any of the bards).

- Our Watch Captain said the bards had it coming. They deserved what they got. (Not true. Rois and Geeld have taken what the Watch Captain said out of context. What the Watch Captain was relaying was a confusing *augury* that the watch had the priests of Tyr cast to help the investigation.)
- Our Watch Captain said that if the murders are going to stop either the Knights of the Griffon or adventurers need to solve it, it is not his problem (Also taken out of context. The Watch Captain was venting his frustration when he said something like what Rois and Geeld relay.)

PCs who are members of the Watch, or are deeply concerned about what they hear from the two foolish watchmen may talk with the Watch Captain. He will clear up any misunderstanding, but admit his frustrations over the case. He is open to any help the PCs want to volunteer.

1a: A Fading Note

In this encounter the PC find poor Geodfray, a young bard who has been assaulted by Rhianna, on the verge of death. Have the PCs make a spot check, for anyone who succeeds at the check (DC 15) read the following:

Was that a light over by those bushes for an instant? It looked too dim for a light spell, and too arcane for a torch.

A casual Search (DC 10) of the area where the PC saw the light will uncover poor dying Geodfray (Male half-elf, Brd3; hp 9, currently -6, he will not stabilize without help; Chr 16 now 0) discarded in the brush. If the PCs are able to revive Geodfray and bring his Charisma up to a score of 5 or more, he will relay the following:

She was so beautiful. She was like pure song. I must find her. Her kisses put me in a state of bliss.

He is of course talking about Rhianna. He does not understand that "state of bliss" was a state of near death, and will not until both his Charisma returns, and he has had a few days' rest.

Knightly PCs who help make sure that Geodfray is nursed back to health (the cost is 25 gp minimum, per knight wanting to help) gain 1 Chivalry Point, as Geodfray writes a ballad in that knight's (or knights', if more than one knight assists) honor once he gets his wits back.

1b: Dissident Cords

A group of bards, who call themselves the Potents, each heard Rhianna's call and were approaching the Fiddlers' Green to visit her. The Potents are not your typical bards—they are thieving and murderous more musicians, who have cornered a duo of young nobles, minor scions from Raven's Bluff houses. They are attempting to extract some "support for the arts" from the pair.

You hear the soft panpipe playing in the distance; it is soft and wonderful, accompanied by a strangely hypnotic humming noise. Looking around you spot the player, or maybe players. There are at least three folk off in an alleyway just beyond that group of shrubs.

Something is amiss, though. The Pipes stop and you hear a high-pitched, but cold voice say "If you do not give us what we want, we will play a your dirge next." With his proclamation, a woman whimpers.

Durgo, Braggu, and Lethi have cornered their prey. Durgo who is attempting to *fascinate* (and, at higher Tiers, then *suggest*) the two and get them to hand over all their worldly goods plays the panpipes. The strange humming sound is being made by Braggu's swinging spiked chain, which he is using to keep the couple pinned toward the back of the alleyway. Of course, if the PCs attack, the evil bards will turn their attention toward the new threat.

PCs who are careful to sneak up on the three will need to succeed at Move Silently and Hide checks (Tier 1 DC 15, Tier 2 DC 20 Tier 3 DC 22, Tier 4, DC 25) to gain a surprise round.

Tier 1 (EL 4)

Durgo, Male halfling, Brd 1; CR 1; Small Humanoid; HD 1d6+1; hp 5; Int +2 (Dex); Spd 20 ft.; AC 17 (+2 Dex, +4 chain shirt, +1 size); Atk +0 melee (1d6 [crit. 19-20], short sword), or +2 ranged (1d8 [crit 19-20], light crossbow); SA Inspire courage, countersong, fascinate; AL NE, SV Fort +1, Ref +4, Will +1.

Str 10, Dex 15, Con 12, Int 14, Wis 9, Chr 17.

Skills: Balance +6, Bluff +7, Escape Artist +6, Gather Information +7, Listen +5, Perform +7 (limerick, panpipe, sing, taunt), Spot +5; *Feats:* Dodge.

Equipment: Chain shirt (small size), light crossbow, 10 bolts, panpipes, *potion of cure light wounds*, *potion of reduce*, short sword, 80 gp, 1 piece of jasper (50 gp).

Spell known (2; Spell DC = 13 + spell level): 0-lvl—*dancing lights*, *daze*, *flare*, *ghost sound*.

Braggu, Male human, Ftr 1; CR1; Medium-size Humanoid; HD 1d10+7; hp 13; Int +1 (Dex); Spd 20

ft.; AC 16 (+1 Dex, +5 chainmail); Atk +4 melee (2d4+2 [crit. 19-20], spiked chain); Face/Reach 5 ft. x 5 ft.x10 ft.; AL CE, SV Fort +6, Ref +1, Will +0.

Str 15, Dex 13, Con 18, Int 8, Wis 10, Chr 15.

Skills: Climb +7; Swim +7; *Feats:* Exotic Weapon Proficiency (spiked chain), Toughness, Weapon Focus (spiked chain).

Equipment: Chainmail, *potion of bull's strength*, spiked chain, 100 gp.

Lethi, Female half-elf, Brd1/Sor 1; CR 2; Medium-size Humanoid; HD 1d6+1d4; hp 7; Int +3 (Dex); Spd 20 ft.; AC 13 (+3 Dex); Atk +0 melee (1d6 [crit. 18-20], rapier) or +3 range (1d6 [crit x3], shortbow); SA Inspire courage, countersong, fascinate; AL NE, SV Fort +0, Ref +5, Will +5.

Str 11, Dex 16, Con 10, Int 15, Wis 13, Chr 18.

Skills: Bluff +9; Diplomacy +9; Move Silently +7; Spot +5; Perform +9 (harp, mandolin, sing, tall-tale, whistle); *Feats:* Combat Casting.

Equipment: harp, rapier, shortbow, 20 arrows, *wand of color spray* (50 charges), 50 gp, three pieces of amber (100 gp each).

Spells known, bard (2; Spell DC = 14 + spell level): 0-lvl—*dancing lights*, *daze*, *flare*, *ghost sound*.

Spells known, sorcerer (5/4 Spell DC = 14 + spell level): 0-lvl—*dancing lights*, *mage hand*, *open/close ray of frost*; 1st-lvl—*shield*, *sleep*.

Tier 2 (EL 6)

Durgo, Male halfling, Brd 3; CR 3; Small Humanoid; HD 3d6+3; hp 15; Int +2 (Dex); Spd 20 ft.; AC 17 (+2 Dex, +4 chain shirt, +1 size); Atk +4 melee (1d6 [crit. 19-20], short sword), or +4 ranged (1d8 [crit 19-20], light crossbow); SA Inspire courage, countersong, fascinate; AL NE, SV Fort +2, Ref +5, Will +2.

Str 10, Dex 15, Con 12, Int 14, Wis 9, Chr 17.

Skills: Balance +8, Bluff +9, Escape Artist +8, Gather Information +7, Listen +7, Perform +9 (flute, juggle, limerick, panpipe, sing, taunt), Spot +7; *Feats:* Dodge, Weapon Finesse (shorsword)

Equipment: Chain shirt (small size), light crossbow, 10 bolts, panpipes, 2 *potions of cure light wounds*, *potion of reduce*, short sword, 80 gp, 3 piece of jasper (50 gp).

Spell known (3/1; Spell DC = 13 + spell level): 0-lvl—*dancing lights*, *daze*, *flare*, *ghost sound*, *mending*; 1st-lvl—*cause fear*, *expeditious retreat*, *summon monster I*.

Braggu, Male human, Brd1/Ftr 2; CR 3; Medium-size Humanoid; HD 2d10+1d6+18; hp 34; Int +1 (Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 chainmail); Atk +5

melee (2d4+2 [crit. 19-20], spiked chain); SA Inspire courage, countersong, fascinate; Face/Reach 5 ft. x 5 ft.x10 ft.; AL CE, SV Fort +7, Ref +2, Will +2.

Str 15, Dex 13, Con 18, Int 8, Wis 10, Chr 15.

Skills: Climb +7, Perform +7 (bagpipe, chant, drum, sing, taunt); Swim +7; *Feats:* Exotic Weapon Proficiency (spiked chain), Power Attack, Toughness (x2), Weapon Focus (spiked chain).

Equipment: Chainmail, *potion of bull's strength*, spiked chain, 100 gp.

Spells Prepared (2; Spell DC = 12 + spell level): 0-lvl—*dancing lights, daze, flare, ghost sound*.

Lethi, Female half-elf, Brd1/Sor 2; CR 3; Medium-size Humanoid; HD 1d6+1d4; hp 7; Int +3 (Dex); Spd 20 ft.; AC 13 (+3 Dex); Atk +0 melee (1d6 [crit. 18-20], rapier) or +3 range (1d6 [crit x3], shortbow); SA Inspire courage, countersong, fascinate; AL NE, SV Fort +0, Ref +5, Will +6.

Str 11, Dex 16, Con 10, Int 15, Wis 13, Chr 18.

Skills: Bluff +9; Diplomacy +9; Move Silently +7; Spot +5; Perform +9 (harp, mandolin, sing, tall-tale, whistle); *Feats:* Combat Casting.

Equipment: harp, rapier, shortbow, 20 arrows, *wand of color spray* (50 charges), 50 gp, three pieces of amber (100 gp each).

Spells known, bard (2; Spell DC = 14 + spell level): 0-lvl—*dancing lights, daze, flare, ghost sound*.

Spells Known, sorcerer (5/4 Spell DC = 14 + spell level): 0-lvl—*dancing lights, mage hand, open/close, ray of frost*; 1st-lvl—*shield, sleep*.

Tier 3 (EL 8)

Durgo, Male halfling, Brd 5; CR 5; Small Humanoid; HD 5d6+5; hp 25; Int +3 (Dex); Spd 20 ft.; AC 19 (+3 Dex, +5 +1 chain shirt, +1 size); Atk +7 melee (1d6 [crit. 19-20], masterwork short sword), or +6 ranged (1d8 [crit 19-20], light crossbow); SA Inspire courage, countersong, fascinate; AL NE, SV Fort +2, Ref +7, Will +3.

Str 10, Dex 16, Con 12, Int 14, Wis 9, Chr 17.

Skills: Balance +11, Bluff +11, Escape Artist +11, Gather Information +7, Listen +9, Perform +11 (flute, juggle, limerick, lyre, mandolin, panpipe, sing, taunt), Spot +9; *Feats:* Dodge, Weapon Finesse (short sword).

Equipment: +1 chain shirt (small size), light crossbow, 10 bolts, panpipes, 2 potions of cure light wounds, *potion of reduce*, short sword, 80 gp, 3 pieces of jasper (50 gp).

Spells known (3/4/3; Spell DC = 13 + spell level): 0-lvl—*dancing lights, daze, flare, ghost sound, mage hand mending*; 1st-lvl—*cause fear, expeditious retreat, magic weapon summon monster I*; 2nd-lvl—*cat's grace, Tasha's hideous laughter*.

Braggu, Male human, Brd 1/Ftr 4; CR 5; Medium-size Humanoid; HD 4d10+1d6+26; hp 53; Int +1 (Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 chainmail); Atk +9 melee (2d4+3 [crit. 19-20], masterwork spiked chain); SA Inspire courage, countersong, fascinate; Face/Reach 5 ft. x 5 ft.x10 ft.; AL CE, SV Fort +8, Ref +4, Will +3.

Str 16, Dex 13, Con 18, Int 8, Wis 10, Chr 15.

Skills: Climb +9, Perform +7 (bagpipe, chant, drum, sing, taunt); Swim +9; *Feats:* Exotic Weapon Proficiency (spiked chain), Power Attack, Cleave, Greater Cleave, Toughness (x2), Weapon Focus (spiked chain).

Equipment: Chainmail, *potion of bull's strength*, spiked chain, 100 gp.

Spells Prepared (2; Spell DC = 12 + spell level): 0-lvl—*dancing lights, daze, flare, ghost sound*.

Lethi, Female half-elf, Brd 1/Sor 4; CR 5; Medium-size Humanoid; HD 1d6+4d4; hp 16; Int +3 (Dex); Spd 20 ft.; AC 13 (+3 Dex); Atk +6 melee (1d6+1 [crit. 18-20], masterwork rapier) or +7 range (1d6+2 [crit x3], mighty shortbow [+1], w/ +1 arrows); SA Inspire courage, countersong, fascinate; AL NE, SV Fort +1, Ref +6, Will +7.

Str 12, Dex 16, Con 10, Int 15, Wis 13, Chr 18.

Skills: Bluff +9; Diplomacy +9; Move Silently +7; Spot +5; Perform +9 (harp, mandolin, sing, tall-tale, whistle); *Feats:* Combat Casting, Weapon Finesse (rapier).

Equipment: harp, rapier, shortbow, 20 +1 arrows, *wand of color spray* (50 charges), 50 gp, three pieces of amber (100 gp each).

Spells known, bard (2; Spell DC = 14 + spell level): 0-lvl—*dancing lights, daze, flare, ghost sound*.

Spells known, sorcerer (6/7/4 Spell DC = 14 + spell level): 0-lvl—*dancing lights, daze, mage hand, open/close, ray of frost, resistance*; 1st-lvl—*expeditious retreat, shield, sleep, true strike*; 2nd-lvl—*ghoul touch*.

Tier 4 (EL 10)

Durgo, Male halfling, Brd 7; CR 7; Small Humanoid; HD 7d6+7; hp 35; Int +3 (Dex); Spd 20 ft.; AC 19 (+3 Dex, +4 +1 chain shirt, +1 size); Atk +9 melee (1d6 [crit. 19-20], masterwork short sword), or +8 ranged (1d8 [crit 19-20], light crossbow); SA Inspire courage, countersong, fascinate, suggestion; AL NE, SV Fort +3, Ref +8, Will +4.

Str 10, Dex 16, Con 12, Int 14, Wis 9, Chr 17.

Skills: Balance +13, Bluff +13, Escape Artist +13, Gather Information +7, Listen +11, Perform +13 (ballad, flute, harp juggle, limerick, lyre, mandolin, panpipe, sing, taunt), Spot +11; *Feats:* Dodge, Point Blank Shot, Weapon Finesse (short sword).

Equipment: +1 *chain shirt* (small size), light crossbow, 10 bolts, panpipes, 2 potions of *cure light wounds*, *potion of reduce*, short sword, 80 gp, 4 pieces of jasper (50 gp).

Spells known (3/4/3/1; Spell DC = 13 + spell level): 0-lvl—*dancing lights*, *daze*, *flare*, *ghost sound*, *mage hand*, *mending*; 1st-lvl—*cause fear*, *expeditious retreat*, *magic weapon*, *summon monster I*; 2nd-lvl—*blur*, *cat's grace*, *hold person*, *Tasha's hideous laughter*; 3rd-lvl—*haste*, *slow*.

Braggu, Male human, Brd 1/Ftr 6: CR 7; Medium-size Humanoid; HD 6d10+1d6+34; hp 74; Int +1 (Dex); Spd 20 ft.; AC 16 (+1 Dex, +5 chainmail); Atk +12/+7 melee (2d4+6 [crit. 19-20], +1 *spiked chain*); SA Inspire courage, countersong, fascinate; Face/Reach 5 ft. x 5 ft./10 ft.; AL CE, SV Fort +9, Ref +5, Will +5.

Str 16, Dex 13, Con 18, Int 8, Wis 10, Chr 15.

