

# **When Chaos Reigns**

**A One-Round D&D Living City Adventure**

**by Alan Bonnin**

Screams in the night might indicate someone who has had a nightmare. What about during the day? What do you do when you are having nightmares while you are still awake? If you live in Ravens Bluff, you look for bold adventurers to find out what is causing them. And you hope they hurry, before you loose your sanity forever. An adventure for characters levels 1-12.

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

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

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

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

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

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

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

## Tier Structure

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

	<u>4 players</u>	<u>5 players</u>	<u>6 players</u>	<u>7 players</u>	<u>Lvl Cap</u>
T1:	4-12	5-13	6-14	7-15	4 <sup>nd</sup>
T2:	13-22	14-24	15-26	16-28	6 <sup>th</sup>
T3:	23-32	25-35	27-38	29-41	8 <sup>th</sup>
T4:	33-42	36-46	39-50	42-54	10 <sup>th</sup>
T5:	43-52	47-57	51-62	55-67	12 <sup>th</sup>
T6:	53-64	58-70	63-77	68-83	14 <sup>th</sup>

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.

## Judge Introduction

For the last two years, Sortan and Gesoln have been partners in a prosperous mercantile store, S & G Mercantile. Six months ago, Sortan discovered Gesoln using illusions to make the merchandise appear better. He lost no time exposing his partner and gaining control of the store. Three months ago, Sortan was found dead in one of the storerooms. Gesoln had killed him hoping to buy the store cheaply. No evidence of foul play was detected and his widow, Entasia, inherited the store. Gesoln offered to buy the store, but Entasia refused. Gesoln bided his time, waiting for her to fail in the endeavor. Much to his surprise, Entasia was able to run things as well as, if not better than, Sortan. Two weeks ago, Gesoln captured an illusionist that has spent many years researching new spells. The spell Gesoln was interested in was called *dreamscape* (see Appendix 1). Gesoln used it to send Entasia horrible nightmares even when she was not sleeping. He hoped to drive her insane and then usurp control of the store. Entasia had a divination cast asking how to get rid of the nightmares. She was told that the dreams were magically induced, and that she should hire adventurers to find the source.

## Adventure Synopsis

Entasia summons adventurers to try and find the source of her nightmares. If the party stops the nightmares, she promises to pay each person 300 gp. If the PCs have a divination cast, they discover that some form of illusionary magic is affecting her. If the PCs speak to an illusionist of the inner circle, he tells them of a mage

that left Ravens Bluff to conduct research on a spell that would create the effects the PCs describe.

To speak to Renstal, the party has to travel to his house. They may either go through the woods or on the trail. The house and tower appear empty. Upon checking the house, the party finds no one home. If the house is searched, a magically locked door hidden behind a tapestry is found. In the same room, a book on one of the shelves has a hidden note that contains a clue to aid the party in opening the door. Through the door are a number of rooms that are used for storage.

Beyond the storage rooms, the party enters a dark chamber. Upon entering, they are assaulted by multi-colored, flashing lights. Monsters attack as soon as the lights begin. The next room the party enters is entirely dark. Several men attack the party. Some of these men are real and some are illusions.

The next room contains a laboratory. Sitting in the middle of the room is the gnome, Renstal Bulbnose. He is tied to the chair. Gesoln is standing next to him with a knife at his throat. He will order the party to leave.

On the way back to Ravens Bluff, the PCs encounter bandits on the road. If they chose to travel through the woods, they encounter a bear protecting her young.

When the PCs report on their success, Entasia gives them the 300 gp reward. If the PCs turn Gesoln over to the City Watch alive, he confesses to murdering Sortan.

Should the party take more than four days to complete the mission, Entasia loses her sanity and accidentally kills herself. The PCs are invited to the funeral, but receive no reward.

## Introduction

Trivan, a tall, gaunt human male, dressed in servant's attire, approaches each character near midday. He will hand each one a note (**Player Handout #1**). The note reads:

*Greetings noble adventurer,*

*I am seeking assistance on a matter that requires the utmost discretion. If you are interested, please meet me at the Singing Sword Inn at six bells. Please send word with the messenger if you plan on attending.*

*Lady Entasia*

If the characters are not able to read, Trivan reads it to them. He has been instructed to wait for a response. Should the PC inquire about the Singing Sword Inn, he informs them that it is the Temple district and gives them directions.

Upon arriving at the Inn, Trivan greets them at the door and escorts them to a back room. The room has a banquet table with a place set for each PC. Dinner is served when everyone arrives (now is the time for players to introduce their characters to each other). During the meal, Entasia arrives. She is a middle-aged woman of fair complexion. She looks like she has not slept in days.

*“Greetings friends. My name is Entasia. I have invited you here to seek your assistance. For the past two weeks, I have been plagued by horrible nightmares. These dreams even come while I am awake. I have slept very little and fear for my sanity if the dreams are not stopped. You are my last hope.”*

She knows the following information:

- The nightmares started two weeks ago.
- They plague her night and day, though mostly at night.
- She had a divination cast, and found out that they come from some magical source, but she cannot find out any else.
- She has consulted with healers and a minor mage. Nothing they tried has helped.
- If her condition is made public, she is afraid she will lose most of her customers, causing her to close the store.
- Her husband died three months ago, leaving the store to her.
- Her husband had a partner, but they parted ways over six months ago.
- The partner, Gesoln, was cheating the customers. She does not know how he was cheating them.
- Gesoln offered to buy the store when Sortan died, but she refused. He was not happy about the refusal, but did not threaten her in any way. He is currently involved in some other business, she thinks, but she does not know what.
- She does not know where Gesoln lives, but Trivan does.
- The business is profitable and she has been fair in her dealings. No one should seek to do her any harm.
- She is willing to pay each PC 300 gp for their help.
- She had a local priest cast a divination asking how to get rid of the nightmares. She was told to hire adventurers.
- It did not occur to her to ask anything else when she had the divination cast. If the party seems lost, she might suggest a new inquiry with a different question.

Trivan has been Entasia's servant for many years. He is familiar with all the information that Entasia knows. He also knows where Gesoln lives, in a small cottage near the docks. He gives the party directions, if asked.

## Encounter One: Gesoln's House

Gesoln's house sits near the docks. The smell of the salty air and sounds of the bustle do nothing to improve or soften the appearance of this small run-down cottage. There is no one home at the moment.

The front door is locked, but not trapped. As they enter the house: The mustiness of the house assaults their senses at once. Papers are scattered around the room and a platter of half-eaten fruits and cheese lay on a table nearby, molding and gone bad. It looks as though nobody has been here in a while. This is a dead end, though it does look a little like he was suddenly snatched from his house.

Gesoln left this residence over a week ago, with no intentions of returning.

## Encounter Two: Divinations

The party may seek aid from any of the local temples. The response is the same from any of them. The party will be charged 100 gp per spell level for a divination.

*The temple is in a whirl of activity as you enter seeking aid. After a few moments, a gangly lad with short brown hair and a robe, which he seems to be quickly outgrowing, approaches you. "Greetings, I am Barsivius. How may I help you today?"*

If the party is seeking a divination, Barsivius nods and says,

*"I believe I know who can help you. Please follow me." Barsivius ushers everyone into a nearby room. Sitting at a desk is an elder gentleman. His hair seems to have disagreed on which direction to lay and he looks up with a bewildered look on his face. Upon seeing Barsivius he breaks into a wide grin. "Barsivius boy, come in and sit a spell." Barsivius smiles kindly, but shakes his head, "Kentac sir, these people have come seeking your aid."*

*"Well, come in, come in, have a seat," says Kentac gesturing around the room, which is void of chairs.*

Kentac can cast a *divination* spell. Present this:

*"Yes, it is becoming clear to me now. I see images and visions flowing around Entasia. But wait, they are not real. They flow over her, but are without substance. I see magic swirling around her. I see the forms being shaped... Something is controlling... Wait, it is fading... It is gone. I see nothing more".*

It has been revealed to him that the dreams are the creation of some form of illusion. Someone is controlling the illusions. He tried to discover the source, but could not find it. The only suggestion he has is to try the Wizard's Guild. He recommends the party speak with one of the higher-ranked illusionists.

