

# The Overlooked

**A One-Round AD&D Living City Tournament**

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(with help from Jae Walker)**

A request from a local innkeeper to help him discover what's going on in his Inn quickly turns into more than you expected. Much, much more. Suddenly Tantras seems to be turning into the city of undead, and you have to find a way to stop it. What sinister force could be behind all this? An adventure for tiers 1-6.

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. 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.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

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

A note about the text: Some of the text in this module 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 level of all the characters. Multi-classed and dual-classed characters count as their highest level plus one for each additional class. In addition, add the levels of any adventuring NPCs the PCs bring, and the full hit dice of any animals which can enter combat on the side of the PCs. 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>
T1:	4-12	5-13	6-14	7-15
T2:	13-22	14-24	15-26	16-28
T3:	23-32	25-35	27-38	29-41
T4:	33-42	36-46	39-50	42-54
T5:	43-52	47-57	51-62	55-67
T6:	53+	58+	63+	68+

## DM Synopsis

The Crothers family is one of the proudest, and most reclusive, in Tantras. Over the years, members of the family have risen to great heights – but sunk to even greater depths. Four generations ago, Dominic Crothers began hatching some truly vile plots. He stole small animals, and later small children, for blood sacrifices, all in an attempt to increase his magical power. His activities did not go unnoticed, and he awoke one

morning in a strange place. The Powers within Ravenloft had recognized his potential, and brought him to their demi-plane to see if he could become a Power himself.

Dominic did not disappoint them, murdering, pillaging, and torturing with gleeful abandon. The others saw his progress, and set up a final test for him.

They summoned Dominic to a small chamber beneath one of the great Ravenloftian castles, where a hooded child lay strapped to a slab. “All you have to do,” they told him, “is kill the child. Then you will be a Power.” Dominic pulled his dagger and walked deliberately across the room to the child. He pulled the hood from the child's head, so that he could see the fear of impending death, but what he saw instead was the familiar face of his eldest son, Baron. The child stared up at him, eyes wide.

Only a tiny spark of goodness remained in Dominic's soul, but it was enough for him to turn away from his son and walk back to the door. “I refuse!” he shouted, and yanked the door open. A tiny “click” was all the warning he had, as the trap on the door triggered and a huge pendulum blade swung down from the ceiling, cutting Baron in half at the waist. Dominic screamed and ran back toward his son, but a strange fog filled the room, and when it cleared, Dominic found himself standing in a familiar forest outside Tantras, his ties to Ravenloft severed. He survives now as a lich, hiding in the mazes of his family's crypt, and continually trying to regain the favor of the Powers, to return to Ravenloft. Such is his family's curse. It is only in the current generation's patriarch, a young noble named Dane, that the Crothers name may finally be made honorable again, and the last links to Ravenloft destroyed.

As the adventure begins, the party has been summoned to the Overlook Inn, where one of Dominic's grandchildren, Stanton Crothers, has been living as an upper-class hermit for over 20 years. Last week, Stanton was killed, and since then strange things have been happening in the inn.

Stanton was killed by glass golems, apparently of his own creation. After the party defeats the golems, they will be allowed to search Stanton's room (which has already been rented out; his belongings were almost all taken by his family), and will find in a hidden cache spell components and a note which point them toward Stanton's family home in Tantras.

Once in Tantras, several avenues are open to them. They can visit the Crothers estates, the City Guard, a fairly shady inn, and a statuary near the Crothers holdings to gain information. All of this will eventually point them back to the Crothers estates, and particularly, the maze-like crypt located beneath the grounds. It is within that crypt that they will encounter the lich, Dominic, still intent on becoming a Ravenloft

Power, and doing everything he can to destroy his own family in order to prove his worth.

### **Encounter 1: The Overlook**

A summons for adventurers has been put out by Jonni Zel'de'Kai, owner of the Overlook Inn, named for its favorable location overlooking Lake Christina. Jonni has had some trouble at his inn recently, and has very quietly summoned a group of adventurers to help him out. Following the death of a tenant, strange things have begun happening, and he needs them to stop whatever is causing the trouble before his other tenants begin moving out.

### **Encounter 2: A Glassy Pool**

The dead tenant, Stanton Crothers, was found floating in the swimming pool in the basement of the inn, his eyes burned out. He was killed by the *prismatic spray* ability of the glass golems that occupy the stained glass windows Jonni recently had installed.

### **Encounter 3: Room of the Deceased**

Although Stanton's room has been rented, upon learning of the circumstances the current tenant allows a search to be made of the premises. A hidden panel is discovered where the components necessary for the creation of glass golems are kept. A note is found with the components in which Stanton ponders what it would be like to release the denizens of Ravenloft on Faerun, and how his grandfather would be proud of his initial efforts. Jonni will offer easy transport to Tantras, in the form of a *wand of dimensional folding*, which he will give to the party if they have been appropriately respectful and discrete, but will use for their benefit regardless.

### **Encounter 4: Tantras (the Crothers Estate)**

The party meets Dane Crothers, the current patriarch. He's a young man who radiates good, and has obviously been touched by the gods – although he has not yet discovered that he is destined to be a paladin. His fate is masked by the evil in his family heritage. He will tell the party everything he can about Stanton (his uncle) and what little he knows about his family's history. He will then give them access to the family's library. Because the party suspects foul play, he will recommend talking to the City Guard. He also knows that one of his uncle's childhood friends lives in the statuary nearby, serving as a groundskeeper, and that a nearby inn, The Lost Word, often serves as a source of information about nefarious activities in the city.

### **Encounter 5: Tantras (the City Guard)**

The nearest City Guard post seems normal, but looks can be deceiving. The post has actually been taken over

by werewolves, and the surviving guardsmen are bound and gagged in a cell. The werewolves are part of Dominic's minions, and will attack the party at the first mention of the Crothers name. After defeating (fighting or otherwise) the werewolves, the party will find a small stone brooch embossed with the Crothers crest. If they take it back to Dane, he will be unable to identify it.