Skills: Climb +11, Perform +7 (bagpipe, chant, drum, sing, taunt); Swim +11; *Feats:* Exotic Weapon Proficiency (spiked chain), Power Attack, Cleave, Greater Cleave, Toughness (x2), Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Equipment: Chainmail, *potion of bull's strength*, +1 *spiked chain*, 100 gp.

Spells Prepared (2; Spell DC = 12 + spell level): 0-lvl—*dancing lights*, *daze*, *flare*, *ghost sound*.

Lethi, Female half-elf, Brd 2/Sor 5: CR 7; Medium-size Humanoid; HD 2d6+5d4; hp 23; Int +3 (Dex); Spd 20 ft.; AC 13 (+3 Dex); Atk +6 melee (1d6+1 [crit. 18-20], masterwork rapier) or +7 range (1d6+2 [crit x3], mighty shortbow [+1], w/ +1 *arrows*); SA Inspire courage, countersong, fascinate; AL NE, SV Fort +1, Ref +6, Will +7.

Str 12, Dex 16, Con 10, Int 15, Wis 13, Chr 18.

Skills: Bluff +11; Diplomacy +11; Move Silently +9; Spot +7; Perform +9 (harp, mandolin, sing, tall-tale, whistle); *Feats:* Combat Casting, Dodge, Weapon Finesse (rapier).

Equipment: harp, rapier, shortbow, 20 +1 *arrows*, *wand of color spray* (50 charges), 50 gp, three pieces of amber (100 gp each).

Spells known, bard (3/1; Spell DC = 14 + spell level): 0-lvl—*dancing lights*, *daze*, *flare*, *ghost sound*; 1st-lvl—*charm person*, *hypnotism*.

Spells known, sorcerer (6/7/4 Spell DC = 14 + spell level): 0-lvl—*dancing lights*, *daze*, *mage hand*, *open/close*, *ray of frost*, *resistance*; 1st-lvl—*expeditious retreat*, *shield*, *sleep*, *true strike*; 2nd-lvl—*ghoul touch*, *web*.

Tier 5 (EL 12)

Durgo, Male halfling, Brd 9: CR 9; Small Humanoid; HD 9d6+9; hp 45; Int +4 (Dex); Spd 20 ft.; AC 19 (+4 Dex, +6 +2 *chain shirt*, +1 size); Atk +10/+5 melee (1d6 [crit. 19-20], masterwork short sword), or +9/+4 ranged (1d8 [crit 19-20], light crossbow); SA Inspire courage, countersong, fascinate, suggestion; AL NE, SV Fort +4, Ref +9, Will +5.

Str 10, Dex 16, Con 12, Int 14, Wis 9, Chr 18.

Skills: Balance +15, Bluff +15, Escape Artist +15, Gather Information +9, Listen +13, Perform +15 (ballad, flute, harp juggle, limerick, lyre, mandolin, panpipe, sing, taunt), Spot +11; *Feats:* Dodge, Mobility, Point Blank Shot, Weapon Finesse (short sword).

Equipment: +w *chain shirt* (small size), light crossbow, 10 bolts, panpipes, 4 potions of *cure moderate wounds*, *potion of reduce*, short sword, 80 gp, 4 pieces of jasper (50 gp).

Spells known (3/4/4/3; Spell DC = 13 + spell level): 0-lvl—*dancing lights*, *daze*, *flare*, *ghost sound*, *mage hand*, *mending*; 1st-lvl—*cause fear*, *expeditious retreat*, *magic weapon*, *summon monster I*; 2nd-lvl—*blur*, *cat's grace*, *hold person*, *Tasha's hideous laughter*; 3rd-lvl—*haste*, *keen edge*, *slow*.

Braggu, Male human, Brd 1/Ftr 8: CR 9; Medium-size Humanoid; HD 8d10+1d6+42; hp 99; Int +2 (Dex); Spd 20 ft.; AC 20 (+2 Dex, +7 +2 *chainmail*); Atk +13/+8 melee (2d4+6 [crit. 19-20], +1 *spiked chain*); SA Inspire courage, countersong, fascinate; Face/Reach 5 ft. x 5 ft./10 ft.; AL CE, SV Fort +10, Ref +5, Will +5.

Str 16, Dex 14, Con 18, Int 8, Wis 10, Chr 15.

Skills: Climb +13, Perform +7 (bagpipe, chant, drum, sing, taunt); Swim +13; *Feats:* Blind-Fight, Cleave, Exotic Weapon Proficiency (spiked chain), Power Attack, Greater Cleave, Sunder, Toughness (x2), Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Equipment: +2 *chainmail*, *potion of bull's strength*, +1 *spiked chain*, 100 gp.

Spells Prepared (2; Spell DC = 12 + spell level): 0-lvl—*dancing lights*, *daze*, *flare*, *ghost sound*.

Lethi, Female half-elf, Brd 2/Sor 7: CR 7; Medium-size Humanoid; HD 2d6+7d4; hp 29; Int +3 (Dex); Spd 20 ft.; AC 13 (+3 Dex); Atk +6 melee (1d6+2 [crit. 18-20], masterwork rapier) or +7 range (1d6+2 [crit x3], mighty shortbow [+1], w/ +1 *arrows*); SA Inspire courage, countersong, fascinate; AL NE, SV Fort +2, Ref +7, Will +8.

Str 13, Dex 16, Con 10, Int 15, Wis 13, Chr 18.

Skills: Bluff +13; Diplomacy +13; Move Silently +11; Spot +9; Perform +9 (harp, mandolin, sing, tall-

tale, whistle); *Feats*: Combat Casting, Dodge, Empower Spell, Weapon Finesse (rapier).

Equipment: harp, rapier, shortbow, 20 +1 arrows, *wand of color spray* (50 charges), 50 gp, three pieces of amber (100 gp each).

Spells known, bard (3/1; Spell DC = 14 + spell level): 0-lvl—*dancing lights, daze, flare, ghost sound*; 1st-lvl—*charm person, hypnotism*.

Spells known, sorcerer (6/7/7/5 Spell DC = 14 + spell level): 0-lvl—*dancing lights, daze, mage hand, open/close, ray of frost, resistance*; 1st-lvl—*expeditious retreat, shield, sleep, true strike*+1; 2nd-lvl—*ghoul touch, web, mirror image*; 3rd-lvl—*flame arrow, lightning bolt*.

The Victims:

Lyrs Velgath, Male human, Ari 1; CR 1/2; Medium-Size Humanoid; HD 1d8; hp 5; Int +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk +0 melee (1d4 [crit. 19-20], dagger), AL CG, SV Fort +0, Ref +3, Will +2.

Str 10, Dex 13, Con 11, Int 13, Wis 10, Chr 14.

Skills: Diplomacy +6, Gather Information +6, Handle Animal +4, Knowledge (fashion) +4, Perform +3 (poetry), Sense Motive +3; *Feats*: Dodge, Lightning Reflexes.

Equipment: dagger, 30 gp.

Mirris Raphiel, Female human, Ari 1; CR 1/2; Medium-Size Humanoid; HD 1d8; hp 5; Int +1 (Dex); Spd 30 ft.; AC 11 (+1 Dex); Atk +0 melee (1d4 [crit. 19-20], dagger), AL CG, SV Fort +0, Ref +3, Will +2.

Str 10, Dex 13, Con 11, Int 13, Wis 10, Chr 14.

Skills: Diplomacy +6, Gather Information +6, Knowledge (fashion) +4, Knowledge (literature) +4, Perform +3 (drama), Sense Motive +3; *Feats*: Dodge, Lightning Reflexes.

Equipment: dagger, 20 gp.

Tactics: A none-to wise halfling, Durgo considers himself a skilled toe-to-toe fighter, but will, if possible, supplement his fighting prowess with spells (*expeditious retreat, blur, and haste* in that order). Braggu is a canny fighter who will use his spiked chain to keep attackers at a distance whilst he rips them apart. In higher tiers he will spend the time to quaff his *potion of bull's strength*. Lethi is the missile support of the trio, engaging in melee only if absolutely necessary. Even so, the trio is not suicidal. When confronted with a vastly superior foe (i.e., one of their number are felled within the first three rounds of combat) the others will surrender, demanding to be handed over to the proper authorities for their crimes.

Development: Both Lyrs and Mirris will be very grateful for the PCs rescue. They empty their pockets

(50 gp between them) and give off the gold to the PCs as a reward.

If the PCs ask the victims if they had seen anything strange in or around the part during the evening, the to give a dramatic answer of “no.” The scions were loitering around the Fiddlers’ Green to catch a glimpse of the “bard killer.”

Of the bards, the two male bards, Durgo and Braggu, saw a “beautiful and charming woman, who asked them to meet her in the park.” Neither of the two saw the woman at the same time, but both believe that the woman would give them “favors of song and love” if they followed. Lethi came to protect her partners in crime. All three were sidetracked by the promise of easy coin by way of robbery.

2c: Off Key

At some point during the night the PC will come into contact with the Ihiannan shee, Rhianna. The most likely reason will be that there is a male bard among the PCs, but if there is not, she will be encountered assaulting the two watchmen of Fiddlers’ Green.

If there is a bard among the PCs:

Rhianna will eventually call upon any male bards who stay within the vicinity of Fiddlers’ Green. She will focused manifest herself to him, and attempt her bard’s temptation attack (Will save, Tier 1: DC 17, Tier 2: DC 18, Tier 3: DC 19, Tier 4: DC 20). If the bard fails at the save give him or her Player’s Handout #1. If he or she succeeds at the save give Player’s Handout #2.

If the bard approaches to kiss Rhianna she will manifest and attack the bard with a kiss of the shee. She will ignore other PCs in the combat until she has successfully drains at least one temporary point of Charisma from the bard—at that point she will attack other threats as well. She will use her kiss of the shee attack on non-bards, if it is her best method of attack.

If there’s no bard among the PCs;

The PCs will come across the following scene:

Not far from the Fiddlers’ Green center fountain you see an eerie glow. As you approach you spy a beautiful spectral woman kissing watchmen Rois. He is slumped in her arms, and expression of romantic joy is etched on his face. Geeld, lies on the ground by the woman, he is pale and lifeless, but grinning foolishly up at the night sky.

The two guardsmen were discussing their current romantic conquests (all entirely fictional) in a crass manner. Rhianna found the conversation distasteful, and

decided to end it...permanently. She attacks the PCs as well if they interfere.

Tier 1 (EL 4)

Rhianna, Female ghost (Ihiannan shee), Brd2: CR 4; Medium-size Undead (Incorporeal) HD 2d12; hp 24; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex, ethereal) 19 (+3 Dex, +6 deflection, manifested); Atk +1 (1d6+1 [crit. 19-20], short sword); SA kiss of the shee, bard's temptation, manifestation; SQ focused manifestation, rejuvenation, +4 turn resistance; AL CE; SV Fort +2, Ref +6, Wil +4.

Str 13, Dex 17, Con --, Int 15, Wis 12, Chr. 22

Skills: 3 Bluff +12, Diplomacy +12 Hide +13, Listen +13, Perform +10 (lyre, harp, sing, taunt) Search +12, Spot +13; **Feats:** Dodge, Greater Fortitude.

SA: Kiss of the Shee (Su)—Once manifested (as the normal manifestation ability of a ghost, not the special focused manifestation below) a ghost with this ability can perform a melee touch attack (a kiss) That can drains 1d4 points of temporary Charisma as well as 1d4 points of damage plus any strength modifier from its opponent unless the target succeed at a Reflex save (DC 17). Anyone with at least one rank in perform who takes damage from the kiss of the shee, gains a permanent +1 insight bonus to Perform checks; **Bard's Temptation (Su)**—This attack allows a ghost to bedazzle and opponent into thinking that it is a lovely rather than a baneful spirit. A ghost with this special attack can make a *suggestion* (similar to the spell of the same name, with the same range and duration a suggestion cast by a sorcerer of he ghost's hit dice, Will save DC 17 negates) that the target come closer and kiss the ghost. A failed save compels the target to just that, without any reservation. Once compelled the target is subject to a –2 moral penalty to all Reflex saves. A ghost will always attempt to attack a bard with bard's temptation before using this attack on any other PCs; **Manifestation (Su)**—All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghost become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or ghost touch weapons. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Plane. When a spell casting ghost manifests, its spells continue to affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

SQ: Focused Manifestation (Su)—The focused manifestation ability allows a ghost to appear visually to one subject. This allows the ghost to interact with the person who sees it and vice versa in very limited ways. Both the subject of the focused manifestation and the

ghost can speak to one another and attempt to effect each other with compulsions that are language-based, and of course see each other, but no other interactions are successful, and the ghost cannot interact physically with the subject until it attempts a normal manifestation; **Rejuvenation (Su)**—In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (a check Rhianna automatically succeeds during this adventure) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting.

Spells Known (3/2; Spell DC = 16 + the spell's level): 0-lvl—*dancing lights, flare, mage hand, open/close, resistance*; 1st-lvl—*expeditious retreat, hypnotism*.

Tier 2 (EL 6)

Rhianna, Female ghost (Ihiannan shee), Brd4: CR 6; Medium-size Undead (Incorporeal) HD 4d12; hp 40; Init +4 (Dex); Spd 30 ft.; AC 14 (+4 Dex, ethereal) 20 (+4 Dex, +6 deflection, manifested); Atk +7 (1d6+2 [crit. 19-20], *short sword* +1); SA kiss of the shee, bard's temptation, manifestation; SQ focused manifestation, rejuvenation, +4 turn resistance; AL CE; SV Fort +3, Ref +8, Wil +5.

Str 13, Dex 18, Con --, Int 15, Wis 12, Chr. 22

Skills: Bluff +14, Diplomacy +13 Hide +16, Listen +15, Perform +14 (ballad, epic, lyre, harp, panpipes, sing, taunt, whistle), Search +15, Spot +15; **Feats:** Dodge, Greater Fortitude, Weapon Finesse (short sword).

SA: Kiss of the Shee (Su)—Once manifested (as the normal manifestation ability of a ghost, not the special focused manifestation below) a ghost with this ability can perform a melee touch attack (a kiss) That can drains 1d4 points of temporary Charisma as well as 1d4 points of damage plus any strength modifier from its opponent unless the target succeed at a Reflex save (DC 18). Anyone with at least one rank in Perform who takes damage from the kiss of the shee, gains a permanent +1 insight bonus to Perform checks; **Bard's Temptation (Su)**—This attack allows a ghost to bedazzle and opponent into thinking that it is a lovely rather than a baneful spirit. A ghost with this special attack can make a *suggestion* (similar to the spell of the same name, with the same range and duration a suggestion cast by a sorcerer of he ghost's hit dice, Will save DC 18 negates) that the target come closer and kiss the ghost. A failed save compels the target to just that, without any

reservation. Once compelled the target is subject to a –2 moral penalty to all Reflex saves. A ghost will always attempt to attack a bard with bard's temptation before using this attack on any other PCs; *Manifestation (Su)*—All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghost become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or ghost touch weapons. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Plane. When a spell casting ghost manifests, its spells continue to affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

SQ: *Focused Manifestation (Su)*—The focused manifestation ability allows a ghost to appear visually to one subject. This allows the ghost to interact with the person who sees it and vice versa in very limited ways. Both the subject of the focused manifestation and the ghost can speak to one another and attempt to effect each other with compulsions that are language-based, and of course see each other, but no other interactions are successful, and the ghost cannot interact physically with the subject until it attempts a normal manifestation; *Rejuvenation (Su)*—In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (a check Rhianna automatically succeeds during this adventure) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting.