## Encounter Three: The Guild

A woman, named Lowisha, currently mans the front desk of the Wizard's Guild. She politely asks the PCs what they want. She waits for a response and asks them to sit in one of the waiting rooms. The wait is about an hour and a half. If one of the PCs is a member of the guild, the wait is only thirty minutes.

After the wait, Memshalid enters the room and asks if he can be of assistance. Should the party describe the spell effects, he pales a little and tells the party the following:

*"Several years ago, a member of the guild retired from the city because of his research. He was working on a new powerful version of the dream spell, and did not want to inflict his experiments on nearby residents by accident. I reviewed some of his notes, and the effects that you describe are similar to the spell he was working on. His name is Renstal. He lives in an old tower to the northeast of town. If you plan on visiting him, I can provide you with a map in exchange for any information you might find there."*

He provides the PCs with a map to the tower (**Player Handout #2**) and wishes them luck. If the PCs wish to see Renstal's old house in the city, he tells them it is in the merchant's district. No one has claimed the house yet and it is still empty. He gives the party directions, if asked.

Renstal's house is nothing special, so don't spend any time there if the PCs go. You'll note the lack of description.

Renstal's tower is a couple days' walk outside the city. Continue to **Encounter Four**.

## Encounter Four: The Lonely Tower

The PCs may get the tower one of two ways. They may travel along the trail or through the woods. Traveling along the trail takes three days. Travel through the woods takes two days. There are no encounters along the way.

*Nestled into the front of a large hill, is a beautiful three-story tower. Attached to the left side of the tower is a quaint, well-kept cottage. The grounds are neat and trim, and the domicile looks as though great care has been taken with it. From the thatch on the roof to the flowers in the window boxes, this house is kept to perfection.*

The appearance of the house and tower are not accurate. They are shrouded in illusion. Both are in states of disrepair. No one is home. The front door is not locked.

*If the outside of the home was impressive, it leaves nothing to the care taken inside. The inside is as splendid as the out, but with furnishings that are lavish and plush, yet leaving an air of home. The rooms are immaculate and empty of life. It seems as though nobody is at home.*

The insides are also shrouded in illusion. In reality, the house has a fine layer of dust over everything except the floor. The furnishings are old and worn out. The only thing worthy of notice is the library.

## Encounter Five: The Library

*The library is a large room, filled with shelves. The shelves line the walls, only to be broken in spots by lavish tapestries depicting beautiful sceneries of rolling landscapes, great battles, and fanciful creatures. The shelves are filled to capacity with books, and yet with a sense of order that keeps the room from looking cluttered.*

The illusion that covers the house is active here as well. The tapestries are real, but old and worthless. The books are also real, but the writings in them are not. All the books are blank.

A character making a successful Spot check (DC 20) or Search check (DC 10) notices one book that appears out of place. It is the only book in the library with a red binding. The book is titled "Discourses on Magic." It talks about what each school of magic represents and the influences of each. It is basic

knowledge that every mage knows. It also has pictures of the symbols that go with each school. Inside the book is an envelope. Inside is the following note (**Player Handout #3**):

*My dear friend,*

*I am glad you were able to find the house. I am presently in the workshop, as always, and would be happy for you to join me. I have left the following clues to aid you in remembering the directions I gave you for opening the door. Figure out what each paragraph means and you will have the instructions.*

*Follow along, you choose the pace  
Old to new, face to face  
Beginning to end the path you wend  
The master's hand to you he lends.*

*Ghosts and goblins, quite a few  
No time to look for something new  
Reaching, touching, you cannot feel  
Ghosts and goblins who are not real.*

*Unholy-holy, both the same  
Not possible for both to tame  
Hidden, hidden deep inside  
Meaning comes like the crashing tide*

*Nerd, nerd; who's got the nerd?  
But isn't there another word?  
Inside, outside, four sides in all  
Fat or skinny, short or tall.*

The note is a clue on how to open the door to the lower chambers. The correct instructions are as follows. The first paragraph refers to the word **Trace**. The second refers to the word **Illusion**. The third refers to **Symbol**. The last refers to **Square**. They are to trace the illusion symbol in the square on the door to the workshop.

Anyone searching the library discovers a concealed door behind a tapestry depicting a battle between two dragons (**Player Handout #4**). The door is magically locked and sized for a gnome. On the frame around the door are the symbols for each of the schools of magic. Anyone inspecting the symbols will notice that a master stonemason carved them. In the middle of the door is an engraved, empty square. The door is made of wood. The square is made of slate (like a blackboard). There is a piece of white sandstone (chalk) in a one corner of the square. The piece of slate (not the square) can be removed from the door. The slate is translucent. It may be placed over any of the symbols so that they may be traced.

If the wrong symbol is traced and put in the square, the PC placing the slate in the square suffers 1d6 points

of electrical damage per character level, Fort save DC 19 for half damage.

Once the right symbol is traced and put in the square, the square (and slate) will vanish and the door will open.

The door may be opened other ways, but it is not easy. The door has six non-magical locks on the backside of the door. These locks are not accessible from this side. A *knock* spell, for instance, will open the normal locks first. It will take four *knock* spells to open the door. A *dispel magic* spell (versus a 15<sup>th</sup>-level casting) will dispel the magic lock, causing the square to fall off the door. However, the six normal locks will still have to be opened.

**Judge's note:** All passageways and rooms until Encounter Six are four feet high and five feet wide.

## Encounter Six: Illusions

The passageways beyond the door are natural caverns underneath the hill. The floor shows signs of heavy use. The caverns widen out into several rooms that are used for storage. The items being stored include bedding, food, a crate of feathers, a large bag of marbles, and odd assortments of unidentifiable items. The passageways and rooms are completely dark.

After the storage rooms, the passage widens out into a ten-foot square, man-made passage. The corridor ends in a door. The door is not locked.

*Multi-colored, flashing lights assault you as you open the door. You can hear something moving towards you. As it approaches, you can hear a deep growl.*

The ceiling in this room is 20 feet high. The lights are merely distracting, but impose a -2 circumstance penalty to hit and to AC on anyone who can see.

The griffons in this combat are real, summoned by a *summon monster VII* spell. They remain for 10 rounds, and are always within the spell range of the caster. The fiendish wolverines are illusionary, created by a *shades* spell. Thus, they have 60% of the hit points of a real creature, and do 60% of the real damage. They are controlled by Gesoln from the next room, and react appropriately when hit. Real hit points are noted in parentheses; the illusionary damage is "real" for the victim if the Will save to recognize the illusion is not made (DC 23).

### Tier 1 (EL 4)

**Fiendish Wolverine (2):** CR 2; Medium magical beast; HD 3d8+12; hp 28 (17); Init +2 (Dex); Spd 30 ft., climb 10 ft., burrow 10 ft.; AC 14 (+2 Dex, +2 natural);

Atks +4 melee (1d4+2 [x2], claws), -1 melee (1d6+1, bite); SA Rage, Smite Good; SQ Scent, darkvision 60 ft., low-light vision, cold and fire resistance 5, SR 6; AL N; SV Fort +7; Ref +5; Will +2.

Str 14, Dex 15, Con 19, Int 3, Wis 12, Cha 10.

*Skills:* Climb +15, Listen +6, Spot +5.

SA: *Rage*—if it takes damage, the wolverine flies into a berserk rage the next round that it cannot stop. It fights until it or the foe is dead. It gains +2 Str and Con, and -2 AC. *Smite Good (Su)*—can make one attack and do +3 damage.

SQ: *Scent*—Can locate foes within 30 ft. by smell.