### **Encounter 6: Tantras (the Lost Word)**

The Lost Word is a haven for unruly sorts. The worst element in the city actually tends to shy away from spending too much time in the Lost Word, because sometimes, people who go in don't come back out. Part of the reason for this is that the inn serves as a headquarters for a very unpleasant gang whose leader, Kirasov, is a vampire. Kirasov finds the actions of Dominic amusing, since he understands the futility of trying to connect Ravenloft and Faerun on any kind of permanent basis. Still, he serves the lich because he understands that it would be a worse idea not to do so. He can tell the party a little more about what they're getting themselves into, but will not reveal anything about the exact nature of his master, or about his location. He'll offer the party a silver token inscribed with the Crothers crest, and tell them to have fun. Dane cannot identify this token by itself, either.

### **Encounter 7: Tantras (the Statuary)**

Matthias, an affable hermit who knows far more than he ever wanted to about the Crothers family, is the groundskeeper for the elaborate statuary that runs along the west side of the Crothers estate. As the party arrives, the statuary seems empty, then they hear cries of help from the far side of the statuary. This is Matthias, being attacked by more of Dominic's minions. Fortunately, Matthias has the assistance of two stone golems, which Stanton helped him create to guard the statuary almost three decades ago. A bloodstone in a gold setting is found on the body of one of the minions; the setting is also marked with the Crothers crest.

### **Encounter 8: Putting the Pieces Together**

Once the party has gathered all three items with the Crothers crest on them, if they take them back to Dane, he will begin toying with them and create a medallion that he is quite certain was buried with his grandfather, in the family crypt beneath the grounds. The party has the opportunity to rest here, or elsewhere in the city, prior to entering the crypt.

### **Encounter 9: Tantras (the Family Crypt)**

After extensive wandering through the maze of tunnels that make up the family crypt, the party comes upon the lair of the lich, Dominic. He has been laughing at them

as they come, telling them his story as they try to find their way through the maze to him. Eventually, they find him. Carnage ensues.

**Note:** There are references to Ravenloft in here, such as “Ravenloft lore” or “Ravenloft books.” These notes are for you, the GM. Characters do not know what Ravenloft is. Please describe such as “occult lore,” or “evil lore,” or some such thing.

**IMPORTANT NOTE FOR DMs:** This scenario can support either heavy roleplaying, heavy combat, or a light mix of both. It cannot run in a four-hour slot with both heavy roleplaying and heavy combat, however. It is our recommendation that you get a feel from your players as to whether they would prefer to engage in more roleplaying or combat, and structure the experience appropriately. If the roleplaying option is the one you end up using, we would recommend the following. First, have the PCs arrive after the fight is completed in Encounter 7, and simply gather the necessary information from the NPC present. Second, have the creatures in Encounter 5 vacate the City Guard post prior to the arrival of the PCs, leaving the guardsmen tied up in the back of the building to be released by the PCs. Removing these two fights should allow plenty of time for roleplaying, without sacrificing any elements of the story being told.

However, if the PCs wish to fight their way through the scenario, there are certainly enough opportunities to keep them happy. Use your best judgment to create the most enjoyable possible experience for the players.

## Player Introduction

Players should select spells for their characters as they would for a standard day in Ravens Bluff, when they do not have explicit plans to go adventuring.

*It's been a lovely morning. The sun is shining, the birds are singing, and spring is in the air. Sure, off in the distance you can see clouds beginning to roll in, but the dark thunderheads should disperse before they get to Ravens Bluff. The folks in Tantras, however, are probably going to be in for one impressive downpour.*

*You've taken the opportunity to relax a little, after finishing those few chores and errands you had promised yourself you would do today, and had just settled in to let lunch digest when someone knocked at your door. Opening it you see a young boy, maybe 12 or 13, with an unruly mop of red-orange hair atop his head. He thrusts a neatly folded piece of parchment toward you, his eyes fixed on the floor.*

This is Hugo, one of the employees from the Overlook Inn. Hugo is a sweet child, but not at all bright. He always refers to himself in the third person, and will almost never look any PC in the eye.

***“Mr. Jonni said Hugo was s'pose to bring this to you. Cuz you're s'pose to be an adventurer, and Mr. Jonni said Hugo should go get adventurers.”***

The note that Hugo has brought them is provided as Player Handout 1. The text is as follows:

*I would appreciate your assistance in dealing with a small problem that has recently arisen in my inn. I understand that you have done work for others in the city, and that you may be trusted to handle delicate situations with appropriate discretion. Please meet me in the grand hall of the Overlook Inn at three bells past high sun today.*

*- Jonni Zel'de'Kai  
Proprietor, The Overlook Inn*

This gives the PCs approximately three hours of game time to gather their things and head for the Overlook. Note that for PCs who cannot read, Jonni made sure that Hugo memorized the note, and can recite it verbatim.

Any PC who has been in the city more than a week will be aware of the Overlook Inn. It is one of the nicest, most exclusive inns in the city, favored by wealthy wizards who value their privacy. Visiting dignitaries also enjoy the Overlook because of its scenic position overlooking Lake Christina, in the heart of the Uptown District. Note that PCs do NOT generally live at the Overlook, and any room there must be certified by the Living City Land Office.

A successful local history check will allow the PCs to know that there has been something of a commotion up there recently. The City Watch was involved, and there was some turnover among the tenants. There may have even been a death, but apparently someone called in some favors so no more detailed information than that is available, even to PCs who are members of the City Watch. In addition, local history about the proprietor will tell the PCs that he used to be an adventurer, who retired to go into the innkeeping business. To all appearances, he made the right decision.

## Encounter 1: The Overlook

*For the last few minutes you've been climbing a gentle slope. Now you see before you an amazing inn, situated on a small bluff overlooking Lake Christina.*

*With a spire at each corner, the inn resembles a miniature castle, complete with a drawbridge. The chains connecting the drawbridge to the building are polished so that they gleam in the sunlight, but as you get closer it becomes clear that the chains are mainly decorative, and that the drawbridge is actually anchored to the ground and cannot be closed. The stonework of the inn is immaculate, and shows signs of having the hands of many talented craftsmen (and craftswomen) on it over the years.*

The party is met at the drawbridge by Hugo, who leads them inside to the grand hall. There, a man dressed in a finely laundered white cotton shirt, pressed black slacks, and shiny black dress boots with silver buckles waits for them. This is Jonni Zel'de'Kai, owner and operator of the Overlook Inn.

**Jonni Zel'de'Kai hm W5/F6:** Int Avg; AL NG; AC 2 (dex, *bracers of defense AC 5*); MV 12; hp 50; THAC0 13; #AT 3/2 (specialized with longsword); Dmg d8+4; SA spells; SD none; MR nil; SZ M; ML 8; Str 18; Dex 17; Con 16; Int 10; Wis 8; Chr 8.