Spells Known (3/4/2; Spell DC = 16 + the spell's level): 0-lvl—*dancing lights, flare, mage hand, open/close, prestidigitation, resistance*; 1st-lvl—*expeditious retreat, hypnotism, silent image*; 2nd-lvl—*enthrall, mirror image*.

Tier 3 (EL 8)

Rhianna, Female ghost (Ihiannan shee), Brd 6: CR 8; Medium-size Undead (Incorporeal) HD 6d12; hp 55; Init +4 (Dex); Spd 30 ft.; AC 14 (+4 Dex, ethereal) 20 (+4 Dex, +6 deflection, manifested); Atk +9 (1d6+3 [crit. 19-20], *short sword* +2); SA kiss of the shee, bard's temptation, manifestation; SQ focused manifestation, rejuvenation, +4 turn resistance; AL CE; SV Fort +4, Ref +9, Wil +6.

Str 13, Dex 18, Con --, Int 15, Wis 12, Chr. 22

Skills: Bluff +16, Diplomacy +15 Hide +20, Listen +17, Perform +14 (ballad, epic, lyre, harp, panpipes,

sing, taunt, whistle), Search +15, Spot +17; *Feats:* Dodge, Greater Fortitude, Mobility, Weapon Finesse (short sword).

SA: *Kiss of the Shee (Su)*—Once manifested (as the normal manifestation ability of a ghost, not the special focused manifestation below) a ghost with this ability can perform a melee touch attack (a kiss) That can drains 1d4 points of temporary Charisma as well as 1d4 points of damage plus any strength modifier from its opponent unless the target succeed at a Reflex save (DC 19). Anyone with at least one rank in Perform who takes damage from the kiss of the shee, gains a permanent +1 insight bonus to Perform checks; *Bard's Temptation (Su)*—This attack allows a ghost to bedazzle and opponent into thinking that it is a lovely rather than a baneful spirit. A ghost with this special attack can make a *suggestion* (similar to the spell of the same name, with the same range and duration a suggestion cast by a sorcerer of he ghost's hit dice, Will save DC 19 negates) that the target come closer and kiss the ghost. A failed save compels the target to just that, without any reservation. Once compelled the target is subject to a –2 moral penalty to all Reflex saves. A ghost will always attempt to attack a bard with bard's temptation before using this attack on any other PCs; *Manifestation (Su)*—All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghost become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or ghost touch weapons. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Plane. When a spell casting ghost manifests, its spells continue to affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

SQ: *Focused Manifestation (Su)*—The focused manifestation ability allows a ghost to appear visually to one subject. This allows the ghost to interact with the person who sees it and vice versa in very limited ways. Both the subject of the focused manifestation and the ghost can speak to one another and attempt to effect each other with compulsions that are language-based, and of course see each other, but no other interactions are successful, and the ghost cannot interact physically with the subject until it attempts a normal manifestation; *Rejuvenation (Su)*—In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (a check Rhianna automatically succeeds during this adventure) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its

existence and set right whatever prevents it from resting.

Spells Known (3/5/4; Spell DC = 16 + the spell's level): 0-lvl—*dancing lights, flare, mage hand, open/close, prestidigitation, resistance*; 1st-lvl—*expeditious retreat, hypnotism, protection from good, silent image*; 2nd-lvl—*enthrall, mirror image, sound burst*.

Tier 4 (EL 10)

Rhianna, Female ghost (Ihiannan shee), Brd8: CR 10; Medium-size Undead (Incorporeal) HD 8d12; hp 75; Init +4 (Dex); Spd 30 ft.; AC 14 (+4 Dex, ethereal) 20 (+4 Dex, +6 deflection, manifested); Atk +13/+8 (1d6+5 [crit. 19-20], *short sword* +3); SA kiss of the shee, bard's temptation, manifestation; SQ focused manifestation, rejuvenation, +4 turn resistance; AL CE; SV Fort +4, Ref +10, Wil +7.

Str 14, Dex 18, Con --, Int 15, Wis 12, Chr. 22

Skills: Bluff +18, Diplomacy +27 Hide +22, Listen +19, Perform +16 (ballad, epic, lyre, harp, panpipes, sing, taunt, whistle), Search +17, Spot +19; *Feats:* Dodge, Greater Fortitude, Mobility, Weapon Finesse (short sword).

SA: *Kiss of the Shee (Su)*—Once manifested (as the normal manifestation ability of a ghost, not the special focused manifestation below) a ghost with this ability can perform a melee touch attack (a kiss) That can drains 1d4 points of temporary Charisma as well as 1d4 points of damage plus any strength modifier from its opponent unless the target succeed at a Reflex save (DC 20). Anyone with at least one rank in perform who takes damage from the kiss of the shee, gains a permanent +1 insight bonus to Perform checks; *Bard's Temptation (Su)*—This attack allows a ghost to bedazzle and opponent into thinking that it is a lovely rather than a baneful spirit. A ghost with this special attack can make a *suggestion* (similar to the spell of the same name, with the same range and duration a suggestion cast by a sorcerer of he ghost's hit dice, Will save DC 20 negates) that the target come closer and kiss the ghost. A failed save compels the target to just that, without any reservation. Once compelled the target is subject to a –2 moral penalty to all Reflex saves. A ghost will always attempt to attack a bard with bard's temptation before using this attack on any other PCs; *Manifestation (Su)*—All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghost become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or ghost touch weapons. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and

Ethereal Plane. When a spell casting ghost manifests, its spells continue to affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

SQ: *Focused Manifestation (Su)*—The focused manifestation ability allows a ghost to appear visually to one subject. This allows the ghost to interact with the person who sees it and vice versa in very limited ways. Both the subject of the focused manifestation and the ghost can speak to one another and attempt to effect each other with compulsions that are language-based, and of course see each other, but no other interactions are successful, and the ghost cannot interact physically with the subject until it attempts a normal manifestation; *Rejuvenation (Su)*—In most cases, it's difficult to destroy a ghost through simple combat: The “destroyed” spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (a check Rhianna automatically succeeds during this adventure) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting.

Spells Known (3/5/5/2; Spell DC = 16 + the spell's level): 0-lvl—*dancing lights, flare, mage hand, open/close, prestidigitation, resistance*; 1st-lvl—*expeditious retreat, hypnotism, protection from good, silent image*; 2nd-lvl—*enthrall, hold person, mirror image, sound burst*; 3rd lvl—*bestow curse, blink, gust of wind*.

Tier 5 (EL 12)

Rhianna, Female ghost (Ihiannan shee), Brd10: CR 10; Medium-size Undead (Incorporeal) HD 10d12; hp 100; Init +4 (Dex); Spd 30 ft.; AC 14 (+4 Dex, ethereal) 20 (+4 Dex, +6 deflection, manifested); Atk +15/+10 (1d6+2 [crit. 19-20], *short sword* +4); SA kiss of the shee, bard's temptation, manifestation; SQ focused manifestation, rejuvenation, +4 turn resistance; AL CE; SV Fort +5, Ref +11, Wil +8.

Str 14, Dex 18, Con --, Int 15, Wis 12, Chr. 22

Skills: Bluff +18, Diplomacy +27 Hide +22, Listen +19, Perform +16 (ballad, epic, lyre, harp, panpipes, sing, taunt, whistle), Search +17, Spot +19; *Feats:* Dodge, Greater Fortitude, Mobility, Spring Attack, Weapon Finesse (short sword).

SA: *Kiss of the Shee (Su)*—Once manifested (as the normal manifestation ability of a ghost, not the special focused manifestation below) a ghost with this ability can perform a melee touch attack (a kiss) That can drains 1d4 points of temporary Charisma as well as 1d4 points of damage plus any strength modifier. from its

opponent unless the target succeed at a Reflex save (DC 20). Anyone who takes damage from the Kiss of the Shee, gains a permanent +1 insight bonus to Perform checks; *Bard's Temptation (Su)*—This attack allows a ghost to bedazzle and opponent into thinking that it is a lovely rather than a baneful spirit. A ghost with this special attack can make a *suggestion* (similar to the spell of the same name, with the same range and duration a suggestion cast by a sorcerer of he ghost's hit dice, Will save DC 20 negates) that the target come closer and kiss the ghost. A failed save compels the target to just that, without any reservation. Once compelled the target is subject to a –2 moral penalty to all Reflex saves. A ghost will always attempt to attack a bard with bard's temptation before using this attack on any other PCs; *Manifestation (Su)*—All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghost become visible but remain incorporeal. However, a manifested goahst can strike with its touch attack or ghost touch weapons. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Etherial Plane. When a spell casting ghost manifests, its spells continue to affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

SQ: Focused Manifestation (Su)—The focused manifestation ability allows a ghost to appear visually to one subject. This allows the ghost to interact with the person who sees it and vice versa in very limited ways. Both the subject of the focused manifestation and the ghost can speak to one another and attempt to effect each other with compulsions that are language-based, and of course see each other, but no other interactions are successful, and the ghost cannot interact physically with the subject until it attempts a normal manifestation; *Rejuvenation (Su)*—In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its onld haunts with a successful level check (a check Rhianna automatically succeeds during this adventure) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting.

Spells Known (3/5/5/3/1; Spell DC = 16 + the spell's level): 0-lvl—*dancing lights, flare, mage hand, open/close, prestidigitation, resistance*; 1st-lvl—*expeditious retreat, hypnotism, protection from good, silent image*; 2nd-lvl—*enthrall, hold person, mirror image, sound burst*; 3rd lvl—*bestow curse, blink, emotion, gust of wind+1*; 4th-lvl—*dismissal, shout*.

Treasure: The short sword used by Rhianna is an ethereal weapon, part of her ghost form, and cannot be picked up as treasure.

Development: At some point during the battle (maybe if and when the PCs need the help), or just as the battle concludes, Mireal Arbane approaches the PCs. Mireal is a priestess of Kelemvor and a Griffon Knight. She views any assault on the city by undead as a personal assault, and the defeat of Rhianna is her current goal. She has already bested the ghost once in combat (and Rhianna disappeared for three days—the reason why there are only seven dead bards and not ten), but is currently trying to search for a way to rid the city of the ghost forever. She knows that in most cases if one wants to get rid of a ghost permanently, they must find the reason why the ghost is haunting, and do something to right the wrong the ghost believes has been done against it.

She will happen across the PCs as they battle Rhianna, in time to aid the PCs if need be (here stats for each Tier are located in Appendix C). Once the battle is done she introduces herself and attempts to enlist the PCs' aid.

You fought bravely, and I would like to congratulate you for your victory. But I cannot. I also have defeated this scourge once, earlier this tenday, and I know she will be back.

I am looking for the reason why she haunts. If we know the reason we may be able to banish this malignant spirit for good. I could use your help.

The rest of the adventure continues if the PCs agree to aid Mireal in her ghost hunt. If any refuse the adventure is over for them.

Mireal shares the following information with the PCs:

- She believes that the ghost is a Ihiannan shee, a rare kind of ghost that hunts bards in vengeance for some misdeed done to her by a bard.
- By way of a *speak with dead* spell cast on one of the Ihiannan shee's victims, Mireal found out that the ghost's name is Rhianna. Mireal is currently attempting to find the ghost origins, hoping that in those origins she can find a method to truly defeat the ghost.
- Mireal needs to pursue leads at the Fellowship of Bards Guidlhall (checking the guild records for any mention of Rhianna) and at shrine of Oghma that lies just outside of the city (a priest there named Korso is said to be the most knowledgeable man in the region on the subject of bards and their exploits). She asks if the PCs would look into one

while she explores the other lead (she gives the PCs the choice of leads to pursue).

- Mireal suggests that her and the PCs meet back here on the next day by five bells. From there, they will decide on the next course of actions. If Rhianna is like other ghosts she will return to haunt the Fiddlers' Green sometime no less than two days from her defeat, and no more than eight days. Mireal and the PCs will have to hurry and find the reason for her haunting before the ghost rises again and kills more of the city's bards.

Once the PCs agree to follow a lead, and decide which one they would rather pursue, go on to Encounter 2.

Encounter 2: Investigation:

The encounters in this section are purely roleplaying encounters. In each, the PCs will find a lead that could help them defeat Rhianna. At the end of this encounter the PCs and Rhianna will meet in Fiddlers' Green and exchange the details of what they have found.

2a. Patron of the Arts?

The Guildhall to the Fellowship of Bards, Performers and Artists stands next to the Ravens Bluff Playhouse and has entrances on both Moorland Ride and Raven Way. The guildhall stands in Alterside Neighborhood, Temple District. When the PCs approach, read the following:

As you approach the doors to the four-story guildhall, you see a strange sight. The door is gaudily decorated by all manner of traditional guards against all manors of undead and evil spirits. Hanging from the door are cloves of garlic, belladonna, even mistletoe and white roses. Etched here and there are magical symbols and circles. Many copper pieces have been nailed into the door as well.

When the PCs enter the guildhall they find a common room, warm and cozy, but also filled with startled and jumpy minstrels, poets, skalds and jugglers. The only topics of conversation amongst the bards involve either the deaths, or trivia in a futile attempt to keep their minds off the murders.

When the PCs question one of the guild members to who they talk to about searching the guild records, they are directed to Master Jerards, the archivist. Jeards (Gnome male, Wiz [Ill] 3, Brd4) inhabits the a group of three rooms on the second floor of the building, one he uses a living quarters, and two serve to house the guilds archives. Jerards is an intelligent, creative and well

meaning gnome, but a tad scattered and has organized the archives in a very stream of consciousness organizational pattern. He will be as helpful as he can, but PCs searching for records mentioning Rhianna have a practical impossible task ahead. Only a PC with 10 ranks in the Search Skill can search for records mentioning Rhianna (interestingly enough, Jerads has only 9 ranks in that skill). They may take 20, and other PCs can cooperate, but the task is still extremely difficult (DC 50). If the PCs are successful, after many hours of searching, they find the following entry a visitors log from 1324 DR, the Year of the Grimoire (almost 50 years ago) these entries are reproduced on Players' Handout #3.

"Bezrous Wensazor of Sarbreenar and his bride Rhianna entertained for the New Lord Treasurer of Ravens Bluff, Kartha Daefihlars."

Unfortunately, two months later during the same year there is another entry:

The Troupe of the Hollow, consisting of Artonus of Milil, Kruth of Tsurlagol, and Rhianna Raventress entered the Buff and requested a temporary permit.

No other mention to a "Rhianna" will be found in any of the other documents in the archive.

2b. With Oghma's Aid.

If one travels toward Dark Hollow on Feldar's Trail, they will eventually spot a small shrine, little more than a cottage actually, adorned with the holy glyphs of the god Oghma.

The shrine has only one permanent priest— Loremaster Korso

Korso is a quick-witted man with a dry wit. He also has an almost evilly playful side. He will tell the PCs what they want to know, only if one can best him in a wrestling match. If anyone can pin Korso for three rounds, he will immediately tell them what they want to know. This should be very easy for PCs at higher Tiers, but may prove difficult for some lower Tier adventurers.

Lorekeeper Korso, human male Mnk 3 / Clr (Oghma) 3: CR 6; Medium-size Humanoid; HD 3d8+3d6+6; hp 28; Init +6 (Dex, Improved Initiative); Spd 40 ft.; AC 13 (+1 Wis, +2 Dex); Atk +7 (1d6, unarmed); SA Stunning Attack, unarmed strike, turn undead; SQ evasion, still mind; AL CN; SV Fort +7, Ref +6, Will +8.