### Tier 2 (EL 6)

**Fiendish Wolverine (4):** CR 2; Medium magical beast; HD 3d8+12; hp 28 (17); Init +2 (Dex); Spd 30 ft., climb 10 ft., burrow 10 ft.; AC 14 (+2 Dex, +2 natural); Atks +4 melee (1d4+2 [x2], claws), -1 melee (1d6+1, bite); SA Rage, Smite Good; SQ Scent, darkvision 60 ft., low-light vision, cold and fire resistance 5, SR 6; AL N; SV Fort +7; Ref +5; Will +2.

Str 14, Dex 15, Con 19, Int 3, Wis 12, Cha 10.

*Skills:* Climb +15, Listen +6, Spot +5.

SA: *Rage*—if it takes damage, the wolverine flies into a berserk rage the next round that it cannot stop. It fights until it or the foe is dead. It gains +2 Str and Con, and -2 AC. *Smite Good (Su)*—can make one attack and do +3 damage.

SQ: *Scent*—Can locate foes within 30 ft. by smell.

### Tier 3 (EL 9)

**Fiendish Griffon (4):** CR 5; Large magical beast; HD 7d10+21; hp 65; Init +2 (Dex); Spd 30 ft., fly 80 ft. (average); AC 17 (-1 size, +2 Dex, +6 natural); Atks +8 melee (2d6+4, bite), +3 melee (1d4+2 [x2], claws); Face/Reach: 5 ft. x 10 ft./5 ft.; SA Pounce, Rake 1d6+2, Smite Good; SQ Scent, Darkvision 60 ft., cold and fire resistance 10, damage reduction 5/+1, SR 14; AL N; SV Fort +8; Ref +7; Will +3.

Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8.

*Skills:* Jump +8, Listen +6, Spot +11.

SA: *Pounce*—If the griffon dives or leaps on a foe in the first round of combat, it can make a full attack, even if it has made a move action. *Rake*—A griffon that pounces on an opponent can make two rake attacks (+8 melee) with its hind legs for 1d6+2 slashing damage each. *Smite Good (Su)*—can make one attack and do +3 damage.

SQ: *Scent*—Can locate foes within 30 ft. by smell.

### Tier 4 (EL 10)

**Fiendish Wolverine (4):** CR 2; Medium magical beast; HD 3d8+12; hp 28 (17); Init +2 (Dex); Spd 30 ft., climb 10 ft., burrow 10 ft.; AC 14 (+2 Dex, +2 natural);

Atks +4 melee (1d4+2 [x2], claws), -1 melee (1d6+1, bite); SA Rage, Smite Good; SQ Scent, darkvision 60 ft., low-light vision, cold and fire resistance 5, SR 6; AL N; SV Fort +7; Ref +5; Will +2.

Str 14, Dex 15, Con 19, Int 3, Wis 12, Cha 10.

*Skills:* Climb +15, Listen +6, Spot +5.

SA: *Rage*—if it takes damage, the wolverine flies into a berserk rage the next round that it cannot stop. It fights until it or the foe is dead. It gains +2 Str and Con, and -2 AC. *Smite Good (Su)*—can make one attack and do +3 damage.

SQ: *Scent*—Can locate foes within 30 ft. by smell.

**Fiendish Griffon (4):** CR 5; Large magical beast; HD 7d10+21; hp 65; Init +2 (Dex); Spd 30 ft., fly 80 ft. (average); AC 17 (-1 size, +2 Dex, +6 natural); Atks +8 melee (2d6+4, bite), +3 melee (1d4+2 [x2], claws); Face/Reach: 5 ft. x 10 ft./5 ft.; SA Pounce, Rake 1d6+2, Smite Good; SQ Scent, Darkvision 60 ft., cold and fire resistance 10, damage reduction 5/+1, SR 14; AL N; SV Fort +8; Ref +7; Will +3.

Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8.

*Skills:* Jump +8, Listen +6, Spot +11.

SA: *Pounce*—If the griffon dives or leaps on a foe in the first round of combat, it can make a full attack, even if it has made a move action. *Rake*—A griffon that pounces on an opponent can make two rake attacks (+8 melee) with its hind legs for 1d6+2 slashing damage each. *Smite Good (Su)*—can make one attack and do +3 damage.

SQ: *Scent*—Can locate foes within 30 ft. by smell.

### Tier 5 and 6 (EL 11)

**Fiendish Wolverine (5):** CR 2; Medium magical beast; HD 3d8+12; hp 28 (17); Init +2 (Dex); Spd 30 ft., climb 10 ft., burrow 10 ft.; AC 14 (+2 Dex, +2 natural); Atks +4 melee (1d4+2 [x2], claws), -1 melee (1d6+1, bite); SA Rage, Smite Good; SQ Scent, darkvision 60 ft., low-light vision, cold and fire resistance 5, SR 6; AL N; SV Fort +7; Ref +5; Will +2.

Str 14, Dex 15, Con 19, Int 3, Wis 12, Cha 10.

*Skills:* Climb +15, Listen +6, Spot +5.

SA: *Rage*—if it takes damage, the wolverine flies into a berserk rage the next round that it cannot stop. It fights until it or the foe is dead. It gains +2 Str and Con, and -2 AC. *Smite Good (Su)*—can make one attack and do +3 damage.

SQ: *Scent*—Can locate foes within 30 ft. by smell.

**Fiendish Griffon (5):** CR 5; Large magical beast; HD 7d10+21; hp 65; Init +2 (Dex); Spd 30 ft., fly 80 ft. (average); AC 17 (-1 size, +2 Dex, +6 natural); Atks +8 melee (2d6+4, bite), +3 melee (1d4+2 [x2], claws); Face/Reach: 5 ft. x 10 ft./5 ft.; SA Pounce, Rake 1d6+2,

Smite Good; SQ Scent, Darkvision 60 ft., cold and fire resistance 10, damage reduction 5/+1, SR 14; AL N; SV Fort +8; Ref +7; Will +3.

Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8.

*Skills:* Jump +8, Listen +6, Spot +11.

SA: *Pounce*—If the griffon dives or leaps on a foe in the first round of combat, it can make a full attack, even if it has made a move action. *Rake*—A griffon that pounces on an opponent can make two rake attacks (+8 melee) with its hind legs for 1d6+2 slashing damage each. *Smite Good (Su)*—can make one attack and do +3 damage.

SQ: *Scent*—Can locate foes within 30 ft. by smell.

There is only one other exit from this room. It is a door on the opposite wall from which the party entered.

## Encounter Seven: Reality?

The ceiling in this room is fifteen foot high. Alter this description based on the light source the PCs are using (or not using, if they are relying on darkvision).

*The room is completely dark save for the light you have brought with you. The room is large and crates line the walls. A path travels through the middle of the room to another door on the far wall. Your light causes the shadows to flicker wildly on the walls.*

Once the PCs are halfway through the room, a group of men attacks. On the second round of combat, another group joins the first. The second group is illusionary. The crates are empty. They were placed here to provide a place for the illusions to appear to come from. The door is not locked.

In the room beyond is Gesoln; this fight is his last attempt to stop the PCs. He is using his henchmen and the last of his powerful magic.

The men are given below by tier (Encounter Level). The Illusionary Brigands in tiers 4-6 are illusions; one is a *persistent image* spell and the other a *major image* spell being controlled by Gesoln via *clairvoyance* spell. He has them react as if they had amazing Dexterity, thus their effective AC of 30, and as if they had the hit points of 5<sup>th</sup> level fighters (thus their effective hit point values measure how long he lets them look injured before disappearing). They are “wielding” *Mordenkainen’s sword* spell effects, and that damage is listed. Their attack modifiers are calculated for the swords, as they really have no stats of their own.

Note that if they are detected as illusions, they still cause real damage because of the *Mordenkainen’s sword* spells.

### Tier 1 (EL 5)

**Brigands, male human Ftr1 (4):** Medium Humanoid (5 ft. 11 in. tall); HD 1d10+1; hp 8; Init +3 (Dex); Spd 30 ft; AC 19 (+5 chainmail, +1 small shield, +3 Dex); Atks +3 melee (1d6+1 [crit 18-20], rapier), +4 ranged (1d4+1 [crit 19-20], dagger); AL LE; SV Fort +4, Ref +3, Will +0.