Spells: 1<sup>st</sup> level: *color spray, charm person, enlarge, comprehend languages*; 2<sup>nd</sup> level: *levitate, invisibility*; 3<sup>rd</sup> level: *dispel magic*

Jonni is extremely polite and refined, and it's clear from talking to him that while he may have been competent as an adventurer, he is more than able to run a high-class establishment like the overlook. Once the PCs settle into the plush sofas and chairs in the grand hall, read the following.

*Jonni nods at each of you in turn. "I appreciate your willingness to come here on such short notice and assist me. You see, I've had something of a problem of late, and need it taken care of – discretely."*

Things Jonni will tell them:

- A little over a week ago, one of my tenants was found dead in the small swimming pool in the basement.
- This was kept quiet, to protect our reputation.
- The tenant's name was Stanton Crothers. He was a quiet man, and kept to himself. He'd had a room at the Overlook since I bought it.
- His eyes had been burned out when he was found.
- He was dressed for swimming.
- Since Stanton's death, there have been strange noises around the inn; sounds of chimes, and small bells, in the walls and all around.
- The noises need to stop, to ensure that my tenants do not... decide to find another place to live.

- I'm willing to pay you 200 gold each for finding and eliminating the problem.

The PCs are welcome to explore the ground floor of the inn, but Jonni will discourage them from going upstairs and disturbing his tenants. Stanton's room was cleared out by his family, and the room itself has already been rented again, and Jonni will stubbornly refuse, at this point, to disturb the tenant who only recently moved in. The ground floor of the inn consists of the kitchen, dining area, grand hall, common area (with an enormous fireplace), and the lobby of the inn, with several small storage areas and pantries throughout. Everything is very nice and elaborate, but there is nothing of interest in any of these places, and the PCs will likely choose to skip most of them anyway. This is fine, they will ultimately head for the basement area, with the pool, where the body was found.

## Encounter 2: A Glassy Pool

The descent into the basement is a little unsettling. The PCs have a definite feeling that something is wrong, and the butterflies begin to swirl in their stomachs. They're wandering into unknown territory... yet again.

*The walls of the stairwell are lined with tapestries and paintings, just like the rest of the inn. A polished ebony handrail is set into the stone floor with brass poles, making the descent feel a little safer, at least from a physical standpoint.*

*You reach the bottom of the stairs and the world lights up. As you step into the room, large gemstones in each corner light, bathing the entire basement in a cool blue glow. The center of the room is taken up by a pool of clear water, and surrounding the pool are a number of lounge chairs. On the north, west, and east walls are impressive stained glass windows, backlit by bright white lights (also continual light gemstones).*

The basement is about 20 feet by 40 feet. The ceilings are twelve feet high, and the stained glass windows stretch from the floor to the ceiling on each wall. This swimming area is actually one of the things Jonni has done to make the inn unique, and the quiet of the cavernous basement, combined with the soothing light of the gemstones, has proven most therapeutic to his tenants.

A basic map of the basement is provided as **Player Handout 2**.

The walls of the basement are primarily covered in tapestries, and for the most part are carved out of the bluff itself. The *continual light* gemstones on the walls and behind the windows are set to automatically activate whenever a living being enters the room.

*As you stand at the base of the stairs looking around, you hear a gentle ringing sound, almost like windchimes. It seems to be coming from everywhere at once...*

The PCs are free to search the room. All the trappings of a standard swimming pool are present, and can be described. As soon as the PCs get close enough to one of the stained glass windows (have them use figs to represent where they are searching for the sound), have them roll surprise (with a 3 penalty) as the Glass Golems attack.

### **Tier 1**

**Minor Glass Golem (2):** Int non; AL N; AC 6; MV 12; HD 9; hp 20; THAC0 15; #AT 1 (glass sword); Dmg 2d6; SD none; SA *color spray* once every 3 rounds; MR nil; SZ M; ML 20.

These attack from the east and west windows. The north window is, well, just a window. Blunt weapons do double damage to these golems.

### **Tier 2**

**Minor Glass Golem (2):** Int non; AL N; AC 6; MV 12; HD 9; hp 40; THAC0 15; #AT 1 (glass sword); Dmg 2d8; SD none; SA *color spray* once every 3 rounds; MR nil; SZ M; ML 20.

These attack from the east and west windows. Blunt weapons do double damage. The Golems do not regenerate in this or any other tier, because they require sunlight to be able to do so.

### **Tier 3**

**Glass Golem (2):** Int non; AL N; AC 6; MV 12; HD 9; hp 40; THAC0 13; #AT 1 (glass sword); Dmg 2d10; SD +2 or better weapons to hit; SA Modified *prismatic spray* once every 3 rounds; MR nil; SZ M; ML 20.

These attack from the east and west windows. Blunt weapons (+2 or better) do double damage. The modified *prismatic spray* actually only does one of two things, because they were poorly constructed. 20 points, save for half, or 40 points, same. Roll a d2 to determine the effect on each PC. The modified *prismatic spray* DOES NOT automatically blind any PC.

### **Tier 4**

**Glass Golem (2):** Int non; AL N; AC 6; MV 12; HD 9; hp 40; THAC0 11; #AT 1 (glass sword); Dmg 2d12; SD +2 or better weapons to hit; SA Modified *prismatic spray* once every 3 rounds; MR nil; SZ M; ML 20.

These attack from the east and west windows. Blunt weapons (+2 or better) do double damage. The modified *prismatic spray* actually only does one of three things. (1) 20 points, save for half, (2) 40 points, save for half, or (3) 80 points, save for half. Secretly roll a d3 to determine the effect on each PC. The modified *prismatic spray* DOES NOT automatically blind any PC in this tier.

### **Tier 5**

**Glass Golem (2):** Int non; AL N; AC 6; MV 12; HD 9; hp 40; THAC0 9; #AT 1 (glass sword); Dmg 2d12; SD +2 or better weapons to hit; SA Modified *prismatic spray* once every 3 rounds; MR nil; SZ M; ML 20.

These attack from the east and west windows. Blunt weapons (+2 or better) do double damage. The modified *prismatic spray* functions as follows: (1) 20 points, save for half, (2) 40 points, save for half, (3) 80 points, save for half, (4) save vs. poison or die, with successful saves resulting in 20 points of damage, or (5) save vs. wand or go insane. Roll a d5 to determine the effect on each PC.