Str 17, Dex 15, Con 13, Int 18, Wis 14, Chr 11.

Skills: Balance +11, Escape Artist +11, Gather Information +7, Knowledge (local) +11, Knowledge (history of bards) +11, Sense Motive +7, Tumble +9; *Feats:* Deflect Arrows (virtual), Dodge, Mobility, Improved Initiative.

Spells Prepared (4, 3+1, 2+1; Spell DC = 12 + spell level): 0-lvl—*guidance, resistance, virtue* (x2); 1st-lvl—*command, entropic shield*, protection from good, shield of faith*; 2nd-lvl—*aid*, bull's strength, hold person*.

* Domain Spells (Domains: Knowledge-divinations are cast at +1 caster level; Luck-reroll once per day).

Tactics: In Tiers 1-3 Korso will fight a fair fight; at lower Tiers he will take some time to “meditate.” In the shrine before the fight, he will spend five rounds and cast *guidance, protection from good, shield of faith, aid*, and *bull's strength* on himself. Once he is done casting those spells, he exits the shrine and is ready to rumble. If one PC loses, he will wrestle another, and then another, but after the third will mention that he will take a donation for the information the PCs desire (see below).

Development: If the PCs win the wrestling match with Korso he will relay the following, if they do not, he will give them the information they need for a donation to Oghma (he will only mention the donation after at least one PC has wrestled with him, and will automatically bring it up after three have lost to him in wrestling). The amount of the donation the PCs must give in order for Korso to relay the information is dependent on Tier

Tier 1:	600 gp
Tier 2:	1,200 gp
Tier 3:	1,600 gp
Tier 4:	2,000 gp
Tier 5:	3,400 gp

H will take items in trade for their full value, but does not give change for single items that bring the total over the mark. He takes double the cost in trade for books and scrolls. If asked why he needs all the treasure, he informs PCs that he wants to build a temple to Oghma outside of Ravens Bluff.

Once he has been beaten or bought off he relays the following:

I know of two women bards named Rhianna associated with the Vast. The first was wife to the Sarbreenaran storyteller Bezrouz Wensazor. They traveled the Vast for a decade some half a century ago, before they traveled to Sembia and joined the household of the Astarma family in Umrlaspyr. The other Rhianna, Rhianna Raventress, was a member of

the Troupe of the Hollow, a trio of bards that traveled the Vast for a couple of years around the same time that Rhianna Wensazor and her husband did. Rhianna took her own life by jumping off a cliff near Dragon Falls, as for the other members of the troupe, Artonus was rumored to have worked for the Harpers, but later became a cleric of Milil in Tantras, Kurth on the other hand, became a pirate dubbed the Singing Scourge of the Reach. He was brought to justice by the Tantran paladin Ryval Durgestride, and who hung in Tantras harbor. Stories say that his old friend Artonus wrote and performed his dirge.

2c. Exchanging Notes

The next day when the PCs and Mireal meet back in Ravens Bluff, they will exchange note on what each finds. After piecing together the similar bits of information Mireal suggest that they split up again. She will search for the clues in Sarbreenar, where she has friends and contact, while the PCs will search for information about Rhianna, Artonus, or Kurth in Tantras.

Encounter 3: Tantras

The following three sub-encounters are the highlights of the PCs' travels to, in and from Tantras. Travel to Tantras each way takes a day, so if the PC follow the fastest possible course to completion, they will be back in Raven's Bluff within three days.

3a. Gnoll Raiders (Optional Encounter)

This is an optional combat encounter that has nothing to do with the main plot, but is just a hazard of travel in the Vast. If you do run it, you can run this encounter as the PCs are heading toward Tantras, returning to Ravens Bluff.

As you travel along a hilly area of the road you are surprised to hear the hoots and calls of gnolls as they rush from behind rocks to attack you.

Tier 1 (EL 3)

Gnolls (4); Medium-size humanoids; HD 2d8+2; hp 11; Init +0; Speed 20 ft.; AC 17 (+1 natural, +4 scale, +2 large shield), Atk +3 melee (1d8+2 [crit x3], battleaxe) or +1 ranged (1d6 [crit. x3], shortbow), SQ Darkvision 50 ft.; AL CE; SV Fort +4, Ref +0, Will +0.

Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +3, Spot +3; *Feats:* Power Attack.

Equipment: Battleaxe, large shield, scale mail, shortbow, 20 arrows.

Tier 2 (EL 6)

Gnolls (5); Medium-size humanoids; HD 2d8+2; hp 11; Init +0; Speed 20 ft.; AC 17 (+1 natural, +4 scale, +2 large shield), Atk +3 melee (1d8+2 [crit x3], battleaxe) or +1 ranged (1d6 [crit. x3], shortbow), SQ Darkvision 50 ft.; AL CE; SV Fort +4, Ref +0, Will +0.

Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +3, Spot +3; *Feats:* Power Attack.

Equipment: Battleaxe, large wooden shield, scale mail, shortbow, 20 arrows.

Fraazakul, male gnoll, Bbr3: HD 3d12+6; hp 27; Init +0; Spd 30 ft. AC 17 (+1 natural, +4 scale, +2 large shield) Atk +6 melee (1d8+3 [crit. x3], masterwork battleaxe); SA Rage 1/day; SQ Darkvision 50 ft., Uncanny dodge; AL CE; SV Fort+5; Ref +1, Will +1.

Str 16, Dex 10, Con 14, Int 8, Wis 11, Cha 8.

Skills: 11 Intimidate +6; Listen +3, Spot +3; *Feats:* Power Attack, Cleave.

Equipment: Battleaxe, large wooden shield, scale mail.

Tier 3 (EL 8)

Gnolls (5); Medium-size humanoids; HD 2d8+2; hp 11 each; Init +0; Speed 20 ft.; AC 17 (+1 natural, +4 scale, +2 large shield), Atk +3 melee (1d8+2 [crit x3], battleaxe) or +1 ranged (1d6 [crit. x3], shortbow), SQ Darkvision 50 ft.; AL CE; SV Fort +4, Ref +0, Will +0.

Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills: Listen +3, Spot +3; *Feats:* Power Attack.

Equipment: Battleaxe, large shield, scale mail, shortbow, 20 arrows.

Fraazakul, male gnoll, Bbn3: as stats above, but with a *greataxe +2, flaming*.

Rekka, male gnoll, Adp4: CR 3; Medium-size humanoid; HD 4d6+4; hp 20; Init +0; Spd 30 ft. AC 15 (+1 natural, +4 scale) Atk +4 melee (1d8+3 [crit. x3], masterwork battleaxe); AL CE; SV Fort+3; Ref +1, Will +6.

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

Skills: Concentration +9; *Feats:* Combat Casting, Dodge.

Equipment: Battleaxe, scale mail.

Spells Prepared (3/3/1; Spell DC 12 + spell level); 0-lvl—*cure minor wounds* (x3); 1st-lvl—*cause fear, obscuring mist, sleep*; 2nd-lvl—*bull's strength*.

Ogres (2): CR 2; Large Giant; HD 3d8+8; hp 26; Init –1 (Dex); Spd 30 ft. AC 16 (-1 size, -1 Dex, +5 natural, +3 hide) Atk +8 melee (2d6+7, huge greatclub) or +1 range (2d6+5, huge longspear); AL CE; SV Fort+6; Ref +0, Will +1.

Str 28, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +4, Listen +2, Spot +2; *Feats:* Weapon Focus (greatclub).

Equipment: Battleaxe, large wooden shield, scale mail.

Tier 4 (EL 10)

Gnolls (8): use stats above.

Fraazakul, male gnoll, Bbr3: as stats above, but with a *greataxe +2, flaming*.

Rekka, male gnoll, Adp4: as stats above, but with a *greataxe +2, flaming*.

Troll (2): CR 5; Large Giant; HD 6d8+36; hp 63; Init –2 (Dex); Spd 30 ft. AC 18 (-1 size, +2 Dex, +7 natural) Atk +9 melee (1d6+6, 2 claws) and +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +11; Ref +4, Will +3.

Str 28, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +5; *Feats:* Alertness, Iron Will.

SA: *Rend (Ex)*—If a troll hits with both claw attacks, it launches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

SQ: *Regeneration (Ex)*—Fire and acid deal normal damage to the troll.

Tier 5 (EL 12)

Gnolls (12): use stats above.

Fraazakul, male gnoll, Bbn3: as stats above, but with a *greataxe +2, flaming*.

Rekka, male gnoll, Adp4: but with a *wand of hold person* (50 charges).

Ogres (6): use stats above.

Troll (6): CR 5; Large Giant; HD 6d8+36; hp 63; Init –2 (Dex); Spd 30 ft. AC 18 (-1 size, +2 Dex, +7 natural) Atk +9 melee (1d6+6, 2 claws) and +4 melee (1d6+3, bite); SA Rend 2d6+9; SQ Regeneration 5, scent, darkvision 90 ft.; AL CE; SV Fort +11; Ref +4, Will +3.

Str 28, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +5; *Feats:* Alertness, Iron Will.

SA: *Rend (Ex)*—If a troll hits with both claw attacks, it launches onto the opponent's body and tears

the flesh. This attack automatically deals an additional 2d6+9 points of damage.

SQ: *Regeneration (Ex)*—Fire and acid deal normal damage to the troll.

Tactics: The gnolls and their allies are raiders. They attack for plunder, and will retreat if they think they are out matched, unless, of course, their foes appear rich. Gold and magic will push them into ferocity as they attempt to plunder the “big score” from the PCs. Still, these monsters are not particularly combat savvy. They are basically monstrous bullies with straightforward tactics. At higher tiers the gnolls will fire arrows while the larger combatants charge, and the gnoll adept will use his spells to the best of its ability, but that as sophisticated their attack will be.

Development: If PCs want Track (DC 14) the gnolls back to their lair they can follow a path through the hills south and west of Tantras for 15 miles. There the trail ends at a disgusting and dirty camp. Shuffling through the gnolls filth (Search, DC 20) the PCs find the following:

Tier 1: 300 gp, a medium-size masterwork chain shirt, 3 thunderstones

Tier 2: 2,000 gp, antitoxin (3 doses), mighty composite longbow (+2), a tanglefoot bag.

Tier 3+: 3,000 gp, *wand of levitate* (50), *scroll of tongues*.

This expedition will cause the PCs to lose a day, which will have repercussions in Encounter 4.

3b. Within Tantras

Tantras is Ravens Bluff’s neighbor to the north. As large as Raven’s Bluff, if not larger, unlike Ravens Bluff it is a town that favors merchants over adventurers. Still, as long as an adventure keeps out of the way of the Guard, and the city’s priests of Torm, they should be able to investigate in peace.

PCs with the Gather Information skill will have the easiest time finding the resting-place of Artonus the bard. There have been some strange happenings around his mausoleums outside of town, and a few folks in town can tell the PCs about it. Succeeding at a Gather Information check DC 15 will reveal the following:

When you mention Rhianna’s name, the old timer’s face lights up. I heard that name, it was in the song coming out of the singing tomb.

When the PCs question the man further he tells them about a patch of graves and mausoleums just east of town. In that graveyard lies a mausoleum. Late in the night, if one is willing to brave the graveyard, one can hear sweet and sad songs coming from one of the tombs. The old fellow tells the PCs that he heard that name often in one of the songs, when he passed the graveyard two nights ago. He will give the PCs directions to that mausoleum. If pressed for a name or and inscription on the mausoleum, he will have a hard time remembering it, but will finally tell them,

Artus, Armus, Artonus, Artalmis...something like that.

Note: For extra flavor, the following is a list of Tantras taverns and inns:

- The Roaring Lion Inn - the owners call it the “best in town” and they are probably right. Prices are double those listed in the *Player’s Handbook*.
- The Weeping Wyvern – A very large both otherwise average tavern.
- The Green Sirene – A sailors’ dive.
- The Lazy Moon Inn – well located and always busy, a favorite of visitors from Ravens Bluff, Sembia and Procampur.
- Gulder’s Good Grub Inn – A cozy dive full of regulars (Gather Information Checks gain the benefit of a +2 insight bonus when attempted in the “Grub.”

Other PCs may have to visit the Happy House of Splendor and Song, Tantras’s temple devoted to Milil, the god of song. Unfortunately, the place is a bureaucratic jungle, and it takes the PCs a full two days to gain access to the hall of records. Once the PCs gain admittance they will be assisted by a bookish acolyte named Jurgo (Human male, Clr3). When the PCs mention Artonus, Jurgo does not need to refer to a single record, but tells the PC the following:

I know of Artonus, he was a great priest of our order who passed on to un..ah the next life a few summers ago.

If they mention Rhianna’s name he adds:

Oh Rhianna. She was the love of poor Artonus’s life. Some of his best work was dedicated to her. He knew her before he took the orders.

If the PCs are honest with Jurgo and tell him that Rhianna is now a lhiannan shree, he will share the following bits of information.

- If she is a Ihiannan shee those ghosts only attack bards after they have been hurt by their mortal bard they were in love with. There must be more to Artonus's love affair with Rhianna than he every let on.
- Even though Artonus is dead, you can still speak with him. He is now an Archlich. He became undead so that he could finish his opus, a great ballad dedicated to his love, Rhianna. He begs that the PCs not tell anyone that Artonus is now a lich. It is a carefully guarded secret of the order.
- He gives the PCs direction to Artonus's tomb.

The time it took to gain access into the temple's hall of records will have consequences during Encounter 4.

When the PCs go to visit Artonus's tomb, go on to Encounter 3c.

3c. Song beyond the Grave

Once the PCs find out about Artonus mausoleum, there is nothing more to do but approach. It should be after sundown when they do (the graveyard is a few miles out of town).

As you approach the graveyard you hear the sounds of a sad but beautiful melody. Following the winding path deep into the graveyard toward the spot where Artonus's tomb is supposed to lie, you can make out singing accompanying the sorrowful tune

*"Rhianna walks in beauty, like the night
Of cloudless climes and starry skies;
And all that's best of dark and bright..."*

Following both the music and the path, the PCs will eventually find themselves in front of a large rich marble mausoleum. The name Artonus is carved and inlaid with gold on top of the black marble archway that frames the door of the mausoleum. The door looks extremely solid, and is held shut by a rather complicated lock. PCs with a mind to break down the door will have a hard time of it.

Reinforced mausoleum door: 5 in thick; hardness 15; hp 70; AC 5; break DC 30.

The lock is average, good, or amazing, depending on which Tier the adventure is played at.

Tier 1	Average Lock, DC 25
Tier 2	Good Lock, DC 30
Tier 3	Good Lock, DC 30
Tier 4 & 5	Amazing Lock, DC 40

But the PCs will have other problems before they even reach the door. Artonus's singing has attracted a group of ghouls (or ghouls and ghastrs, or ghastrs, depending on Tier). Thus far they have ambushed three unfortunates who strolled a little too close in order to hear Artonus's compositions. They will consider the PCs fresh meat when they approach.

Tier 1 (EL 4)

Ghoul (4): CR 1; Medium-size Undead; HD 2d12; hp 13; Init +2 (Dex); Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atk melee +3 (1d6+1 and paralysis, bite) and +0 melee (1d3 and paralysis, 2 claws); SA Paralysis, create spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5.

Str 13, Dex 15, Con --, Int 13, Wis 14, Chr 16.

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7; **Feats:** Multiattack, Weapon Finesse (bite).