Str 13, Dex 16, Con 12, Int 11, Wis 9, Cha 11.

*Skills:* Climb +2, Jump +3, Ride +5, Swim +2;

*Feats:* Weapon Focus (rapier), Blind-Fight, Power Attack.

Equipment: chainmail, shield, rapier, dagger (2).

**Judge's Note:** One of the fighters has a +1 *rapier*. Adjust attack and damage rolls accordingly. The other has +1 *chainmail*, so adjust his AC upwards by 1.

### Tier 2 (EL 7)

**Brigands, male human Ftr2 (6):** Medium Humanoid (5 ft. 11 in. tall); HD 2d10+2; hp 11; Init +3 (Dex); Spd 30 ft; AC 19 (+5 from chainmail, +1 from shield, +3 Dex); Atks +4 melee (1d6+1 [crit 18-20], rapier), +5 ranged (1d4+1 [crit 19-20], dagger); AL LE; SV Fort +4, Ref +3, Will +0.

Str 13, Dex 16, Con 12, Int 11, Wis 9, Cha 11.

*Skills:* Climb +3, Jump +4, Ride +5, Swim +2;

*Feats:* Weapon Focus (rapier), Blind-Fight, Quick Draw, Power Attack.

Equipment: chainmail, shield, rapier, dagger (2).

**Judge's Note:** One of the fighters has a +1 *rapier*. Adjust attack and damage rolls accordingly. Another has +2 *chainmail*, so adjust his AC upwards by 2.

### Tier 3 (EL 9)

**Brigands, male human Ftr4 (6):** Medium Humanoid (5 ft. 11 in. tall); HD 4d10+4; hp 23; Init +3 (Dex); Spd 30 ft; AC 19 (+5 from chainmail, +1 from shield, +3 Dex); Atks +7 melee (1d6+4 [crit 18-20], rapier), +7 ranged (1d4+2 [crit 19-20], dagger); AL LE; SV Fort +5, Ref +4, Will +1.

Str 14, Dex 16, Con 12, Int 11, Wis 9, Cha 11.

*Skills:* Climb +4, Jump +5, Ride +6, Swim +3;

*Feats:* Weapon Focus (rapier), Blind-Fight, Quick Draw, Power Attack, Weapon Specialization (rapier), Cleave.

Equipment: chainmail, shield, rapier, dagger (2).

**Judge's Note:** One of the fighters has a +2 *rapier*. Adjust attack and damage rolls accordingly. Another has +2 *chainmail*, so adjust his AC upwards by 2.

### Tier 4 (EL 9)

**Brigands, male human Ftr4 (6):** Medium Humanoid (5 ft. 11 in. tall); HD 4d10+4; hp 28; Init +3 (Dex); Spd 30 ft; AC 19 (+5 from chainmail, +1 from shield, +3 Dex); Atks +7 melee (1d8+4 [crit 18-20], rapier), +7 ranged (1d4+2 [crit 19-20], dagger); AL LE; SV Fort +5, Ref +4, Will +1.

Str 14, Dex 16, Con 12, Int 11, Wis 9, Cha 11.

*Skills:* Climb +4, Jump +5, Ride +6, Swim +3;

*Feats:* Weapon Focus (rapier), Blind-Fight, Quick Draw, Power Attack, Weapon Specialization (rapier), Cleave.

Equipment: chainmail, shield, rapier, dagger (2).

**Judge's Note:** One of the fighters has a +2 *rapier*. Adjust attack and damage rolls accordingly. Another has +2 *chainmail*, so adjust his AC upwards by 2.

**Illusionary Brigands (2):** Medium humanoid (illusion); HD 5d10; hp 35; Init +10 (Dex); Spd 30 ft.; AC 30 (+10 Dex, +5 chain mail, +5 from various fake magical effects); Atks +24 melee (4d6+3 [crit 19-20], *Mordenkainen's sword*); AL nil; SV Fort —, Ref +10, Will —.

Str —, Dex 30, Con —, Int 11, Wis 10, Cha 10.

### Tier 5 (EL 11)

**Brigands, male human Ftr6 (6):** Medium Humanoid (5 ft. 11 in. tall); HD 6d10+6; hp 32; Init +3 (Dex); Spd 30 ft; AC 19 (+5 from chainmail, +1 from shield, +3 Dex); Atks +9/+4 melee (1d6+4 [crit 18-20], rapier), +9/+4 ranged (1d4+2 [crit 19-20], dagger); AL LE; SV Fort +6, Ref +5, Will +2.

Str 14, Dex 16, Con 12, Int 11, Wis 9, Cha 11.

*Skills:* Climb +5, Jump +6, Ride +7, Swim +4;

*Feats:* Weapon Focus (rapier), Blind-Fight, Quick Draw, Power Attack, Weapon Specialization (rapier), Cleave, Improved Bull Rush, Dodge.

Equipment: chainmail, shield, rapier, dagger (2).

**Judge's Note:** One of the fighters has a +3 *rapier*. Adjust attack and damage rolls accordingly. Another has +3 *chainmail*, so adjust his AC upwards by 3.

**Illusionary Brigands (2):** Medium humanoid (illusion); HD 5d10; hp 35; Init +10 (Dex); Spd 30 ft.; AC 30 (+10 Dex, +5 chain mail, +5 from various fake magical effects); Atks +24 melee (4d6+3 [crit 19-20], *Mordenkainen's sword*); AL nil; SV Fort —, Ref +10, Will —.

Str —, Dex 30, Con —, Int 11, Wis 10, Cha 10.

## Tier Six (EL 13)

**Brigands, male human Ftr8 (6):** Medium Humanoid (5 ft. 11 in. tall); HD 8d10+8; hp 46; Init +3 (Dex); Spd 30 ft; AC 19 (+5 from chainmail, +1 from shield, +3 Dex); Atks +11/+6 melee (1d6+4 [crit 18-20], rapier), +11/+6 ranged (1d4+2 [crit 19-20], dagger); AL LE; SV Fort +7, Ref +5, Will +2.

Str 14, Dex 16, Con 12, Int 11, Wis 9, Cha 11.

*Skills:* Climb +4, Jump +5, Ride +6, Swim +3;  
*Feats:* Weapon Focus (rapier), Blind-Fight, Quick Draw, Power Attack, Weapon Specialization (rapier), Cleave, Improved Bull Rush, Dodge, Expertise.

Equipment: chainmail, shield, rapier, dagger (2).

**Judge's Note:** One of the fighters has a +3 *frost rapier*. Adjust attack and damage rolls accordingly. Another has +4 *chainmail*, so adjust his AC upwards by 4.

**Illusionary Brigands (2):** Medium humanoid (illusion); HD 5d10; hp 35; Init +10 (Dex); Spd 30 ft.; AC 30 (+10 Dex, +5 chain mail, +5 from various fake magical effects); Atks +24 melee (4d6+3 [crit 19-20], *Mordenkainen's sword*); AL nil; SV Fort —, Ref +10, Will —.

Str —, Dex 30, Con —, Int 11, Wis 10, Cha 10.

## Encounter Eight: The Hostage

The ceiling in this room is twelve foot tall.

*This room you is obviously a laboratory of some kind. There are workbenches and shelves all over the room. The tables are covered with vials and bottles containing all manner of substances. The most notable feature in the room is the gnome sitting on a chair. He is bound and gagged. A man is standing beside him holding a dagger to his throat.*

*“Y-Y-You couldn't just leave things alone. Could you? A couple more days and this would have been finished. N-Now you force me to resort to this. You need to leave. A-And don't come back or I'll have to kill him.”*

**Gesoln, male human Wiz14:** Medium Humanoid (5 ft. 4 in. tall); HD 14d4; hp 33; Init +2 (Dex); Spd 30 ft; AC 12 (+2 Dex); Atks +7/+2 melee (1d4 [crit 19-20], dagger); +9/+4 ranged (1d4 [crit 19-20], dagger); AL LE; SV Fort +4, Ref +6, Will +8.