### **Tier 6**

**Glass Golem (3):** Int non; AL N; AC 6; MV 12; HD 9; hp 40; THAC0 5; #AT 1 (glass sword); Dmg 2d20; SD +2 or better weapons to hit; SA Modified *prismatic spray* once every 3 rounds; MR nil; SZ M; ML 20.

These attack from the all three windows. Blunt weapons (+2 or better) do double damage. The modified *prismatic spray* functions as follows: (1) 20 points, save for half, (2) 40 points, save for half, (3) 80 points, save for half, (4) save vs. poison or die, with successful saves resulting in 20 points of damage, (5) save vs. wand or go insane, or (6) save vs. petrification or be turned to stone. Roll a d6 to determine the effect on each affected PC.

If the party is in substantial trouble, there are plenty of NPCs available in the Overlook who can help them out. Jonni (with whatever magical weapon is needed) should suffice for lower tier groups, and several extremely high-level mages are available for higher tier groups, if things get truly grim. This should be an EXTREMELY frightening combat (with 3 glass golems it is possible, though not recommended, that one can *prismatic spray* each round), but as the opening combat it is not intended to wipe out the party. However, if they have to go get healed up, or otherwise fixed, there is time available for them to do so.

After the fight is over, if his assistance was not required:

*Jonni calls down the stairs. "I say, what's going on? Did I hear something break?"*

### Encounter 3: Room of the Deceased

The reluctance Jonni may have demonstrated earlier to let the party see Stanton Crothers' old room will disappear when he finds out what was in the basement, and what apparently killed Stanton. He will go have a "quick chat" with the room's current occupant, who will agree to step out for a few minutes, but only after cloaking his room with sufficient magics to ensure that nothing of his own is disturbed or stolen.

*"There shouldn't be anything of his left in the room, but I suppose it wouldn't hurt anything to have you check. His nephew picked up most of his belongings a few days ago, and took them back to Tantras. Lots of books, lots of scrolls, and the window he was getting ready to have installed." Saying this, his face pales. "Oh dear. That was a stained glass window he was going to put into his room. With a knight on it."*

*Jonni rushes upstairs and reappears a few minutes later, walking at a more dignified pace. "The current tenant has agreed that, all things considered, it might be well for you to conduct a search. I strongly recommend that you not let your touch linger on those things which are not your own; this tenant is not one to be trifled with." He glances back up the stairs. "He should have teleported away by now. Come. Oh, and one more thing – don't cast any spells in his room. I believe it's warded."*

There are no harmful wards on the room, but anyone casting a spell in the room will trigger an alarm spell, which will make Jonni incredibly unhappy. The alarm will go off for one minute, at which point it will abruptly cease.

The party is led to the third floor of the inn, where all of the doors are closed except for one, which stands slightly ajar. Jonni will lead the party to it, but will not go inside with them. "Out of deference to the privacy of my tenants," he will explain.

The room itself is impressive, even for adventurers. It is actually a suite of three rooms. There is a large study/relaxation area with a fireplace and an oak desk, along with a small sofa and two comfortable chairs. The walls of this room are lined with bookshelves crammed with tomes of all sorts, with titles in any language the PCs might happen to read. If any PCs had detect magic up and running, almost everything in the room seems to

glow; whoever lives here is apparently very powerful. However, due to the magics left by the tenant, none of his possessions can actually pass out of the room, so there is no chance for any thieves in the party to take home a souvenir from this encounter.

The party should actively be looking for anything out of the ordinary. If not, go ahead and roll secret/hidden door checks for any elves or half-elves in the party, or any rogues who are actively looking for secret doors. Eventually, someone is going to notice that one of the cabinets below a bookshelf has a hairline seam that doesn't look quite right. Pressing on it, the face of the cabinet swings open, revealing a secret compartment.

Inside the compartment are the following:

- Several pouches of colored sand, some dried rose petals, several small pieces of glass, a small piece of steel, and a diamond worth 1000 gp. [Note that with small modifications, these are the material components for the spells necessary to create a glass golem; identification is per the text of the module.]
- Two short notes. The first appears to have been scribbled hastily on a scrap of paper. It reads: "My research is almost complete. It is clear that I should be able to bring creatures of the shadow realm to life, and bend them to my will. While my path does not follow precisely that which my grandfather might have chosen, I believe that I have nonetheless kept in spirit with the traditions of my family. For better, or for worse."
- The second note is rolled inside an ivory scroll tube, with a family crest (the Crothers crest, Jonni will identify it) on one end. It reads as follows: "I have sensed strange forces at work. My magics do not behave as they should, and I begin to fear for my life. If anything should happen to me, my greatest fear is for what little family I have left. It has long been my understanding that my family is cursed. I leave this note in the hopes that by confessing what I believe to be the evil of my family's past, I will provide hope for the future. I pray of anyone who finds this note – travel to Tantras, to ensure the safety of my family." It is signed with an elaborate flourish that ends in a large inkstain, where the quill was left on the paper too long and bled out into the weave.

Nothing else was left by Stanton's nephew when the room was cleaned out.

There are several things Jonni can tell the party about the individual who came and took Stanton's things, and about the things themselves.

- The young man's name was Dane Crothers. He seemed nice enough, was well-mannered, and took care of things quickly and efficiently.
- He was returning with his uncle's belongings to the family estate, in Tantras.
- The belongings included a chest full of clothes, the materials for a small alchemical laboratory (beakers, pipettes, etc.), and boxes upon boxes of books.
- Several of the books, I noticed, dealt with Ravenloft. I hadn't actually thought it important to mention this fact until I heard about the golems (which are Ravenloft creatures). Moreover, I respect the privacy of my tenants – even in death – and I saw no reason to share any information about Stanton's interest in Ravenloft until a good reason presented itself.
- The stained glass window Stanton was working on was taken back to Tantras by Dane. Stanton had created the window himself, as far as I could tell, having brought in the various pieces of colored glass at different points and presumably assembling them himself.
- Stanton did NOT create the stained glass windows in the pool area. He bought these at a traveling bazaar six months before, from a gypsy craftsman.