SA: Paralysis (Ex)—Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis; **Create Spawn (Su)**—In most cases, ghouls devour those they kill. From time to time however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation.

SQ: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Tier 2 (EL 6)

Ghoul (4): use stats above.

Ghast (2): CR 3; Medium-size Undead; HD 4d12; hp 26; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 natural); Atk melee +4 (1d8+1 and paralysis, bite) and +0 melee (1d4 and paralysis, 2 claws); SA Stench paralysis, create spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +1, Ref +3, Will +6.

Str 13, Dex 15, Con --, Int 13, Wis 14, Chr 16.

Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8; **Feats:** Multiattack, Weapon Finesse (bite).

SA: Paralysis (Ex)—Those hit by a ghast's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes; **Create Spawn (Su)**—In most cases, ghastrs devour those they kill. From time to time however, the bodies of their humanoid victims lie where they fell, to rise as ghast themselves in 1d4 days.

Casting protection from evil on a body before the end of that time averts the transformation; Stench (*Ex*)—The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a –2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 rounds.

Tier 1 (EL 8)

Ghoul (4): use stats above.

Ghast (2): use stats above

Tier 4 (EL 10)

Ghasts, advanced (10): CR 3; Medium-size Undead; HD 6d12; hp 39; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 natural); Atk melee +5 (1d8+1 and paralysis, bite) and +1 melee (1d4 and paralysis, 2 claws); SA Stench paralysis, create spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +2, Ref +4, Will +7.

Str 13, Dex 15, Con –, Int 13, Wis 14, Chr 16.

Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +5, Jump +6, Listen +8, Move Silently +9, Search +6, Spot +8; *Feats*: Multiattack, Weapon Finesse (bite).

SA: *Paralysis (Ex)*—Those hit by a ghaſt’s bite or claw attack must ſucceed at a Fortitude ſave (DC 16) or be paralyzed for 1d6+4 minutes; *Create Spawn (Su)*—In moſt caſes, ghasts devour thoſe they kill. From time to time however, the bodies of their humanoid victims lie where they fell, to riſe as ghast themſelves in 1d4 days. Caſting protection from evil on a body before the end of that time averts the transformation; Stench (*Ex*)—The ſtink of death and corruption ſurrounding theſe creatures is ſickening. Thoſe within 10 feet muſt ſucceed at a Fortitude ſave (DC 16) or be wracked with nausea, ſuffering a –2 circumstance penalty to all attacks, ſaves, and ſkill checks for 1d6+4 rounds.

Tier 5 (EL 12)

Ghasts, advanced (10): CR 3; Medium-size Undead; HD 6d12; hp 39; Init +2 (Dex); Spd 30 ft.; AC 16 (+2 Dex, +4 natural); Atk melee +5 (1d8+1 and paralysis, bite) and +1 melee (1d4 and paralysis, 2 claws); SA Stench paralysis, create spawn; SQ Undead, +2 turn resistance; AL CE; SV Fort +2, Ref +4, Will +7.

Str 13, Dex 15, Con –, Int 13, Wis 14, Chr 16.

Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +5, Jump +6, Listen +8, Move Silently +9, Search +6, Spot +8; *Feats*: Multiattack, Weapon Finesse (bite).

SA: *Paralysis (Ex)*—Thoſe hit by a ghast’s bite or claw attack muſt ſucceed at a Fortitude ſave (DC 16) or be paralyzed for 1d6+4 minutes; *Create Spawn (Su)*—In

moſt caſes, ghasts devour thoſe they kill. From time to time however, the bodies of their humanoid victims lie where they fell, to riſe as ghast themſelves in 1d4 days. Caſting protection from evil on a body before the end of that time averts the transformation; Stench (*Ex*)—The ſtink of death and corruption ſurrounding theſe creatures is ſickening. Thoſe within 10 feet muſt ſucceed at a Fortitude ſave (DC 16) or be wracked with nausea, ſuffering a –2 circumstance penalty to all attacks, ſaves, and ſkill checks for 1d6+4 rounds.

Mohrg (4): CR 8; Medium-size undead; HD 14d12; hp 91; Init +5; (+1 Dex, +4 Improved Initiative); Spd 30 ft. AC 15 (+1 Dex, +4 natural) Atk +12 melee (1d6+5, 2 ſlams) or +7 melee (tongue touch, paralysis); SA Improve grab, paralyzing touch, create spawn; SQ Undead; AL CE; SV Fort +4, Ref +5, Will +9.

Str 21, Dex 13, Con –, Int 11, Wis 10, Cha 10.

Skills: Climb +11, Hide +15, Listen +12, Move Silently +15, Spot +12, Swim +10. *Feats*: Alertneſs, Dodge, Improved Initiative, Mobility.

SA: *Improved Grab (Ex)*—To uſe this ability, the mohrg muſt hit with its ſlam attack; *Paralyzing Touch (Su)*—A mohrg laſhes out with its tongue in combat. An opponent the tongue touches muſt ſucceed at a Fortitude ſave (DC 17) or become paralyzed for 1d4 minutes; *Create Spawn (Su)*—creatures killed by a mohrg riſe 1d4 days as zombies under the mohrg’s control. The do not poſſeſs any of the abilities they had in life.

Tactics: The ghoulſ and ghast are ſmart. They ſtart the combat diſperſed around the graveyard, ſtaying cloſe to large graveſtones, which they hide behind to avoid clericſ turning. They will attempt to ſplit the party up, paralyzing one, and then moving to the next, not wiſhing to feed until all threats are taken care of.

Development: At any time during the combat with the ghoulſ and ghasts, if the PCs alert Artonuſ to their preſence (either by ſuſceſſfully picking the lock, knocking on the door for three rounds, breaking down the door, or making at leaſt three failed attempts to break down the door) the archlich will exit hiſ maſoleum.

The heavy door of the maſoleum ſlams open, and a cold arcane wind blowſ out from the cryptſ interior. Following the wind iſ a figure, adorned in the rich crimſon and gold robeſ of a Mililan Sorlyn. In contrast to the fine clothing it wearſ, the body of the figure iſ in undead taterſ, pale here, rotten green there, and groteſque everywhere. It bellowſ in a deep but diſturbing voice: “Leſſer beingſ without art,

music, or love will perish from my sight...from my might."

The lich then begins to cast a spell.

Artonus the Archlich's spell summons an Avoral (by way of the *lesser planar ally* spell, the stats, if need can be found on page 29 of the *Monster Manual*) to take care of the "undead vermin loitering around his tomb." The ghouls and ghosts will attempt to flee as soon as they see the good outsider.

After the ghouls and ghosts have been neutralized, he will question the PCs. He wants to know their names, and why they are disturbing his work.

If the PCs agree to tell their story he asks them to submit to a zone of truth. He does not want "poetic license" to get in the way of a good story. If the PCs agree, and tell him about Rhianna, he relates the following:

Ah, Rhianna. How could this be? How could my sweet Rhianna become twisted into a foul wandering spirit? Could it be my fault?

When we both were young and full of life, we were also filled with love. We were betrothed, but never wed. I left her to become a Harper. I was a young and idealistic fool, who believed I could save the world. When I returned from my first mission, I had found out that Rhianna in her grief had taken her own life. I left the Harpers, and took the orders of Milil. My whole life I have worked on a song to say I am sorry, a song to say goodbye to my love, my opus, my swan song. I think I am just about done. I think my failure to complete the song, to apologize to her has caused her spirit to roam the world; in the last place we were together—Fiddlers' Green. Her haunting must be why I feel especially driven to complete the song.

Artonus realizes he must finish his song, and on this very night. He asks the PCs to leave him to his work for the evening, and return to his crypt at sunrise. Then he will have a solution for them.

When the PCs return he hands them a smooth amber-colored gem, the size of a halfling's fist. He tells the PCs that it is a *Finder's gem*, named after the bard (now a god) who devised them. Upon stating the command word, the gem sings back the song it stores. He tells the PCs that they will have to destroy Rhianna one last time, and once they do, the must immediately make the Finder's gem perform the song. Artonus believes the song the gem sings will put Rhianna's soul to rest. He will also offer the PCs the following magic to help them in their mission.

Tier 1: 2 potions of cure moderate wounds

Tier 2: 1 wand of cure light wounds (arcane, 50 charges)

Tier 3: pearl of power (2nd-level)

Tier 4: necklace of prayer beads with a bead of healing.

Tier 5: pearl of power (2nd-level) and necklace of prayer beads with a bead of healing.

He would deliver the gem personally, but folks in the Vast tend not to respond well to a lich, and with:

"All the powerful adventuring yahoos in Ravens Bluff, all desiring to make a name for themselves by killing this kind of undead and that, I would rather stay home, as I do not want to kill anyone."

Of course, if the PCs decide that they are adventuring yahoos and decided they want to attack Artonus, his stats are below, although you may just want to save time and collect their characters. The game will most likely be over very, very soon.

Artonus, Archlich Brd7/Clr13 (Milil): CR 22; Medium-size Undead; HD 20d12; hp 140; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 15 (+5 natural armor), Atks +15/+10/+5 melee (1d8+5, touch, Will save [DC 25] halves, or +19/+14/+9 melee (1d6+4/1d6+4, +3 quarterstaff) SA Animate dead, paralyzing touch, turn undead; SQ Turning immunity, turn resistance +4, damage reduction 15/+1, immunities, water walk; AL NG; SV Fort +10, Ref +5, Will +13.

Str 13, Dex 18, Con --, Int 19, Wis 22, Chr 20.

Skills: Concentration +24, Hide +38, Listen +38, Move Silently +38, Perform +29 (ballad, limerick, lyre, mandolin, panpipes, sing, taunt, whistle...), Search +36, Sense Motive +21, Spot +20; *Feats:* Combat Casting, Dodge, Improved Initiative, Mobility Quicken Spell, Spring Attack, Still Spell.

SA: *Paralyzing Touch (Su)*—Any living creature the lich touches must succeed at a Fortitude save (DC 25), or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a successful spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive. This power works in conjunction with the lich's damaging touch; *Turn Undead (Su)*—Eight times per day a good lich with his power can turn undead as a good cleric, making a turning (Charisma) check to determine how many HD of undead are affected;

Animate Dead (Sp)—Good lichs can animate skeletons or zombies to serve them, using this spell-like ability at will as a 20th-level sorcerer. In general good lichs have no interest in raising undead armies to serve them, but they use this power in self-defense in the heat of battle.

SQ: *Immunities (Ex)*—Liches are immune to cold, electricity, polymorph, and mind-affecting attacks; *Turning Immunity (Ex)*—Many good lichs cannot be turned or destroyed by good or neutral clerics. When evil clerics attempt to rebuke or command them, they are turned or destroyed instead; *Water Walk (Su)*—Some good lichs have the ability to water walk, as the spell of the same name, at will.

Equipment

Spells Prepared (6/7+1/7+1/5+1/5+1/4+1/2+1/1+1; Spell DC = 16 + spell level) 0 lvl—*detect magic, detect poison, light, read magic, resistance, virtue*; 1st-lvl—*bane, cause fear, divine favor, entropic shield, magic weapon, obscuring mist, protection from evil**, *random action*; 2nd-lvl—*aid, bull's strength, calm emotions, detect thoughts**, *silence, zone of truth*; 3rd-lvl—*bestow curse, clairaudience/clairvoyance**, *dispel magic, invisibility purge, magic vestment, speak with dead*; 4th-lvl—*divination, freedom of movement, holy smite lesser planar ally, spell immunity, tongues*; 5th-lvl—*break enchantments, circle of doom, greater command, true seeing**, *slay living*; 6th-lvl—*anti-life shell, blade barrier**, *planar ally*; 7th-lvl—*holy word**, *repulsion*.

* Domain Spells (Good: cast good spells at +1 caster level; Knowledge: cast divination spells at +1 caster level).

Spells Known (3/5/3/1; Spell DC 15 + spell level): 0 lvl—*dancing lights, daze, flare, mage hand, mending, prestidigitation*; 1st-lvl—*alarm, expeditious retreat, unseen servant, ventriloquism*; 2nd-lvl—*cat's grace, hold person, suggestion, Tasha's hideous laughter*; 3rd-lvl—*gust of wind, slow*.

Encounter 4: Eternal Peace

Once the PCs have acquired the Finder's gem from Artonus, they can return to Raven's Bluff and meet up with Mireal.

Mireal's lead was a dead-end, and she returns to Ravens Bluff three days after she set out for Sarbreenar. If the PCs were sidetracked—either searching for the gnolls' lair or spending time seeking an audience with the priests of Milil, or both—chances are good that their Kelemvor ally will be dead. Upon returning to Ravens Bluff, she will again confront Rhianna who is now served by ethereal allies. If the PCs take more than three days to return to Ravens Bluff read the following:

As you wait for Mireal, a man approaches you wearing the insignia of the Griffon Knights.

"Well met," he greets you somberly. "I am afraid I have sorrowful news for you."

He then breaks the news; the ghost killed Mireal. She confronted Rhianna believing she could best the ghost again, and win more time. They found her body, drained like the bards killed before her.

If the PCs are expedient and return on the third day or sooner, then they will be joined by Mireal. If Mireal is still alive she can and will aid in the final battle with Rhianna.

All that is left for the PCs to accomplish is to put Rhianna to rest. Rhianna is prepared for a fight; she has picked up some allies on the Ethereal Plane. She is angry, she is sick of mortals stopping her from punishing bards, and will fight to the death. She can be found with little effort if the PCs visit Fiddlers' Green.

Tier 1 (EL 5):

Rhianna, Female ghost (Ihiannan shee), Brd2: CR 4; Medium-size Undead (Incorporeal) HD 2d12; hp 24; Init +3 (Dex); Spd 30 ft.; AC 13

(+3 Dex, ethereal) 19 (+3 Dex, +6 deflection, manifested); Atk +1 (1d6+1 [crit. 19-20], short sword); SA kiss of the shee, bard's temptation, manifestation; SQ focused manifestation, rejuvenation, +4 turn resistance; AL CE; SV Fort +2, Ref +6, Wil +4.

Str 13, Dex 17, Con --, Int 15, Wis 12, Chr. 22

Skills: 3 Bluff +12, Diplomacy +12 Hide +13, Listen +13, Perform +10 (lyre, harp, sing, taunt) Search +12, Spot +13; *Feats:* Dodge, Greater Fortitude.

SA: *Kiss of the Shee (Su)*—Once manifested (as the normal manifestation ability of a ghost, not the special focused manifestation below) a ghost with this ability can perform a melee touch attack (a kiss) That can drains 1d4 points of temporary Charisma as well as 1d4 points of damage plus any strength modifier from its opponent unless the target succeed at a Reflex save (DC 17). Anyone who takes damage from the Kiss of the Shee gains a permanent +1 insight bonus to Perform checks; *Bard's Temptation (Su)*—This attack allows a ghost to bedazzle and opponent into thinking that it is a lovely rather than a baneful spirit. A ghost with this special attack can make a *suggestion* (similar to the spell of the same name, with the same range and duration a suggestion cast by a sorcerer of the ghost's hit dice, Will save DC 17 negates) that the target come closer and kiss the ghost. A failed save compels the target to just that, without any reservation. Once compelled the target is subject to a –2 moral penalty to all Reflex saves. A ghost will always attempt to attack a bard with bard's temptation before using this attack on any other PCs; *Manifestation (Su)*—All ghosts have this

ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghost become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or ghost touch weapons. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Plane. When a spell casting ghost manifests, its spells continue to affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

SQ: Focused Manifestation (Su)—The focused manifestation ability allows a ghost to appear visually to one subject. This allows the ghost to interact with the person who sees it and vice versa in very limited ways. Both the subject of the focused manifestation and the ghost can speak to one another and attempt to effect each other with compulsions that are language-based, and of course see each other, but no other interactions are successful, and the ghost cannot interact physically with the subject until it attempts a normal manifestation; **Rejuvenation (Su)**—In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (a check Rhianna automatically succeeds during this adventure) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting.