Str 11, Dex 14, Con 10, Int 21 (25), Wis 9, Cha 11.

*Skills:* Alchemy +24, Concentration +24, Knowledge (Arcana) +24, Knowledge (Business) +17, Scry +24, Spellcraft +24; *Feats:* Summon Familiar, Scribe Scroll, Brew Potion, Craft Wondrous Item, Craft

Rod, Craft Staff, Craft Wand, Forge Ring, Empower Spell, Maximize Spell, Still Spell, Silent Spell.

Equipment: dagger, *amulet of proof versus detection and location*.

Spells (4/6/5/5/5/4/4/3): 0 lvl—*dancing lights, detect magic, mending, read magic*; 1<sup>st</sup> lvl—*message, reduce, expeditious retreat, jump, comprehend languages, ~~Nystul's magic aura~~*; 2<sup>nd</sup> lvl—*arcane lock, see invisible, invisibility, scare, knock*; 3<sup>rd</sup> lvl—*dispel magic, phantom steed, ~~clairvoyance~~, hold person, ~~major image~~*; 4<sup>th</sup> lvl—*stoneskin, scrying, wall of ice, dimension door, locate creature*; 5<sup>th</sup> lvl—*~~persistent image~~, hold monster, fabricate, greater shadow conjuration*; 6<sup>th</sup> lvl—*antimagic field, greater shadow evocation, permanent image, shades*; 7<sup>th</sup> lvl—*~~summon monster VII, Mordenkainen's sword x2~~*.

Anyone who makes a successful Spot skill check (DC 15) notices his hands are shaking. If a PC wishes to make a Sense Motive check, a successful check at DC 15 reveals that he does not intend to harm the gnome. Gesoln is a coward at heart. He is trying to bluff the PCs into leaving quietly. If his bluff fails, he attempts to cast *invisibility* upon himself and escape. If his spell is unsuccessful, he surrenders.

If the PCs rescue Renstal, his responds to the party something like this:

*“Thank the heavens you arrived in time. I was afraid he would kill me. My name is Renstal Bulbnose. You must let me reward you for rescuing me. I think I have just the thing for you over here. Yes, this will do fine.”*

Renstal gives two potions. After hearing about Entasia's plight, he tells the PCs that the *dreamscape* effect on her sanity must be an effect of casting the spell repeatedly on the same person. It should go away now that Gesoln is no longer able to torment her.

## Encounter Nine A: Along The Trail (Optional)

The road back to Ravens Bluff is dirty and dry. The weather is hot and uncomfortable. It takes two or three days to make the journey. About midday on the second day of the trip, the party encounters the following:

*An overturned wagon is in the middle of the road ahead. A man is walking around it looking puzzled. An old horse is tied to a tree just past the wagon.*

Once the party draws near, the man turns towards them and speaks.

***“I am so glad to see a friendly face at last. Would you be so kind as to remove your money pouches and throw them to me?”***

The man’s name is Gorsantil. He has been waiting for some time for a good prospect to come along. He is very polite and warns the party of the archers in the woods. Should the party comply with his wishes, he only takes half the money.

Should the PCs elect to fight rather than pay, Gorsantil pulls his crossbow from its hiding place in the wagon and fires in the first round, if possible. The other brigands fire their crossbows from their positions in the trees. On the second round (or the first if unable to use his crossbow), Gorsantil pulls his longsword (also hidden within reach on the wagon) and enters melee. The archers continue to use ranged weapons until they either run out of ammo, or have no more clear targets. They then leave the trees and enter melee as well.

### **Tier 1 (EL 5)**

**Gorsantil, male human Ftr3:** Medium Humanoid (6 ft. 2 in. tall); HD 3d10+6; hp 27; Init +6 (Improved Initiative, Dex); Spd 30 ft; AC 13 (+1 *bracers of armor*, +2 Dex); Atks +8 melee (1d8+6 [crit 19-20], longsword), +5 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +5, Ref +3, Will +1.

Str 18, Dex 14, Con 15, Int 12, Wis 9, Cha 13.

*Skills:* Climb +5, Handle Animal +2, Jump +6, Ride +4, Appraise +2, Balance +3; *Feats:* Weapon Focus (longsword), Quick Draw, Power Attack, Cleave, Improved Initiative.

Equipment: +1 *bracers of armor*, longsword, light crossbow with 10 bolts.

**Brigands, male human Ftr2 (2):** Medium Humanoid (5 ft. 11 in. tall); HD 2d10+2; hp 13; Init +2 (Dex); Spd 30 ft; AC 14 (+2 from leather armor, +2 Dex); Atks +4 melee (1d8+2 [crit 19-20], longsword), +4 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +4, Ref +2, Will +0.

Str 14, Dex 15, Con 13, Int 9, Wis 11, Cha 12.

*Skills:* Climb +4, Use Rope +5, Wilderness Lore +1; *Feats:* Point Blank Shot, Far Shot, Precise Shot, Rapid Shot.

Equipment: leather armor, longsword, light crossbow with 10 bolts.

### **Tier 2 (EL 7)**

**Gorsantil, male human Ftr5:** Medium Humanoid (6 ft. 2 in. tall); HD 5d10+10; hp 43; Init +6 (Improved

Initiative, Dex); Spd 30 ft; AC 13 (+1 *bracers of armor*, +2 Dex); Atks +10 melee (1d8+6 [crit 19-20], longsword), +7 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +6, Ref +3, Will +1.

Str 18, Dex 14, Con 15, Int 12, Wis 9, Cha 13.

*Skills:* Climb +6, Handle Animal +2, Jump +7, Ride +4, Appraise +2, Balance +4; *Feats:* Weapon Focus (longsword), Quick Draw, Power Attack, Weapon Specialization (longsword), Cleave, Improved Initiative.

Equipment: +1 *bracers of armor*, longsword, light crossbow with 10 bolts.

**Brigands, male human Ftr2 (4):** Medium Humanoid (5 ft. 11 in. tall); HD 2d10+2; hp 16; Init +2 (Dex); Spd 30 ft; AC 14 (+2 from leather armor, +2 Dex); Atks +4 melee (1d8+2 [crit 19-20], longsword), +4 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +4, Ref +2, Will +0.

Str 14, Dex 15, Con 13, Int 9, Wis 11, Cha 12.

*Skills:* Climb +4, Use Rope +5, Wilderness Lore +1; *Feats:* Point Blank Shot, Far Shot, Precise Shot, Rapid Shot.

Equipment: leather armor, longsword, light crossbow with 10 bolts.

### **Tier 3 (EL 9)**

**Gorsantil, male human Ftr6:** Medium Humanoid (6 ft. 2 in. tall); HD 6d10+12; hp 51; Init +6 (Improved Initiative, Dex); Spd 30 ft; AC 14 (+2 *bracers of armor*, +2 Dex); Atks +11/+6 melee (1d8+6 [crit 19-20], longsword), +8/+3 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +7, Ref +4, Will +2.

Str 18, Dex 14, Con 15, Int 12, Wis 9, Cha 13.

*Skills:* Climb +6, Handle Animal +2, Jump +7, Ride +4, Appraise +2, Balance +4; *Feats:* Weapon Focus (longsword), Quick Draw, Power Attack, Weapon Specialization (longsword), Cleave, Improved Initiative.

Equipment: +2 *bracers of armor*, longsword, light crossbow with 10 bolts.

**Brigands, male human Ftr4 (4):** medium humanoid (5 ft. 11 in. tall); HD 4d10+4; hp 27; Init +2 (Dex); Spd 30 ft; AC 14 (+2 from leather armor, +2 Dex); Atks +6 melee (1d8+2 [crit 19-20], longsword), +6 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +5, Ref +3, Will +1.

Str 14, Dex 15, Con 13, Int 9, Wis 11, Cha 12.