At this point, one of two things will happen. Either the PCs will be noble, and decide that it's their duty to follow up on what they've learned, or they'll decide that they weren't paid enough to risk their necks with a family that pokes around with Ravenloft lore. Feel free to tantalize any party that seems to be leaning toward the latter with speculations about how powerful such a family might be, and what kinds of magical rewards they might be willing to offer anyone who could help them out. Moreover, any mage in the group will, on a successful spellcraft roll, know that it costs somewhere in the neighborhood of 125,000 gold to create a glass golem, so the family must be incredibly wealthy. Anyone with appraising can make a roll to determine the same thing. Stories of the expensive appearance of Stanton's furnishings are not unreasonable, either.

Jonni will reiterate that Dane seemed like a nice young man, and was fairly repulsed by most of the Ravenloft memorabilia his uncle had collected. And even if the family isn't grateful, it's likely that someone else in Tantras will be, if the threat is removed.

#### **If the PCs want to check with the wizards guild:**

Any PC with spellcraft can identify the components found in Stanton's room as those necessary to create a glass golem. However, only on a natural roll of 1 will they realize that the components found would create a

guardian golem (the difference being the dried rose petals), rather than the hostile type of golem encountered in the basement. If they take the components to the Wizards Guild, they will meet with a high-ranking member who recognizes the components for what they are, and will explain that such a golem would almost never attack unless a private domain were intruded upon. In other words, the glass golems in the basement were different than the one Stanton was trying to create. Without the assistance of the Guild, PCs may assume that Stanton was a bumbler who was responsible for his own demise, when in fact, someone set him up to be killed. No divinations will reveal who might have done so.

#### **If the PCs decide to go to Tantras:**

Jonni will offer to ease their journey using a wand he picked up when he was adventuring, a *wand of dimensional folding*. He is only able to do this service for them in the evenings because he is busy during the day running the inn; he can either do it tonight, or tomorrow night, if the party chooses to wait. Regardless, if they use the wand to travel to Tantras, they will arrive at night. Note that if the PCs do not allow Jonni to use the wand to send them to Tantras, he will assume they are not interested in the item, and will not offer it to them no matter how polite they were.

#### **If the PCs do not decide to go to Tantras immediately:**

Jonni will encourage them to do whatever research they need, but will also tell them to come back when they're ready to leave, and he'll assist in their journey, again using the wand (see previous paragraph).

#### **If the PCs decide to try gathering information about Stanton:**

Stanton Crothers has lived, more or less, as an upper-class hermit for the last 20 years. He has lived in the Overlook most of that time (since Jonni took over, 15 years before). No one knows much about him, but every few months he would put out feelers to see if anyone had collected any new books, scrolls, or other pieces of information about Ravenloft and its arts. In underground merchant circles, he had quite a reputation for strangeness.

#### **If the PCs decide to gather information on the traveling bazaar:**

Little can be learned about the bazaar, other than the fact that it came through about six months ago, and that the last place it stopped prior to coming to Ravens Bluff, was Tantras. And it was definitely run by gypsies, although no verification of possible Vistani blood can be obtained.

When the PCs are done gathering whatever information and gear they need, if they return to The Overlook Jonni will be happy to use the wand to send them to Tantras.

Jonni will send them into the main square of Tantras, with directions (which he got from Dane, in case of an emergency or in case more of Stanton's things were discovered) on how to get to the Crothers estates.

### **If the PCs opt for some other method of getting to Tantras, which does not get them there at night:**

Then they arrive in the middle of a storm, and must take shelter in an unfriendly inn until nightfall, when the storm subsides. They are unable to get anyone to answer the door at the Crothers estate until dusk.

When night falls on their first evening in Tantras:

*The storm over Tantras seems to have calmed, but the clouds continue to hang thick overhead, obscuring the night sky. Rainwater rushes through the ditches as the city tries desperately to dry itself out before the next downpour hits. Because of the storm, the streets are nearly deserted.*

And now, the party should head for the Crothers estate.

## **Encounter 4: Tantras (The Crothers Estate)**

*The Crothers estate sits atop a small rise near the north edge of town, where Finlisker Street dead-ends at the city wall. The streets in the area are in poor repair, and some of you find yourselves having to make a concerted effort to avoid sloshing through every puddle you come across. The last dim glow of the sun sneaks through the clouds on the horizon as you approach a house which looks to have been the product of some architect's fevered nightmare.*

*From a distance, it looks as though the walls of the mansion were carved from a single, enormous block of black marble, though as you get closer the subtle seams among the individual blocks become evident. The windows are high, and arched, some hung with dark curtains and others uncurtained, to allow the strange patterns of stained glass to catch and bend the light. A black, wrought-iron fence surrounds the entire estate, holding in the two-foot high grasses that threaten to overgrow everything in their path. The estate seems to stretch a hundred yards, or more, in each direction. An open gate waits for you in the center of the fence, with a path of black*

*cobblestones forming a walkway to the front door. A large knocker, with a heavy brass ring held in a the mouth of an oversized bat's head, is set in the middle of the door, which is constructed of some of the darkest mahogany you've ever seen.*

The stained glass windows actually don't make pictures of any sort. They're simply different shades of cut glass – mainly shades of blue and gray, with a few black pieces thrown in – put together to create strangely beautiful windows which probably don't do a good job letting the light in.

Anyone with *plant lore* nwp, or any druid character, should notice that the grasses on the grounds, while familiar, seem more like variations of common grasses of Faerun, rather than the actual grasses themselves. They seem to have been tainted with something, which cannot be cured. This is due to the presence of a great evil beneath the grounds, but this information should absolutely NOT be provided to the PCs at this time, they should only know that whatever they do to the plants, the plants remain as they were when they began. Speaking with them would reveal that the plants are satisfied with what they are, and don't particularly want to change.

When the PCs use the knocker on the door:

*You hear a muffled "boom!" that echoes through what must be extremely long corridors inside. For a minute or more, you hear nothing else, and then the unmistakable sound of heavy-booted footsteps approach, and the door swings open.*

*Before you stands a young man with curly, golden hair and bright blue eyes. He stands a little over six feet tall, and is powerfully built. He wears a white silk shirt, and off-white breeches elaborately trimmed with gold thread.*

*"Can I help you?"*

This is Dane Crothers, the current patriarch of the family. At 22, he is the oldest surviving male of the line. Dane is also a Paladin of Lathander; the problem is, he DOES NOT KNOW IT yet, because his family's legacy, and the continued efforts of his undead great-grandfather, have kept him from being able to "hear" Lathander's calling. He does radiate good, as most Paladins do, but doesn't realize it, nor will he understand it if the party attempts to explain it to him.