Spells Known (3/2; Spell DC = 16 + the spell's level): 0-lvl—*dancing lights, flare, mage hand, open/close, resistance*; 1st-lvl—*expeditious retreat, hypnotism*.

Ethereal Marauder (1): CR 3; Medium-size Magical Beast; HD 2d10, hp 13; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 14; Atk +4 melee (1d6+3, bite); SQ Ethereal jaunt; AL N; SV Fort +3, Ref +4, Will +1.

Str 14, Dex 12, Con +11, Int 7, Wis 12, Cha 10.

Skills: Listen +6, Move Silently +6, Spot +6; **Feats:** Improved Initiative.

SQ: Ethereal Jaunt (Su)—An ethereal marauder can shift from the Ethereal to the Material Plane as a free action, and shift back again as a move-equivalent action (or part of a move-equivalent action). The ability is otherwise identical with ethereal jaunt cast by a 15th-level sorcerer.

Tier 2 (EL 7)

Rhianna, Female ghost (Ihiannan shee), Brd4: CR 6; Medium-size Undead (Incorporeal) HD 4d12; hp 40; Init +4 (Dex); Spd 30 ft.; AC 14 (+4 Dex, ethereal) 20 (+4 Dex, +6 deflection, manifested); Atk +6 (1d6+1 [crit. 19-20], short sword); SA kiss of the shee, bard's temptation, manifestation; SQ focused manifestation, rejuvenation, +4 turn resistance; AL CE; SV Fort +3, Ref +8, Will +5.

Str 13, Dex 18, Con --, Int 15, Wis 12, Chr. 22

Skills: Bluff +14, Diplomacy +13 Hide +16, Listen +15, Perform +14 (ballad, epic, lyre, harp, panpipes, sing, taunt, whistle), Search +15, Spot +15; **Feats:** Dodge, Greater Fortitude, Weapon Finesse (short sword).

SA: Kiss of the Shee (Su)—Once manifested (as the normal manifestation ability of a ghost, not the special focused manifestation below) a ghost with this ability can perform a melee touch attack (a kiss) That can drains 1d4 points of temporary Charisma as well as 1d4 points of damage plus any strength modifier from its opponent unless the target succeed at a Reflex save (DC 18). Anyone who takes damage from the Kiss of the Shee, gains a permanent +1 insight bonus to Perform checks **Bard's Temptation (Su)**—This attack allows a ghost to bedazzle and opponent into thinking that it is a lovely rather than a baneful spirit. A ghost with this special attack can make a *suggestion* (similar to the spell of the same name, with the same range and duration a suggestion cast by a sorcerer of he ghost's hit dice, Will save DC 18 negates) that the target come closer and kiss the ghost. A failed save compels the target to just that, without any reservation. Once compelled the target is subject to a -2 moral penalty to all Reflex saves. A ghost will always attempt to attack a bard with bard's temptation before using this attack on any other PCs; **Manifestation (Su)**—All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghost become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or ghost touch weapons. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Plane. When a spell casting ghost manifests, its spells continue to affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

SQ: Focused Manifestation (Su)—The focused manifestation ability allows a ghost to appear visually to one subject. This allows the ghost to interact with the person who sees it and vice versa in very limited ways. Both the subject of the focused manifestation and the ghost can speak to one another and attempt to effect

each other with compulsions that are language-based, and of course see each other, but no other interactions are successful, and the ghost cannot interact physically with the subject until it attempts a normal manifestation; *Rejuvenation (Su)*—In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (a check Rhianna automatically succeeds during this adventure) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting.

Spells Known (3/4/2; Spell DC = 16 + the spell's level): 0-lvl—*dancing lights, flare, mage hand, open/close, prestidigitation, resistance*; 1st-lvl—*expeditious retreat, hypnotism, silent image*; 2nd-lvl—*enthrall, mirror image*.

Ethereal Marauder (2): CR 3; Medium-size Magical Beast; HD 2d10, hp 13; Init +5 (+1 Dex, +4 Improved Initiative); Spd 40 ft.; AC 14; Atk +4 melee (1d6+3, bite); SQ Ethereal Jaunt; AL N; SV Fort +3, Ref +4, Will +1.

Str 14, Dex 12, Con +11, Int 7, Wis 12, Cha 10.

Skills: Listen +6, Move Silently +6, Spot +6; *Feats:* Improved Initiative.

SQ: Ethereal Jaunt (Su)—An ethereal marauder can shift from the Ethereal to the Material Plane as a free action, and shift back again as a move-equivalent action (or part of a move-equivalent action). The ability is otherwise identical with ethereal Jaunt cast by a 15th-level sorcerer.

Tier 3 (EL 9)

Rhianna, Female ghost (Ihiannan shee), Brd 6: CR 8; Medium-size Undead (Incorporeal) HD 6d12; hp 55; Init +4 (Dex); Spd 30 ft.; AC 14 (+4 Dex, ethereal) 20 (+4 Dex, +6 deflection, manifested); Atk +7 (1d6+1 [crit. 19-20], short sword); SA kiss of the shee, bard's temptation, manifestation; SQ focused manifestation, rejuvenation, +4 turn resistance; AL CE; SV Fort +4, Ref +9, Will +6.

Str 13, Dex 18, Con --, Int 15, Wis 12, Chr. 22

Skills: Bluff +16, Diplomacy +15 Hide +20, Listen +17, Perform +14 (ballad, epic, lyre, harp, panpipes, sing, taunt, whistle), Search +15, Spot +17; *Feats:* Dodge, Greater Fortitude, Mobility, Weapon Finesse (short sword).

SA: *Kiss of the Shee (Su)*—Once manifested (as the normal manifestation ability of a ghost, not the special focused manifestation below) a ghost with this ability

can perform a melee touch attack (a kiss) That can drains 1d4 points of temporary Charisma as well as 1d4 points of damage plus any strength modifier from its opponent unless the target succeed at a Reflex save (DC 19). Anyone who takes damage from the Kiss of the Shee gains a permanent +1 insight bonus to Perform checks; *Bard's Temptation (Su)*—This attack allows a ghost to bedazzle and opponent into thinking that it is a lovely rather than a baneful spirit. A ghost with this special attack can make a *suggestion* (similar to the spell of the same name, with the same range and duration a suggestion cast by a sorcerer of he ghost's hit dice, Will save DC 19 negates) that the target come closer and kiss the ghost. A failed save compels the target to just that, without any reservation. Once compelled the target is subject to a -2 moral penalty to all Reflex saves. A ghost will always attempt to attack a bard with bard's temptation before using this attack on any other PCs; *Manifestation (Su)*—All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghost become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or ghost touch weapons. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Plane. When a spell casting ghost manifests, its spells continue to affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

SQ: Focused Manifestation (Su)—The focused manifestation ability allows a ghost to appear visually to one subject. This allows the ghost to interact with the person who sees it and vice versa in very limited ways. Both the subject of the focused manifestation and the ghost can speak to one another and attempt to effect each other with compulsions that are language-based, and of course see each other, but no other interactions are successful, and the ghost cannot interact physically with the subject until it attempts a normal manifestation; *Rejuvenation (Su)*—In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (a check Rhianna automatically succeeds during this adventure) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting.

Spells Known (3/5/4; Spell DC = 16 + the spell's level): 0-lvl—*dancing lights, flare, mage hand, open/close, prestidigitation, resistance*; 1st-lvl—*expeditious retreat, hypnotism, protection from good,*

silent image; 2nd-lvl—*enthrall*, *mirror image*, *sound burst*.

Phase Spider (1): CR 5; Large Magical Beast; HD 5d10+15; hp 45; Initiative +7 (+3 Dex, +4 Improved Initiative), Speed 40 ft., climb 20 ft.; AC 15 (-1 size, +3 Dex, +3 natural); Atk +7 melee (1d6+4 and poison, bite); SA Ethereal jaunt, poison; Face/Reach 10 ft. x 10 ft./5 ft.; SV Fort +7; Ref +7; Will +2

Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10.

SA: *Ethereal Jaunt (Su)*—An ethereal marauder can shift from the Ethereal to the Material Plane as a free action, and shift back again as a move-equivalent action (or part of a move-equivalent action). The ability is otherwise identical with ethereal jaunt cast by a 15th-level sorcerer; *Poison (Ex)*—Bite, Fortitude save (DC 15); initial and secondary damage 2d6 temporary Constitution.

Tier 4 (EL 11)

Rhianna, Female ghost (Ihiannan Shee), Brd8: CR 10; Medium-size Undead (Incorporeal) HD 8d12; hp 75; Init +4 (Dex); Spd 30 ft.; AC 14 (+4 Dex, ethereal) 20 (+4 Dex, +6 deflection, manifested); Atk +10/+5 (1d6+2 [crit 19-20], short sword); SA kiss of the shee, bard's temptation, manifestation; SQ focused manifestation, rejuvenation, +4 turn resistance; AL CE; SV Fort +4, Ref +10, Wil +7.

Str 14, Dex 18, Con --, Int 15, Wis 12, Chr. 22

Skills: Bluff +18, Diplomacy +27 Hide +22, Listen +19, Perform +16 (ballad, epic, lyre, harp, panpipes, sing, taunt, whistle), Search +17, Spot +19; *Feats:* Dodge, Greater Fortitude, Mobility, Weapon Finesse (short sword).

SA: *Kiss of the Shee (Su)*—Once manifested (as the normal manifestation ability of a ghost, not the special focused manifestation below) a ghost with this ability can perform a melee touch attack (a kiss) That can drains 1d4 points of temporary Charisma as well as 1d4 points of damage plus any strength modifier from its opponent unless the target succeed at a Reflex save (DC 20). Anyone who takes damage from the Kiss of the Shee gains a permanent +1 insight bonus to Perform checks; *Bard's Temptation (Su)*—This attack allows a ghost to bedazzle and opponent into thinking that it is a lovely rather than a baneful spirit. A ghost with this special attack can make a *suggestion* (similar to the spell of the same name, with the same range and duration a suggestion cast by a sorcerer of he ghost's hit dice, Will save DC 20 negates) that the target come closer and kiss the ghost. A failed save compels the target to just that, without any reservation. Once compelled the target is subject to a -2 moral penalty to all Reflex saves. A ghost will always attempt to attack a

bard with bard's temptation before using this attack on any other PCs; *Manifestation (Su)*—All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghost become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or ghost touch weapons. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Plane. When a spell casting ghost manifests, its spells continue to affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

SQ: *Focused Manifestation (Su)*—The focused manifestation ability allows a ghost to appear visually to one subject. This allows the ghost to interact with the person who sees it and vice versa in very limited ways. Both the subject of the focused manifestation and the ghost can speak to one another and attempt to effect each other with compulsions that are language-based, and of course see each other, but no other interactions are successful, and the ghost cannot interact physically with the subject until it attempts a normal manifestation; *Rejuvenation (Su)*—In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (a check Rhianna automatically succeeds during this adventure) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting.

Spells Known (3/5/5/2; Spell DC = 16 + the spell's level): 0-lvl—*dancing lights*, *flare*, *mage hand*, *open/close*, *prestidigitation*, *resistance*; 1st-lvl—*expeditious retreat*, *hypnotism*, *protection from good*, *silent image*; 2nd-lvl—*enthrall*, *hold person*, *mirror image*, *sound burst*+1; 3rd lvl—*bestow curse*, *blink*, *gust of wind*.

Phase Spider (2): CR 5; Large Magical Beast; HD 5d10+15; hp 45; Initiative +7 (+3 Dex, +4 Improved Initiative), Speed 40 ft., climb 20 ft.; AC 15 (-1 size, +3 Dex, +3 natural); Atk +7 melee (1d6+4 and poison, bite); SA Ethereal jaunt, poison; Face/Reach 10 ft. x 10 ft./5 ft.; SV Fort +7; Ref +7; Will +2

Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10.

SA: *Ethereal Jaunt (Su)*—An ethereal marauder can shift from the Ethereal to the Material Plane as a free action, and shift back again as a move-equivalent action (or part of a move-equivalent action). The ability is otherwise identical with ethereal jaunt cast by a 15th-level sorcerer; *Poison (Ex)*—Bite, Fortitude save (DC

15); initial and secondary damage 2d6 temporary Constitution.

Tier 5 (EL 13)

Rhianna, Female ghost (Ihiannan shee), Brd10: CR 10; Medium-size Undead (Incorporeal) HD 10d12; hp 100; Init +4 (Dex); Spd 30 ft.; AC 14 (+4 Dex, ethereal) 20 (+4 Dex, +6 deflection, manifested); Atk +15/+10 (1d6+2 [crit. 19-20], *short sword* +4); SA kiss of the shee, bard's temptation, manifestation; SQ focused manifestation, rejuvenation, +4 turn resistance; AL CE; SV Fort +5, Ref +11, Wil +8.

Str 14, Dex 18, Con --, Int 15, Wis 12, Chr. 22

Skills: Bluff +18, Diplomacy +27 Hide +22, Listen +19, Perform +16 (ballad, epic, lyre, harp, panpipes, sing, taunt, whistle), Search +17, Spot +19; **Feats:** Dodge, Greater Fortitude, Mobility, Spring Attack, Weapon Finesse (short sword).

SA: Kiss of the shee (Su)—Once manifested (as the normal manifestation ability of a ghost, not the special focused manifestation below) a ghost with this ability can perform a melee touch attack (a kiss) That can drains 1d4 points of temporary Charisma as well as 1d4 points of damage plus any strength modifier from its opponent unless the target succeed at a Reflex save (DC 20). Anyone who takes damage from the Kiss of the Shee gains a permanent +1 insight bonus to Perform checks; **Bard's Temptation (Su)**—This attack allows a ghost to bedazzle and opponent into thinking that it is a lovely rather than a baneful spirit. A ghost with this special attack can make a *suggestion* (similar to the spell of the same name, with the same range and duration a suggestion cast by a sorcerer of he ghost's hit dice, Will save DC 20 negates) that the target come closer and kiss the ghost. A failed save compels the target to just that, without any reservation. Once compelled the target is subject to a –2 moral penalty to all Reflex saves. A ghost will always attempt to attack a bard with bard's temptation before using this attack on any other PCs; **Manifestation (Su)**—All ghosts have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, ghost become visible but remain incorporeal. However, a manifested ghost can strike with its touch attack or ghost touch weapons. A manifested ghost remains on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal Plane. When a spell casting ghost manifests, its spells continue to affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on material targets.

SQ: Focused Manifestation (Su)—The focused manifestation ability allows a ghost to appear visually to one subject. This allows the ghost to interact with the

person who sees it and vice versa in very limited ways. Both the subject of the focused manifestation and the ghost can speak to one another and attempt to effect each other with compulsions that are language-based, and of course see each other, but no other interactions are successful, and the ghost cannot interact physically with the subject until it attempts a normal manifestation; **Rejuvenation (Su)**—In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are often only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (a check Rhianna automatically succeeds during this adventure) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting.