*Skills:* Climb +4, Use Rope +5, Wilderness Lore +1; *Feats:* Point Blank Shot, Far Shot, Precise Shot, Rapid Shot.

Equipment: leather armor, longsword, light crossbow with 10 bolts.

#### Tier 4 (EL 11)

**Gorsantil, male human Ftr9:** Medium Humanoid (6 ft. 2 in. tall); HD 9d10+18; hp 76; Init +6 (Improved Initiative, Dex); Spd 30 ft; AC 15 (+2 *bracers of armor*, +3 Dex); Atks +14/+9 melee (1d8+6 [crit 19-20], longsword), +11/+6 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +8, Ref +5, Will +3.

Str 18, Dex 14, Con 16, Int 12, Wis 9, Cha 13.

*Skills:* Climb +6, Handle Animal +2, Jump +7, Ride +4, Appraise +2, Balance +4; *Feats:* Weapon Focus (longsword), Quick Draw, Power Attack, Weapon Specialization (longsword), Cleave, Improved Initiative, Sunder, Great Cleave.

Equipment: +2 *bracers of armor*, longsword, light crossbow with 10 bolts.

**Brigands, male human Ftr5 (5):** Medium Humanoid (5 ft. 11 in. tall); HD 5d10+5; hp 30; Init +2 (Dex); Spd 30 ft; AC 14 (+2 from leather armor, +2 Dex); Atks +8 melee (1d8+2 [crit 19-20], longsword), +8 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +5, Ref +3, Will +1.

Str 14, Dex 16, Con 13, Int 9, Wis 11, Cha 12.

*Skills:* Climb +4, Use Rope +5, Wilderness Lore +1, Ride +4; *Feats:* Point Blank Shot, Far Shot, Precise Shot, Rapid Shot Mounted Combat, Mounted Archery.

Equipment: leather armor, longsword, light crossbow with 10 bolts.

**Shatalia, female human Wiz6:** Medium Humanoid (5 ft. 6 in. tall); HD 6d4+6; hp 23; Init +6 (Dex); Spd 30 ft; AC 12 (+2 Dex); Atks +4 melee (1d4+1 [crit 19-20], dagger), +5 ranged (1d4+1 [crit 19-20], dagger); AL NE; SV Fort +3, Ref +4, Will +4.

Str 12, Dex 14, Con 13, Int 17, Wis 9, Cha 12.

*Skills:* Alchemy +7, Concentration +5, Spellcraft +6, Wilderness Lore +2; *Feats:* Summon Familiar, Scribe Scroll, Combat Casting, Improved Initiative, Silent Spell.

Equipment: dagger.

Spells (4/4/4/3): 0 lvl-*detect magic*, *flare*, *daze*, *ray of frost*; 1<sup>st</sup> lvl-*magic missile* (2), *grease*, *ray of enfeeblement*; 2<sup>nd</sup> lvl-*flaming sphere*, *web*, *mirror image*, *protection from arrows* (precast); 3<sup>rd</sup> lvl-*fireball*, *fly*, *dispel magic*.

Shatalia is hiding behind a large tree. She has 50% cover so long as she remains there. She uses her Fireball first. She remains in the woods and tries to aid the bandits by using her spells against any spellcasters in the party. Should the bandits start losing the fight, she flees into the woods.

#### Tier 5 (EL 13)

**Gorsantil, male human Ftr11:** Medium Humanoid (6 ft. 2 in. tall); HD 11d10+22; hp 92; Init +6 (Improved Initiative, Dex); Spd 30 ft; AC 17 (+4 *bracers of armor*, +3 Dex); Atks +16/+11/+6 melee (1d8+6 [crit 19-20], longsword), +13 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +9, Ref +5, Will +3.

Str 18, Dex 14, Con 16, Int 12, Wis 9, Cha 13.

*Skills:* Climb +6, Handle Animal +2, Jump +7, Ride +4, Appraise +2, Balance +4; *Feats:* Weapon Focus (longsword), Quick Draw, Power Attack, Weapon Specialization (longsword), Cleave, Improved Initiative, Sunder, Great Cleave, Dodge.

Equipment: +4 *bracers of armor*, longsword, light crossbow with 10 bolts.

**Brigands, male human Ftr7 (5):** Medium Humanoid (5 ft. 11 in. tall); HD 7d10+7; hp 49; Init +2 (Dex); Spd 30 ft; AC 14 (+2 from leather armor, +2 Dex); Atks +9/+4 melee (1d8+2 [crit 19-20], longsword), +11 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +6, Ref +4, Will +2.

Str 14, Dex 16, Con 13, Int 9, Wis 11, Cha 12.

*Skills:* Climb +4, Use Rope +5, Wilderness Lore +1, Ride +4; *Feats:* Point Blank Shot, Far Shot, Precise Shot, Rapid Shot Mounted Combat, Mounted Archery, Weapon Focus (light crossbow).

Equipment: leather armor, longsword, light crossbow with 10 bolts.

**Shatalia, female human Wiz8:** Medium Humanoid (5 ft. 6 in. tall); HD 8d4+8; hp 29; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft; AC 12 (+2 Dex); Atks +5 melee (1d4+1 [crit 19-20], dagger), +6 ranged (1d4+1 [crit 19-20], dagger); AL NE; SV Fort +3, Ref +4, Will +5.

Str 12, Dex 14, Con 13, Int 17, Wis 9, Cha 12.

*Skills:* Alchemy +9, Concentration +7, Spellcraft +8, Wilderness Lore +4; *Feats:* Summon Familiar, Scribe Scroll, Combat Casting, Improved Initiative, Silent Spell.

Equipment: dagger.

Spells (4/4/4/4/2): 0 lvl-*detect magic*, *flare*, *daze*, *ray of frost*; 1<sup>st</sup> lvl-*magic missile* (2), *grease*, *ray of enfeeblement*; 2<sup>nd</sup> lvl-*flaming sphere*, *web*, *mirror image*, *protection from arrows* (precast); 3<sup>rd</sup> lvl-*fireball*, *fly*, *dispel magic*, *hold person*; 4<sup>th</sup> lvl-*phantasmal killer*, *dimension door*.

Shatalia is hiding behind a large tree. She has 50% cover so long as she remains there. She uses her Fireball first. She remains in the woods and tries to aid the bandits by using her spells against any spellcasters in

the party. Should the bandits start losing the fight, she flees into the woods.

### Tier 6 (EL 15)

**Gorsantil, male human Ftr13:** Medium Humanoid (6 ft. 2 in. tall); HD 13d10+26; hp 108; Init +6 (Improved Initiative, Dex); Spd 30 ft; AC 18 (+5 *bracers of armor*, +3 Dex); Atks +18/+13/+8 melee (1d8+6 [crit 19-20], longsword), +15 ranged (1d8 [crit 19-20], light crossbow); AL NE; SV Fort +10, Ref +6, Will +4.

Str 18, Dex 14, Con 16, Int 12, Wis 9, Cha 13.

*Skills:* Climb +7, Handle Animal +4, Jump +7, Ride +5, Appraise +3, Balance +4; *Feats:* Weapon Focus (longsword), Quick Draw, Power Attack, Weapon Specialization (longsword), Cleave, Improved Initiative, Sunder, Great Cleave, Dodge, Expertise.

Equipment: +5 *bracers of armor*, longsword, light crossbow with 10 bolts.

**Brigands, male human Ftr9 (5):** Medium Humanoid (5 ft. 11 in. tall); HD 9d10+9; hp 63; Init +2 (Dex); Spd 30 ft; AC 14 (+2 from leather armor, +2 Dex); Atks +11/+6 melee (1d8+2 [crit 19-20], longsword), +13 ranged (1d8+2 [crit 19-20], light crossbow); AL NE; SV Fort +7, Ref +5, Will +3.

Str 14, Dex 16, Con 13, Int 9, Wis 11, Cha 12.