**Dane Crothers hm Pall:** Int Avg; AL LG; AC 9 (dex); MV 12; hp 12; THAC0 19; #AT 2 (longsword, shortsword); Dmg d8+3/d6+3; SA none; SD Paladin's aura of protection; MR nil; SZ M; ML 18; Str 18/01; Dex 15; Con 16; Int 8; Wis 15; Chr 15.

Dane will welcome them (he doesn't get visitors often) and invite them in. He will offer them food, drink – whatever they desire. He's a genuinely nice guy, and always seems to be smiling and happy to have guests. He will turn grave when his Uncle's death is mentioned.

Things Dane can tell the party, if they ask the appropriate questions:

- People are afraid of the house, so I don't get many callers. I'm pretty happy to see people.
- Yes, I went to Ravens Bluff to pick up Uncle Stanton's belongings. I got back here two days ago, and I've spent the time since putting everything in order.
- I don't know how Uncle Stanton died. (He will be very surprised to hear that there were golems involved.)
- I know about my uncle's fascination with Ravenloft. It's a fascination many of the family have indulged. I personally don't see the attraction, but there are lots of books on Ravenloft in the family library. I think.
- The stained glass window Uncle Stanton was working on is in the attic.
- The house was built by my great-grandfather, Dominic Crothers.
- The notes the party found make no sense to me. (He knows absolutely nothing about his family history, raised as he was by a nanny who didn't see the need for him to learn to read; "With the amount of money your family has, there's always going to be someone to read for you," she told him.) I think there are books about the family in the library, too.
- My parents are dead. They both died when I was very young. My nanny left when I turned 17. Wish she'd left sooner, she got a little cranky toward the end. I've been in charge of the household ever since. Fortunately, the family has estate managers to take care of bills and so forth, but it was set up before I was born, and I'm not sure who they are.

If the party manages to convince Dane that there may be something dangerous going on (which should not be difficult), he will have several recommendations on what they can do.

- Talk to the City Guard. There is a post just up the street.
- Talk to Matthias. He keeps the statuary that borders the western edge of the estate, and he used to be close to Uncle Stanton. Matthias said once that Uncle Stanton helped him make some "special statues" for the statuary (Dane's not smart, but he's wise enough to put 2 and 2 together if golems get mentioned to him).

- Go to the Lost Word. It's a tavern that I've heard is a good place to find out what kinds of things are happening in the city.

He will also allow the party to look around the house. They can go through the kitchen, bedrooms, basement, wine cellar, etc. The only things of interest are in the attic and in the library.

### **In The Attic**

The stained glass window that Stanton was working on turning into a glass golem is here. The process was obviously never completed, but the window represents some fairly nice, detailed work. Feel free to give PCs the opportunity to explore a dark, spooky attic, with lots of spiderwebs and not much light, but there's nothing of use to be found here. It can just serve to assuage any fears the PCs may have about the other window becoming an active glass golem. If they ask, Dane will allow them to smash the window, just to be safe.

### **In The Library**

The library is enormous, with bookshelves lining the walls and stretching from floor to ceiling. Aside from the bookshelves, the only things taking up wallspace are one of the high, arched windows you noticed from outside the estate, and a plaque bearing the Crothers family crest, a setting sun dipping into the ocean beneath a pair of crescent moons. A plaque hangs beneath the crest, bearing an inscription.

This inscription is included as **Player Handout 3**.

There are easily two thousand books in the library, many of which were apparently unpacked recently from the empty boxes that still litter the floor. Unfortunately, all of the organization has been done by Dane, who CANNOT READ. As such, all the books are organized by the color of their spines. Blue spines over here, red spines over here, black spines over here. And within color, they are organized by size, smallest to largest (in terms of first height, then, within a height category, by thickness). If the PCs did not get a detailed physical description of the books taken from Stanton's room, they're going to be searching for a while (figure, until about three hours after sunset, or around 9 bells).

Searching is a good thing, however, since it allows them to turn up the list of books included as **Player Handout 4**.

Of the Ravenloft books listed, only those dealing with artifice are marked as belonging to Stanton Crothers. All the others are stamped in a reddish-black substance (which looks like dried blood, though a successful healing check will indicate that it is simply ink) as belonging to Dominic Crothers. In all of Dominic's books, passages are circled, scratched out,

pages have been ripped in half and inconsistencies noted, but no firm clues about Dominic can be found within them.

Stanton's two books on artifice are both well used, but are not nearly as beaten as Dominic's; they look to have been handled by a person who really cared about books. Particularly books that he wrote himself.

The two volumes of the family history are actually found in different sections of the library, since volume one has a bright red binding, and volume two has a black binding embossed with gold letters. The first volume, by Susan Crothers, is a light version of the family history, which glosses over decades at a time to tell the story of a happy family.

The second volume, however, is much darker. In it, Nestor Crothers reflects on how far his family has fallen, and what varieties of ills he has seen, just in his lifetime. Near the center of the book, one page has been neatly excised. This will only be noticed on a successful observation roll, although spellcasters without the observation nwp may roll half of their combined intelligence and wisdom (sum of int+wis/2) to notice that something is wrong with the way the book closes.

Even without observation, the party will notice that the last page of the book is hand-written. This page is included as **Player Handout 5**.

The cipher is a replacement code, where the numbers represent the positions of letters in the text of the plaque which hangs below the family crest in the library. Two clues are present in the note Nestor left:

- first, the line "look to the family;"
- second, the use of the word "quixotic" in both the note and the plaque.

An intelligence check (no penalty) is appropriate for PCs to get either clue if they cannot figure out what to do when they see the cipher.

The cipher may be broken by counting the characters in the plaque (including spaces and punctuation) to determine what each number in the "key" Nestor provided corresponds to. Thus, the first number, 25, corresponds to the 25<sup>th</sup> character appearing on the plaque (including spaces and punctuation), "s". The text of the entire message:

*Say the family name then swing the plaque from the wall to reveal the missing page.*

The plaque itself is magically held in place, but it's held in the center of the back of the plaque, so the plaque itself will not detect as magical if a detect magic is cast in the room, and only a PC who declares specifically that s/he is examining the edges of the plaque for magic, with a detect magic up and running, will notice any magical emanations at all. Only by speaking the family name in front of the plaque will the magical hold

be released on it, and the plaque able to be pulled away from the wall without harming the page behind it.