Spells Known (3/5/5/3/1; Spell DC = 16 + the spell's level): 0-lvl—*dancing lights, flare, mage hand, open/close, prestidigitation, resistance*; 1st-lvl—*expeditious retreat, hypnotism, protection from good, silent image*; 2nd-lvl—*enthrall, hold person, mirror image, sound burst*; 3rd lvl—*bestow curse, blink, emotion, gust of wind*+1; 4th-lvl—*dismissal, shout*.

Phase Spider (10): CR 5; Large Magical Beast; HD 5d10+15; hp 45; Initiative +7 (+3 Dex, +4 Improved Initiative), Speed 40 ft., climb 20 ft.; AC 15 (-1 size, +3 Dex, +3 natural); Atk +7 melee (1d6+4 and poison, bite); SA Ethereal jaunt, poison; Face/Reach 10 ft. x 10 ft./5 ft.; SV Fort +7; Ref +7; Will +2

Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10.

SA: Ethereal Jaunt (Su)—An ethereal marauder can shift from the Ethereal to the Material Plane as a free action, and shift back again as a move-equivalent action (or part of a move-equivalent action). The ability is otherwise identical with ethereal jaunt cast by a 15th-level sorcerer; **Poison (Ex)**—Bite, Fortitude save (DC 15); initial and secondary damage 2d6 temporary Constitution.

Tactics: In Tiers 1 and 3 Rhianna will attack the PCs straight on while the ethereal marauder or the phase spiders jaunt in an out, flanking when possible. In the other Tiers Rhianna lets her ethereal allies handle the brunt of the melee (with on jaunting in an out to flank with possible); Rhianna supports her allies with spells.

Conclusion

Once the PCs have defeated Rhianna, all there is left to do is to activate the Finder's gem, and letting the

magical device play Artonus's swan song to the ghost. The gem plays the following tune:

*Rhianna walks in beauty, like the night
Of cloudless climes and starry skies;
And all that's best of dark and bright
Meet in her soul and her eyes:
I was mellowed by that tender light
Which Selûne to gaudy day denies.*

*One shade the more, one ray the less,
Had half impair'd the nameless grace
Which waves in every raven tress,
Or softly lightens o'er her face;
Where thoughts serenely sweet express
How pure, how dear their dwelling-place.*

*And on that cheek, and o'er that brow,
So soft, so calm, yet eloquent,
The smiles that win, be like now,
those former days in goodness spent,
A mind at peace, again be shall,
A heart whose love is innocent!*

Just a few moments after the gem stops playing Artonus's swan song the following happens.

*You all wait, for some sign, anything to let you know
that you were successful in your banishment of
Rhianna. Then you notice the Finder's gem
disappear; fading away into nothing in the very same
way that the ghost did when she would de-manifest.
You hear soft and mournful crying as the gem fades
out of existence.*

*In the days and months after your last battle with
Rhianna the lhiannan shee, no bard died in Fiddlers'
Green.*

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.

	Tier1	Tier2	Tier3	Tier4	Tier5
The Fiddler's Green					
Saving Geodfray	150	150	150	150	150
Defeating the Potents	750	1200	1500	2000	2400
Defeating Rhianna	175	300	375	500	600
Investigation:					
Beating Korso	300	300	300	300	300
Tantras					
Defeating the gnolls	750	1200	1500	2000	2400
Defeating the undead	750	1200	1500	2000	2400
Finale					
Defeating Rhianna					
And her allies	900	1500	2100	2650	3300
Conclusion					
Banishing Rhianna	300	300	300	300	300
Total Possible Experience					
	4075	6150	7725	9900	11850

Divide the total by the number of PCs
and round down

Total possible experience per PC	679	1025	1287	1650	1975
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Then Add:

Discretionary					
Roleplaying award	0-50	0-50	0-50	0-50	0-50

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 that are 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.

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 that it later finds unreasonable but which were allowed at the time.

Encounter 1

- **Patronage of Dyerna Nolin** (N/A – but it is tradable, N/A, N/A, uncommon): You must have at least 3 ranks in the Perform skill to have this cert. This certificate signifies that you are one of the bards in the employ of the Sembian Dyerna Nolin. This certificate grants the PC to 1 gp each day (time unit spend for the adventure), but at the beginning of every adventure (i.e., Living City scenario this character is played in), one roll from the chart below must be made, and the benefits or boons must be taken. You may quit (i.e., destroy this certificate) at any time, but suffer the effects of a low roll if that roll was made.

% roll	Effect
01	The critics say “you stink.” –2 circumstance penalty to all Charisma-based checks for this adventure.
02-10	Bail Nolin out of gambling debt, pay 100 gp.
11-20	Bail Nolin out of gambling debt, pay 50 gp.
21-30	Bail Nolin out of gambling debt, pay 10 gp.
31-70	No effect
71-80	Bonus, receive an extra 10 gp.
81-90	Bonus, receive an extra 50 gp.
91-95	Bonus, receive an extra 100 gp.
96-99	Acclamation, +2 circumstance bonus to all Charisma-based skill checks for the adventure.
00	Roll, twice on this chart, you must accept the effect of both of these rolls.

Encounter 1

- *Potion of cure wounds* (Value see descrip): The power of this potion depends on the tier

played. Mark the appropriate tier below:

Tier	Type	Caster Lvl	Value
___ 1	Light	1 st	50 gp
___ 2	Light	2 nd	100 gp
___ 3	Light	3 rd	150 gp
___ 4	Moderate	4 th	400 gp
___ 5	Moderate	6 th	600 gp

- *Potion of reduce* (250 gp, --, liquid and glass, common): 5th level caster.
- *Potion of bull's strength* (300 gp, --, liquid and glass, common): 6th-level caster.
- *Wand of color spray* (50 charges) (750 gp, --, wood, common): 1st-level caster.
- 310 gp
- 3 pieces of jasper (50 gp, --, jasper, common)
- 3 pieces of amber (100 gp each, --, amber, common)

Tier 3-5

- +X *chain shirt* (small size) (Value see descrip.): The bonus of this chain shirt depends on the tier played. Check the appropriate line.

Tier	Bonus	Value
___ 3	+1	1,400 gp
___ 4	+1	1,400 gp
___ 5	+2	4,450 gp

- +X *spiked chain* (Value see descrip.): The bonus of this spiked chain depends on the tier played. Check the appropriate line.

Tier	Bonus	Value
___ 3	Masterwork	325 gp
___ 4	+1	2,325 gp
___ 5	+1	2,325 gp

- 20 arrows +1 (940 gp, 1 lb., wood steel, common)

Tier 5 Only

- +2 *chain mail* (medium size) (4400 gp, 40 lbs, steel common):

Encounter 3

Tier 1

- 300 gp.
- Masterwork chain shirt (medium size) (400 gp, 25 lbs., steel, common)
- 3 thunderstones (30 gp each, 1 lb., stone, common)
- 2 *potions of cure moderate wounds* (300 gp, --, liquid and glass, common): 6th-level caster.

Tier 2

- 2,000 gp.

- Antitoxin (3 doses), (150 gp, --, glass and liquid, common).
- Mighty composite longbow (+2) (225 gp, 3 lb., wood, common).
- Tanglefoot bag (50 gp, --, leather and goo, common).
- *Wand of cure light wounds* (arcane, 50 charges) (750 gp, --, wood, common): description Encounter 2

Tier 3

- 3,000 gp
- *Wand of levitate* (50 charges) (4,500 gp, --, wood, common): 6th-lvl caster.
- *Arcane scroll of tongues* (375 gp, --, parchment, common): 6th level caster.
- *Pearl of power* (2nd-level) (4000 gp, --, a pearl, common)

Tier 4

- 3,000 gp
- *Wand of levitate* (50 charges) (4,500 gp, --, wood, common): 6th-lvl caster.
- *Arcane scroll of tongues* (375 gp, --, parchment, common): 6th level caster.
- +2 *greataxe, flaming* (18,320 gp, weight, steel, common): description
- *Necklace of prayer beads with a bead of healing* (10,000 gp, gold, common).

Tier 5

- 3,000 gp
- *Wand of levitate* (50 charges) (4,500 gp, --, wood, common): 6th-lvl caster.
- *Wand of hold person* (50 charges) (4,500 gp, --, wood, common): 6th-lvl caster.
- *Arcane scroll of tongues* (375 gp, --, parchment, common): 6th level caster.
- +2 *greataxe, flaming* (50 charges) (18,000 gp, weight, steel, common): description
- *Necklace of prayer beads with a bead of healing* (10,000 gp, gold, common).
- *Pearl of power* (2nd-level) (4000 gp, --, a pearl, common).

Conclusion

All Tiers

- 100 gp
- The Favor of Mireal of Kelemvor (N/A – and not tradable, N/A, --, uncommon): The holder of this cert may, once an adventure, ask Mireal of Kelemvor to cast one of the following spells on any person of his or her choosing: *cure moderate*

wounds, lesser restoration, or remove paralysis. As well, if the holder of the certificate destroys this certificate he or she may instead have Mireal cast one of the following spell on any person of his or her choosing: *remove curse, remove disease* or *raise dead*. Both the holder of the certificate and the subject of the spell must be within Ravens Bluff for Mireal to be able to cast the spell. All spells are cast as a 7th-level cleric.

- Kiss of the Lhiannan Shee (N/A – and not tradable, N/A, --, uncommon): Rhianna, the Lhiannan shee, has kissed this character. He receives a permanent +1 insight bonus to his or her Perform skill checks. Only a character who had ranks in the Perform skill when he or she was kissed may have this cert.

Appendix A: Select locations in Swordspoint

TS1 Fiddlers' Green

The true name of this park is De Villars park, but everyone (especially bards and adventurers) calls it Fiddlers' Green. Donated to the city by Lady Lauren DeVillars it was then landscaped by several elven families. The park is thick with blueleafs, duskwoods and oaks, as well as shrubs and evergreens, and even sports two chime oaks that stand in the center of the southwest quadrant of the park.

TS2 The Raven's Glory

This dance hall is detailed in the Introduction of the adventure.

TS3 Elonia's Beauty Shoppe

Run by the beautiful illusionist Elonia Starre and her even more beautiful daughter Salena, this place is popular with noble, decadent, and/or rich women of the city who wish to emphasize their beauty with either make up or spell. The place is a gossips paradise.

TS6 Griffon Hall

Undisputedly the grandest building in all of Swordspoint is Griffon Hall, the headquarters for the Knights of the Griffon. This powerfully warded mansion sports a flat roof to serve as landing strip and perch for knights with aerial mounts. No one is allowed within without an appointment.

TS10 The Sanctuary

The Sanctuary is detailed in the Introduction of this adventure.

TS 11 Crescent Moon Inn

A tavern that is popular with the halflings of the city, especially the halflings of the Minstrelwish family. Rumors say that anyone seeking to contact the Silent Network should make discreet inquires here.

TS12 Leaf in Root

This tobacco and pipe shop, owned by the oft-absent Oscar Sodhome, is famous across the Vast for pipes made from "secret" roots, and exotic tobacco mixes. The shop is usually run by Oscar's assistant Chug.

TS14 Iron Rose of Swordspoint

This exclusive nightclub is a hot spot for revealers. The gossamer-gowned staff staves off overly amorous patrons by means of helmed horrors. The place is owned and operated by a woman known only as the Iron Rose, a disfigured former adventure whose mangled flesh is hidden beneath a form-fitting suit of armor.

TS16 Dressed to the Nines

This place is an exclusive men's clothing shop that specializes in uniforms. It is owned and operated by a snobbish noble-lover named Jordan Whipt.

TS17 Ember Me More

A handsome two-story stone shop that sells fireplace accoutrements of brass, bronze and iron. The twins Ashley and Woodruff sweep operate the Ember.

TS19 The Sleepy Dwarf

A tavern well known for its bad drinks, worse clientele, and grubby surroundings.

Appendix B: Monster Templates

Ghost

The *Monster Manual* and *Monsters of Faerûn* describe many common powers of ghosts, including corrupting touch, frightful moan, and corrupting gaze. Certain ghosts in the Forgotten Realms setting have unusual powers not mentioned in either of those books. Additional ghostly powers are described below:

Special Attacks: If a special attack allows a saving throw, the DC is 10 + 1/2 the ghost's Hit Dice + its Charisma modifier.

Kiss of the Shee (Su)—Once manifested (as the normal manifestation ability of a ghost, not the special focused manifestation below) a ghost with this ability can perform a melee touch attack (a kiss) That can drains 1d4 points of temporary Charisma as well as 1d4 points of damage plus any strength modifier from its opponent unless the target succeed at a Reflex save. Anyone who takes damage from the Kiss of the Shee gains a permanent +1 insight bonus to Perform checks.

Bard's Temptation (Su)—This attack allows a ghost to bedazzle and opponent into thinking that it is a lovely rather than a baneful spirit. A ghost with this special attack can make a *suggestion* (similar to the spell of the same name, with the same range and duration a suggestion cast by a sorcerer of he ghost's hit dice) that the target come closer and kiss the ghost. A failed save compels the target to just that, without any reservation. Once compelled the target is subject to a –2 moral penalty to all Reflex saves. A ghost will always attempt to attack a bard with bard's temptation before using this attack on any other PCs.

Special Qualities: Some ghosts in the Realms have additional qualities beyond those common to undead and incorporeal creatures and the additional qualities listed in the *Monster Manual*. These might include one or more of the following:

Focused Manifestation (Su)—The focused manifestation ability allows a ghost to appear visually to one subject. This allows the ghost to interact with the person who sees it and vice versa in very limited ways. Both the subject of the focused manifestation and the ghost can speak to one another and attempt to effect each other with compulsions that are language-based, and of course see each other, but no other interactions are successful, and the ghost cannot interact physically with the subject until it attempts a normal manifestation.

The Lhiannan Shee

The lhiannan shee (LAN-an SHE) is an extremely rare form of ghost, with an affinity for persons of high charisma and strong poetic ability—in other words, bards. This ghost tracks down and drains a bard, sometimes slowly and over time, sometimes with vigor and vengeance, for past hurts a poet or minstrel did upon her in life. Most are unpredictable to the extreme, haunting one area for a while, and then moving on. Almost all lhiannan shee took her own life for unrequited love, usually by that of some bard. All known lhiannan shee have female, but it is conceivable that male spirits of this kind could exist.

Appendix C: Mireal

Tier 1

Mireal, Human female Clr 2 (Kelemvor): CR 2; Medium-size humanoid; HD 2d8+4; hp 14; Init +1 (Dex); Spd 20 ft.; AC 18 (+1 Dex, +8 chain mail and large steel shield); Atk +4 melee (1d10+2 [crit. 19-20], masterwork bastard sword) or +2 ranged (1d8 [crit. 19-20], light crossbow); SA Turn undead; AL LG; SV Fort +5, Ref +1, Will +6.

Str 15, Dex 12, Con 15, Int 14, Wis 17, Chr 16.

Skills: Concentration +7, Diplomacy +8, Heal +8, Knowledge (Arcana) +7, Spellcraft +7; **Feats:** Exotic Weapon Proficiency (bastard sword), Extra Turning.

Equipment: +1 *chain mail*, large steel shield, light crossbow, 20 bolts, masterwork longsword, 3 *potions cure light wounds*, 2 *scrolls cure light wounds*, silver holy symbol.