*Skills:* Climb +5, Use Rope +5, Wilderness Lore +1, Ride +5; *Feats:* Point Blank Shot, Far Shot, Precise Shot, Rapid Shot Mounted Combat, Mounted Archery, Weapon Focus (light crossbow), Weapon Specialization (light crossbow—the +2 damage applies within 30 ft. only).

Equipment: leather armor, longsword, light crossbow with 10 bolts.

**Shatalia, female human Wiz10:** Medium Humanoid (5 ft. 6 in. tall); HD 10d4+10; hp 35; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft; AC 12 (+2 Dex); Atks +6 melee (1d4+1 [crit 19-20], dagger), +7 ranged (1d4+1 [crit 19-20], dagger); AL NE; SV Fort +4, Ref +5, Will +6.

Str 12, Dex 14, Con 13, Int 17, Wis 9, Cha 12.

*Skills:* Alchemy +11, Concentration +11, Spellcraft +10, Wilderness Lore +5; *Feats:* Summon Familiar, Scribe Scroll, Combat Casting, Improved Initiative, Silent Spell, Empower Spell.

Equipment: dagger.

Spells (4/4/4/3/2): 0 lvl-*detect magic, flare, daze, ray of frost*; 1<sup>st</sup> lvl-*magic missile (2), grease, ray of enfeeblement*; 2<sup>nd</sup> lvl-*flaming sphere, web, mirror image, protection from arrows* (precast); 3<sup>rd</sup> lvl-*fireball, fly, dispel magic, hold person*; 4<sup>th</sup> lvl-*phantasmal killer, dimension door, wall of ice*; 5<sup>th</sup> lvl-*cone of cold, wall of force*.

Shatalia is hiding behind a large tree. She has 50% cover so long as she remains there. She uses her Fireball first. She remains in the woods and tries to aid the bandits by using her spells against any spellcasters in the party. Should the bandits start losing the fight, she flees into the woods.

The brigands have a total of 14 gp and 36 sp. The wagon has a broken axle and wheel. The horse is old and half blind. The bandits stole them from a farmer two nights ago. The wagon cannot be moved without repair and the horse is not fit to ride.

## Encounter Nine B: Through The Woods (Optional)

The return journey through the woods is more difficult than before. The trees are denser than usual and the underbrush is very thick. The trip back takes three days. This is because treants are trying to prevent the party from stumbling upon a mother bear and her two cubs. Should the party be stubborn and continue along their way, they encounter the bears on the second day.

*As you come around a thicket, a large black bear rears up on its hind legs and roars.*

The bear is only protecting her young and will not chase the PCs if they run. If the PCs attack, the treant enters the fray. If the party leaves the bears alone, the treant speaks to them and thanks them for preserving the harmony of the woods.

**Black Bear:** CR 2; Medium Animal; HD 3d8+6; hp 21; Init +1 (Dex); Spd 40 ft.; AC 13 (+1 Dex, +2 natural); Atks +6 melee (1d4+4 [x2], claws), +1 melee (1d6+2, bite); SQ Scent; AL N; SV Fort +5; Ref +4; Will +2.

Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

*Skills:* Climb +6, Listen +4, Spot +7, Swim +8.

**Treant:** CR 8; Huge Plant; HD 7d8+35; hp 71; Init -1 (Dex); Spd 30 ft.; AC 20 (-2 size, -1 Dex, +13 natural); Atks +12 melee (2d6+9 [x2], slam); Face/Reach 10 ft. x 10 ft./15 ft.; SA animate trees, trample, double damage against objects; SQ plant fire vulnerability, half damage from piercing; AL NG; SV Fort +10; Ref +1; Will +6.

Str 29, Dex 8, Con 21, Int 12, Wis 15, Cha 12.

*Skills:* Hide -9, Intimidate +8, Listen +9, Sense Motive +9, Spot +9, Wilderness Lore +9. *Feats:* Iron Will, Power Attack.

SA: *Animate trees*—A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 and fights as a treant in all respects. Animated trees lose their ability to move if the treant who animated them is incapacitated or moves out of range. The ability is otherwise similar to liveoak as cast by a 12<sup>th</sup>-level druid. *Trample*—A treant or animated tree can trample medium-size or smaller creatures for 2d12+5 points of damage. Opponents who do not make attacks of opportunity against the treant or animated tree can attempt a Reflex save (DC 20) to halve the damage. *Double damage against objects*—A treant or animated tree that makes a full attack against an object or structure deals double damage.

SQ: *Plant*—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits. *Fire vulnerability*—A treant or animated tree takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success. *Half damage from piercing*—piercing weapons deal only half damage to treants, with a minimum of 1 point of damage.

Treants have the ability to animate normal trees. One treant can animate up to two trees. It takes one round for a normal tree to uproot itself. Thereafter the animated tree can move at a rate of 3 per turn and fights as a full-grown treant (12 Hit Dice, two attacks, 4d6 points of damage per attack). A treant must be within 60 yards of the tree it is attempting to animate. Animated trees lose their ability to move if the treant who animated them is incapacitated or moves more than 60 yards away.

## Conclusion

### **A: If the party returns within four days.**

Upon returning to Ravens Bluff, the PCs are met by Trivan. He takes them to Entasia and she speaks to the PCs.

*“Thank you for helping me. I owe you my sanity, if not my life. I hope this reward can in some way make up for all you have done for me.”*

She gives each character the 300 gp she promised.

If Gesoln is turned over to the City Watch alive, he admits to having killed Sortan. His *headband of intellect +4* and *amulet of proof against detection and location* were stolen from his brother, who gets them

back (and Gesoln gets a few years added to his sentence). The PCs cannot keep these items.

### **B: If the party returns after four days.**

Trivan greets the party when they return to Ravens Bluff.

*“I regret to inform you that the Lady Entasia has been driven beyond the point of no return. Her mind was not capable of withstanding the torment she was forced to endure. She went berserk last night at the dinner table, attacking anyone that tried to get close to her. The city guard was summoned to contain her. However, they were too late. She impaled herself on the knife she was wielding.”*

The PCs have arrived too late to save Entasia. The funeral is held the day after they returns. They are invited to attend, but they receive no reward from her.

If Gesoln is turned over to the City Watch alive, he admits to having killed Sortan. His *headband of intellect +4* and *amulet of proof against detection and location* were stolen from his brother, who gets them back (and Gesoln gets a few years added to his sentence). The PCs cannot keep these items.

## The End

## Experience Point Summary

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

Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

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

	Tier 1	Tier 2	Tier 3	Tier 4	Tier 5	Tier 6
<b>Encounter One:</b>						
Getting information about Gesoln	50	50	50	50	50	50
<b>Encounter Three:</b>						
Finding out about Renstal	25	25	25	25	25	25

**Encounter Five:**

Opening the door properly with no damage 50 50 50 50 50

**Encounter Six:**

Defeating the monsters 1,000 1,400 2,700 2,200 1,950

**Encounter Seven:**

Defeating the fighters 1,500 2,100 2,700 3,300 3,900

**Encounter Eight:**

Capturing Gesoln 50 50 50 50 50

**Encounter Nine A:**

Defeating brigands 1,500 2,100 2,700 3,300 3,900

Total possible experience 4,175 5,775 8,275 8,875 9,925 10,300

Divide the total by the number of PCs and round down

**Total possible experience per PC** 695 962 1,379 1,479 1,654 1,716

Then add:

Discretionary roleplaying award 0-50 0-50 0-50 0-50 0-50

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

4,500

**Encounter Seven**

• *50 Rapier +X*: The bonus of this weapon depends on the tier at which the adventure was played. Check the appropriate line:

Tier	Bonus	Value
__ 1	+1	2,315 gp
__ 2	+1	2,315 gp
__ 3	+2	8,315 gp
__ 4	+3	18,315 gp
__ 5	+3	18,315 gp
__ 6	+3, frost	32,315 gp

• *Chainmail +X* (weight 40 lb): The bonus of this chainmail depends on the tier at which the adventure was played. Check the appropriate line:

Tier	Bonus	Value
__ 1	+1	1,300 gp
__ 2	+2	4,300 gp
__ 3	+2	4,300 gp
__ 4	+2	4,300 gp
__ 5	+3	9,300 gp
__ 6	+4	16,300 gp

**Encounter Nine A**

• *bracers of armor +X*: The bonus of this set of bracers depends on the tier at which the adventure was played. Check the appropriate line:

Tier	Bonus	Value
__ 1	+1	1,000 gp
__ 2	+1	1,000 gp
__ 3	+2	4,000 gp
__ 4	+2	4,000 gp
__ 5	+4	16,000 gp
__ 6	+5	36,000 gp

• 14 gp

• 36 sp

**Conclusion**

• 300 gp each if Entasia is saved.