When the puzzle is solved, and the PCs swing the plaque away from the wall, read the following.

*As the plaque swings outward on hinges that were very neatly sunk into the wall, a smell not unlike bitter almonds assaults your nostrils, and a single sheet of paper with a slightly greenish tint slips free, gliding gently to the floor.*

At this point, some PCs will inevitably want to interrupt box text to attempt to grab the paper before it hits the floor. Let them. Such rash behavior should have consequences. Any paper that is greenish, and is accompanied by the odor of bitter almonds, is probably not something a reasonable person would want to grab at immediately. Any PC other than one who is trying to catch the paper who possesses *herbalism* as a NWP can make a roll to recognize the possibility that the page is coated with contact poison. Which, of course, it is. Any character touching the page before it is cleaned off (scraped with sword blade or knife, cantrip cleaned, etc.) will need to save versus poison. Failure to save means the PC loses half of his or her hit points and is immediately rendered unconscious, with his/her vital signs reduced to a minimum. Succeeding in the save also results in unconsciousness with minimal vital signs, but there is no loss of hit points. The effect is similar in to a feign death spell. Take the player aside and explain what happened, but do so out of earshot of the remainder of the players. At first glance, it will appear that the affected PC is dead, though a successful healing check at half will reveal this to not be the case. Because of the small amount of poison the PC will come in contact with, the effects will only last for ten minutes real time, at which point the affected PC will sit bolt-upright, gasping for breath. A neutralize poison spell will immediately restore the PC to consciousness.

It is not unreasonable for the PCs to deduce that if an individual wanted a means to non-magically make themselves appear dead, this poison would be a good way to do so. Any PC with *herbalism* may make a roll to determine this. Emphasize that the poison is moist. If no one takes the hint, any PC can roll an wisdom check to realize that this means the poison is not nearly as old as the paper itself. In fact, it's probably only been on the paper for less than a year, or it would have dried out long ago. It appears that someone is trying to scare off people who go searching for information about the history of the Crothers family.

The text of the page is included as **Player Handout 6**.

Dane knows nothing about any of what the PCs discovered, and will recommend they try one of the

places he already told them about to find out more information. If, based on the text on the green page, the PCs wish to examine Dominic's resting place, Dane will state (quite honestly) that he doesn't know where Dominic was buried. It happened before he was born, and he is quite certain, based on everything he was told, that his great-grandfather was not laid to rest in the family crypt. He will refuse to open the crypt to the party, or even tell them where it is, since he doesn't want to see the rest of his family's graves desecrated. Use of *ESP* or similar magic on Dane will reveal only images of the maze-like interior of the crypt itself, and will not give information on how to get to it. Dane will recommend that someone in town should know where his great-grandfather was buried, and that the leads he's already given them should suffice.

## Encounter 5: Tantras (The City Guard)

The nearest city guard post is just up the street from the Crothers estate. It's a well-kept building, with a lantern burning on either side of the door.

*Stepping in from the chill night air, you're greeted by a warm fire in the hearth before you. A trio of men in city guard uniforms sits around a table before the hearth, playing cards. All of the men look to be in their early thirties, and must have been dieting recently, as their uniforms seem somewhat loose on their frames.*

The men haven't actually been dieting. They aren't really men, they're werewolves controlled by the lich, Dominic, and they're wearing the uniforms of the city guardsmen they attacked and stuffed in the cells in the back of the post. The uniforms were made for the real guardsmen. The facial features and other extremities of the creatures are actually illusions masking the fact that they are werewolves. The illusion can be disbelieved normally, and dispelled at twelfth level of ability.

The werewolves are not particularly friendly, and will grunt monosyllabic answers to any questions the PCs decide to ask. However, at the first mention of the Crothers name, the werewolves will attack. Tiers 1-3 only get the werewolves at the table. In tiers 4-6, additional werewolves, in non-human form, appear and attack as well.

### Tier 1:

**Minor Werewolves (3):** Int Avg; AL CE; AC 5; MV 15; HD 4+3; hp 20; THAC0 17; #AT 1; Dmg 2-8; SA Surprise; SD none; MR nil; SZ m; ML 12

Saves: PPD 11; RSF 13; PP 12; BW 13; Spells 14

### Tier 2:

**Werewolves (3):** Int Avg; AL CE; AC 5; MV 15; HD 4+3; hp 30; THAC0 15; #AT 1; Dmg 2-8; SA Surprise; SD Silver or +1 or better weapons to hit; MR nil; SZ m; ML 12

Saves: PPD 11; RSF 13; PP 12; BW 13; Spells 14

### Tier 3:

**Werewolves (3):** Int Avg; AL CE; AC 2; MV 15; HD 4+3; hp 35; THAC0 13; #AT 1; Dmg 2-8; SA Surprise; SD Silver or +1 or better weapons to hit; MR nil; SZ m; ML 12

Saves: PPD 11; RSF 13; PP 12; BW 13; Spells 14

### Tier 4:

**Werewolves (5):** Int Avg; AL CE; AC 1; MV 15; HD 5+3; hp 43; THAC0 9; #AT 1; Dmg 2-8; SA Surprise; SD Silver or +1 or better weapons to hit; MR nil; SZ m; ML 12

Saves: PPD 11; RSF 13; PP 12; BW 13; Spells 14

Three of the werewolves are in the main room of the guard house. The other two will attack from the back room of the guardhouse, and coming in through the main door (one in each location), so the party will be fighting on three fronts.

### Tier 5:

**Werewolves (7):** Int Avg; AL CE; AC 1; MV 15; HD 6+3; hp 51; THAC0 7; #AT 1; Dmg 2-8; SA Surprise; SD Silver or +1 or better weapons to hit; MR 20; SZ m; ML 12

Saves: PPD 10; RSF 12; PP 11; BW 12; Spells 13

Magic: The werewolves have all imbibed weak *potions of magic resistance*, providing them with 20% MR.

Three of the werewolves are in the main room of the guard house. The other four will attack from the back room of the guardhouse, and coming in through the main door (two in each location), so the party will be fighting on three fronts.