Spells Prepared (4/3+1; Spell DC = 13 + spell level): 0-lvl—*detect magic*, *detect poison*, *light*, *resistance*; 1st-lvl—*bane*, *magic weapon*, *protection from evil*, *sanctuary**.

*Domain spells (Domains: Death – *death touch* 2d6; Protection – *protective ward*).

Tier 2

Mireal, Human female Clr 4 (Kelemvor): CR 4; Medium-size humanoid; HD 4d8+8; hp 28; Init +1 (Dex); Spd 20 ft.; AC 20 (+1 Dex, +8 chain mail and large steel shield); Atk +5 melee (1d10+2 [crit. 19-20], masterwork bastard sword) or +3 ranged (1d8 [crit. 19-20], light crossbow); SA Turn undead; AL LG; SV Fort +6, Ref +2, Will +8.

Str 15, Dex 12, Con 15, Int 14, Wis 18, Chr 16.

Skills: Concentration +9, Diplomacy +10, Heal +11, Knowledge (Arcana) +9, Spellcraft +9; **Feats:** Combat Casting, Exotic Weapon Proficiency (bastard sword), Extra Turning.

Equipment: +1 *chain mail*, +1 *large steel shield*, light crossbow, 20 bolts, masterwork longsword, 3 *potions cure light wounds*, silver holy symbol, *wand of cure light wounds* (50).

Spells Prepared (5/4+1/3+1; Spell DC = 14 + spell level): 0-lvl—*detect magic*, *detect poison*, *light*, *resistance*, *virtue*; 1st-lvl—*bane*, *magic weapon*, *protection from evil*, *sanctuary**, *summon monster I*; 2nd-lvl—*aid*, *death knell**, *endurance*, *spiritual weapon*.

*Domain spells (Domains: Death – *death touch* 4d6; Protection – *protective ward*).

Tier 3

Mireal, Human female Clr 6 (Kelemvor): CR 6; Medium-size humanoid; HD 6d8+12; 42; Init +1 (Dex); Spd 20 ft.; AC 18 (+1 Dex, +8 chain mail and large steel shield); Atk +6 melee (1d10+3 [crit. 19-20], bastard sword) or +4 ranged (1d8 [crit. 19-20], light crossbow); SA Turn undead; AL LG; SV Fort +7, Ref +3, Will +9.

Str 15, Dex 12, Con 15, Int 14, Wis 18, Chr 16.

Skills: 10 Concentration +11, Diplomacy +10, Heal +13, Knowledge (Arcana) +8, Ride +4; Spellcraft +8; **Feats:** Combat Casting, Exotic Weapon Proficiency (bastard sword), Extra Turning, Mounted Combat.

Equipment: +1 *chain mail*, +1 *large steel shield*, heavy war horse, light crossbow, 20 bolts, +1 *bastard sword*, 3 *potions cure light wounds*, silver holy symbol, *wand of cure light wounds* (50).

Spells Prepared (5/4+1/4+1/3+1; Spell DC = 14 + spell level): 0-lvl—*detect magic*, *detect poison*, *light*, *resistance*, *virtue*; 1st-lvl—*bane*, *magic weapon*, *protection from evil*, *sanctuary**, *summon monster I*; 2nd-lvl—*aid*, *bull's strength*, *death knell**, *endurance*, *spiritual weapon*; 3rd-lvl—*negative energy protection*, *protection from elements (sonic)**, *searing light* (x2).

*Domain spells (Domains: Death – *death touch* 4d6; Protection – *protective ward*).

Tier 4

Mireal, Human female Clr 6 (Kelemvor) / Pal 2: CR 8; Medium-size humanoid; HD 6d8+2d10+24; 62; Init +1 (Dex); Spd 15 ft.; AC 25 (+1 Dex, +15 full plate and large steel shield); Atk +8 melee (1d10+2 [crit. 19-20], bastard sword) or +6 ranged (1d8 [crit. 19-20], light crossbow); SA Smite evil, turn undead; SQ *Detect evil*, divine grace, lay on hands, divine health, aura of courage; AL LG; SV Fort +11, Ref +3, Will +9.

Str 15, Dex 12, Con 16, Int 14, Wis 18, Chr 16.

Skills: Concentration +14, Diplomacy +10, Heal +13, Knowledge (Arcana) +8, Ride +13; Spellcraft +8; Feats: Combat Casting, Exotic Weapon Proficiency (bastard sword), Extra Turning, Mounted Combat.

Equipment: +2 *full plate* +2 *large steel shield*, heavy war horse, light crossbow, 20 bolts, +1 *bastard sword*, 3 *potions cure moderate wounds*, silver holy symbol, *wand of cure moderate wounds* (50).

Spells Prepared (5/4+1/4+1/3+1; Spell DC = 14 + spell level): 0-lvl—*detect magic*, *detect poison*, *light*, *resistance*, *virtue*; 1st-lvl—*bane*, *magic weapon*, *protection from evil*, *sanctuary**, *summon monster I*; 2nd-lvl—*aid*, *bull's strength*, *death knell**, *endurance*, *spiritual weapon*; 3rd-lvl—*negative energy protection*, *protection from elements (sonic)**, *searing light* (x2).

*Domain spells (Domains: Death – *death touch* 4d6; Protection – *protective ward*).

Tier 5

Mireal, Human female Clr 6 (Kelemvor) / Pal 4: CR 10; Medium-size humanoid; HD 6d8+4d10+30; 80; Init +1 (Dex); Spd 20 ft.; AC 26 (+1 Dex, +15 full plate and large steel shield); Atk +11/+6 melee (1d10+3 [crit. 19-20], bastard sword) or +8/+3 ranged (1d8+1 [crit. 19-20], light crossbow, w/ +1 *bolts*); SA Smite evil, turn undead; SQ *Detect evil*, divine grace, lay on hands, divine health, aura of courage, remove disease; AL LG; SV Fort +12, Ref +4, Will +10.

Str 15, Dex 12, Con 16, Int 14, Wis 18, Chr 16.

Skills: Concentration +16, Diplomacy +12, Heal +15, Knowledge (Arcana) +8, Ride +15; Spellcraft +10; Feats: Combat Casting, Exotic Weapon Proficiency (bastard sword), Extra Turning, Mounted Combat.

Equipment: +6,600 +2 *full plate* +2 *large steel shield*, heavy war horse, light crossbow, 20 +1 *bolts*, +2 *bastard sword*, 3 *potions cure serious wounds*, silver holy symbol, *wand of cure moderate wounds* (50).

Spells Prepared, cleric (5/5+1/4+1/3+1; Spell DC = 14 + spell level): 0-lvl—*detect magic*, *detect poison*, *light*, *resistance*, *virtue*; 1st-lvl—*bane*, *bless***, *magic weapon*, *protection from evil*, *sanctuary**, *summon monster I*; 2nd-lvl—*aid*, *bull's strength*, *death knell**, *endurance*, *spiritual weapon*; 3rd-lvl—*negative energy protection*, *protection from elements (sonic)**, *searing light* (x2).

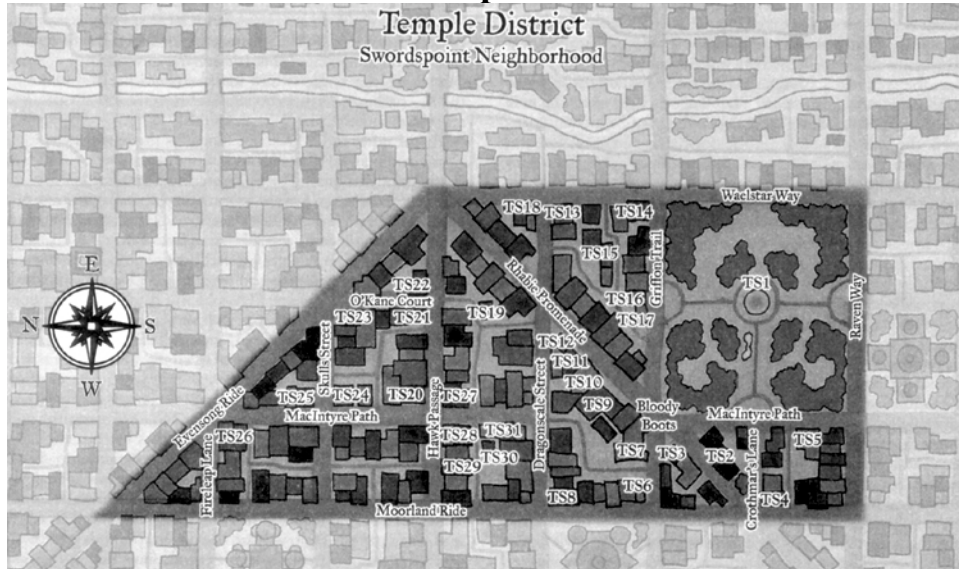
*Domain spells (Domains: Death – *death touch* 4d6; Protection – *protective ward*).

**Paladin spell, cannot swap out for cure spells.

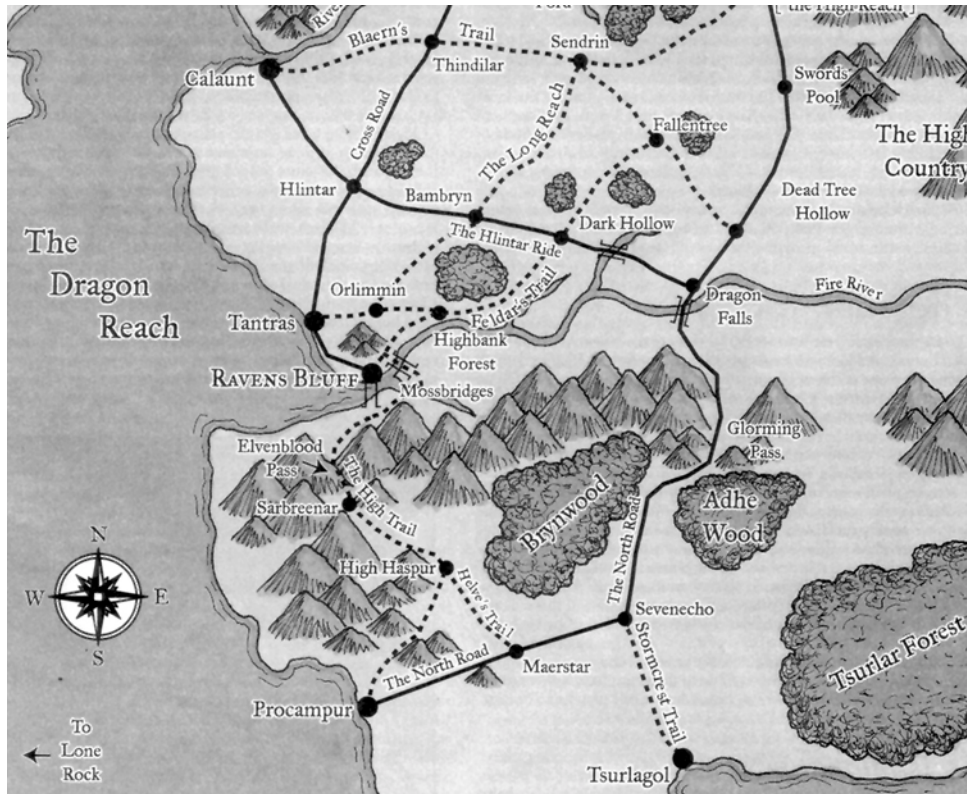
Notes: *There are two times in the adventure where Mireal might fight beside the PCs. If the DM wishes he or she might even allow one of the PCs to control the actions of Mireal in combat. This does not mean, however, a player can control Mireal to the extent that she will give over her possessions to any of the PCs (not matter the reason, or the skill in roleplaying in which this transfer is conducted). As well, if she dies, and there is or are a PC or PCs who have not turned over a possession owned by Mireal when she was living (i.e., amongst the items listed under her equipment, above) to the Griffon Knights then that or those PCs are tracked down by the Griffon Knight and brought to justice—one year of imprisonment per each item the PC kept. The Griffon Knights will use all their political power to make sure there are no exceptions: Kelemvor priests have a strict doctrine that the possessions of a slain believer go to the church, and Mireal's friends in the Griffon Knights will make sure that her beliefs are respected.*

Appendix D: Maps

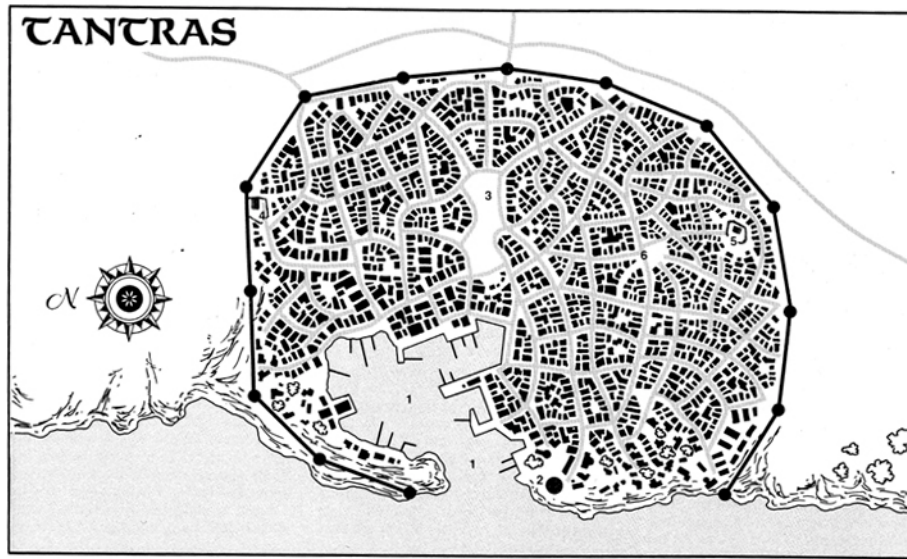
Map #1



Map # 2: Ravens Bluff and its Environs



Map # 3: Tantras



Key to Locations on the map:

- 1. Tantras Harbor** (ballista batteries and chain-boom barrier guard entrance, cranes within facilitate loading and unloading.)
- 2. The Sea Tower** (main fortress, armories troop training area)
- 3. The Market** (open air marketplace)
- 4. The Temple of Torm's Coming** (atop the city's highest hill)
- 5. The Great Bell** (atop hill)
- 6. Fountain of the Mermaid** (local landmark)

Player Handout #1:

You know that the woman in front of you is your muse, your soul mate. Rhianna, this wonderful being, has promised to share the secrets of music and of love, and of magic and forgotten lore. You trust her without question and will do whatever she asks. Right now she asks for only one thing...for a kiss.

Player Handout #2:

The apparition in front of you is of a beautiful woman. She calls to you, promising to share with you secrets of music and of love, magic and forgotten lore. She may know all of these things, she may even wish to share them, but you also know that she attempted to charm you. She is calling you closer. She wants you to kiss her. While tempting, is it a good idea?

Player Handout #3: Exerpts from the Bard's Guild ledger.

The following entries are from a visitors log dated 1324 DR, the Year of the Grimoire (almost 50 years ago)

The Second Fifthday of Mirtul: “Bezrous Wensazor of Sarbreenar and his bride Rhianna entertained for the New Lord Treasurer of Ravens Bluff, Kartha Daefihlars.”

Unfortunately, two months later during the same year there is another entry:

The Third Eightday of Flamerule: The Troupe of the Hollow, consisting of Artonus of Milil, Kruth of Tsurlagol, and Rhianna Raventress entered the Buff and requested a temporary permit.