From Renstal, if he was rescued alive:

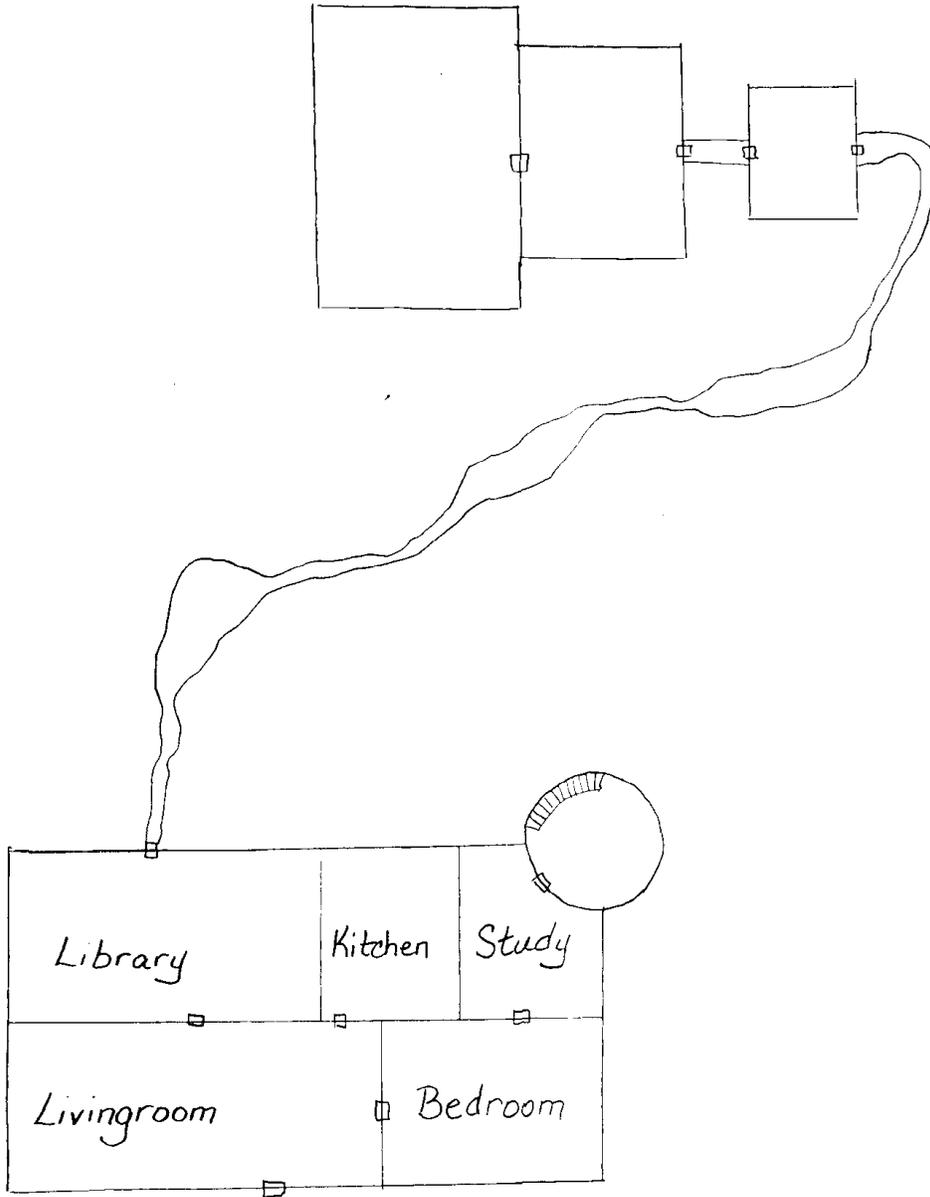
## Treasure Summary

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

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items worth more than 500 gp that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

- *Potion of darkvision* (Value 300 gp)
- *Potion of fly* (Value 750 gp)

# DM Aid #1: Map of Renstal's tower



## **DM Aid #2: Key to the symbols on the door**

The hand holding fire represents the Transmutation school of magic.

The glowing sword represents the Enchantment school of magic.

The orb represents the Divination school of magic.

The hand on the shield represents the Abjuration school of magic.

The multiple images represent the Illusion school of magic.

The unicorn represents the Conjunction school of magic.

The lightning bolt represents the Evocation school of magic.

The skull represents the Necromancy school of magic.

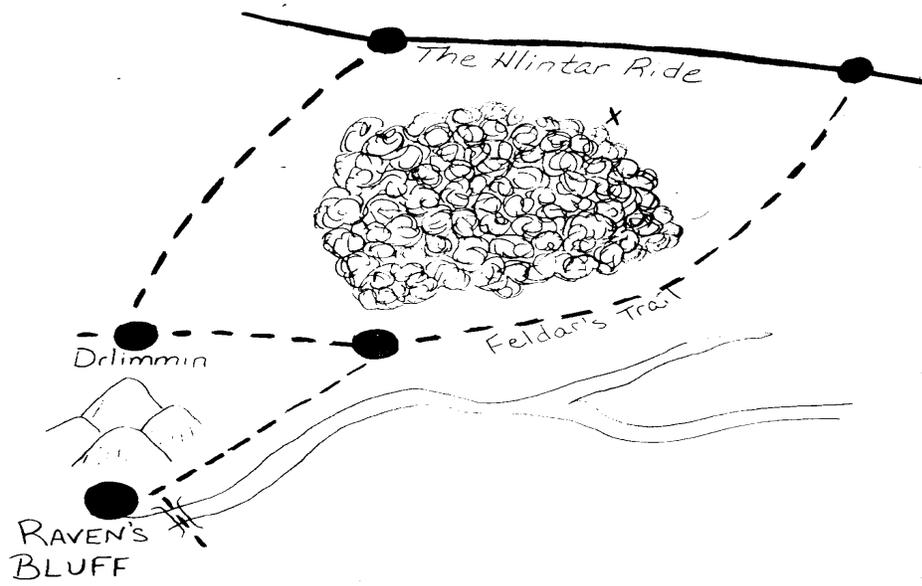
**Player Handout #1**

Greetings noble adventurer,

I am seeking assistance on a matter that requires the utmost discretion. If you are interested, please meet me at the Singing Sword Inn at six bells. Please send word with the messenger if you plan on attending.

Lady Entasia

**Player Handout #2: Map to Renstal's Tower**



### **Player Handout #3: Letter found in book**

*My dear friend,*

*I am glad you were able to find the house. I am presently in the workshop, as always, and would be happy for you to join me. I have left the following clues to aid you in remembering the directions I gave you for opening the door. Figure out what each paragraph means and you will have the instructions.*

*Follow along, you choose the pace,  
Old to new; face to face.  
Beginning to end the path you wend,  
The master's hand to you he lends.*

*Ghosts and goblins, quite a few,  
No time to look for something new.  
Reaching, touching, you cannot feel,  
Ghosts and goblins who are not real.*

*Unholy-holy, both the same,  
Not possible for both to tame.  
Hidden, hidden deep inside,  
Meaning comes like the crashing tide*

*Nerd, nerd; who's got the nerd?  
But isn't there another word?  
Inside, outside, four sides in all,  
Fat or skinny; short or tall.*