### Tier 6:

**Werewolves (9):** Int Avg; AL CE; AC -2; MV 15; HD 7+4; hp 60; THAC0 5; #AT2 (double attacks because litter of newborns in the attic of the Guard house); Dmg 2-8/2-8; SA Surprise; SD Silver or +1 or better weapons to hit; MR 30; SZ m; ML 18

Saves: PPD 10; RSF 12; PP 11; BW 12; Spells 13

Magic: The werewolves have all imbibed *potions of magic resistance*, providing them with 30% MR.

Three of the werewolves are in the main room of the guard house. Two will attack from the back room of the guardhouse, and two through the main door, and the last two will come crashing through the ceiling on top of party members (roll randomly to determine which members have creatures fall on them; give them a Dex check at 1/4 to avoid the falling creature; failure means that they lose their action for the first round, and must make a save vs. paralyzation or be prone for a d2 additional rounds (penalty of 2 to hit, casting spells with somatic or material components is impossible, werewolves have a bonus of 4 to attack rolls on prone characters)). The werewolves have been eating a victim in the attic, and feeding it to the newborn pups. The party will be fighting on three fronts, with two additional werewolves in their midst.

Note that all of the werewolves except for the initial 3 are female, and because there are pups that are potentially in danger, all of the female werewolves automatically do maximum damage (8 points) for each hit. This only applies to the tier 6 version of the fight.

Once the werewolves are defeated, the party will be able to find the real city guardsmen tied up, in their skivvies, in the cells at the rear of the post. They will also find a small stone brooch, into which the Crothers family crest has been carved. **THE PARTY MUST FIND THE BROOCH, AND WILL FIND IT NO MATTER WHAT. IF YOU HAVE TO, HAVE ONE OF THE PARTY MEMBERS STEP ON IT, BUT DO NOT LET THEM FINISH THIS ENCOUNTER WITHOUT THE BROOCH.** If the party takes the brooch back to Dane, he won't recognize it. Out of gratitude, one of the guardsmen will insist on giving the party his billy club (actually a *billy club +1*) as thanks for saving them from the werewolves. If captured, the werewolves will die, as they are under the effects of a Geas to kill anyone who asks about the Crothers family, or die themselves.

## Encounter 6: Tantras (The Lost Word)

If the PCs spend time checking around, they'll learn that the Lost Word is a tavern with quite a sullied reputation. All sorts of villains are reputed to hang out there, but every attempt at a raid has met with failure. Rumor is, the head guy is named Kirasov, and he's not an easy one to get to see. No more detailed information about Kirasov is available.

If the PCs arrive during the day, Kirasov is not there. They will be told to come back at night. When they come back, read the following:

*The Lost Word seems to be a place where a lot more than just a word could get lost. A cloud of pipe smoke hangs thick in the air, its odor augmented by sweat and other, less pleasant, odors. So many people are crammed in here as to make it difficult to walk. The floor is sticky with spilled liquor and on top of everything else, you have the definite feeling that everyone in the room is now completely aware of your presence, and not at all happy to see you.*

As usual, the best source of information is the bartender, here named Ike. The other patrons are involved in a variety of nefarious activities, and will refer any requests for information to Ike. Feel free to be creative with what the other folk in the bar are up to. These activities may include, but are not limited to: drinking contests; eating contests (the person who eats the most disgusting thing – say, a turkey leg crawling with maggots – wins); gambling of all sorts (the locals cheat, and don't trust each other a bit, so fights often break out); and so forth. Note that for tables with children, the activities should be toned down and relatively cartoon-like, and may even include a foodfight.

Ike is not particularly difficult to deal with, if the party is used to dealing with scuzzy barkeeps who only look out for themselves. If the party's solution to his attitude is to throw money at him, that works. If they decide to throw magic items at him, that works faster. Ike will openly eye any item that looks like it's magical. An appropriate bribe for Ike is somewhere in the neighborhood of 500 gp, if he's actually going to disturb Kirasov. One magic item will usually buy his help as well – even a potion. However, the bribes can be toned down if the party is relatively poor.

Once Ike has been appropriately bribed, read the following:

*With a nod of his head, Ike pockets [whatever the party gave him] and places his hand on the counter behind him. His thumb slips into a knothole, and the counter slides away. "I'll be back shortly." And he steps through, letting the counter slide shut behind him.*

The rest of the patrons know what it means when Ike actually goes back to talk to Kirasov. Either there's trouble (and it's probable that the party hasn't acted like trouble – yet), or someone is really loaded, and looking for information.

*The tavern noise dies down a little, as the locals begin to eye you even more than before. They whisper to one another, pointing at [whatever magic items the PCs have visible, that they value]. A couple stand and wander idly past you, doing a fairly poor job of*

*checking you out without being obvious. Of course, with as many of them as are present, they don't seem all that overly concerned about subtlety.*

There are ten local thugs for every PC in the party. These stats are provided not because the PCs are expected to fight the patrons, but in case belligerent PCs make it impossible for a fight to be avoided, or a fight breaks out between the PCs and Kirasov.

**Lost Word Patrons (ten times the number of PCs in the party) h F7:** Int Avg; AL CN; AC 4 (leather armor, dex); THAC0 13; #AT 3 (longsword/ longsword/ shortsword); Dmg d8+3/ d8+3/d6+1; HD 7; hp 65; SA specialized in longsword; SD none; MR nil; SZ M; ML 12; Str 15; Dex 18; Con 16; Int 8; Wis 8; Chr 6.

*A man with a thick, coarse, black beard stands up and slams his tankard on the table. Ale sloshes over the sides, and the table seems to wobble. He glares around the room. "Buncha pathetic cowards, is whatcha all are! Buncha cowards." He shoves his chair over behind him and turns toward you.*

*Just as things look like they could be getting ugly, a voice rises over the din as a slender man emerges from the shadows of a narrow catwalk overhead.*

*"Mister Viper... if I have to ask you to be polite to guests one more time, I'm afraid I'll have to have you... removed. Now... sit."*

*And the man with the black beard pales noticeably as he looks up at the person in the rafters, and sits down in the middle of the floor.*

*The figure from the shadows steps lithely from the catwalk and lands atop the bar about ten feet down from you. He kneels for a moment, his eyes locking with yours, then hops down from the bar and walks over to you.*

*"I understand you were wanting to talk to me. Come. To my office." And without waiting for anything more formal, he leads you down to the end of the bar, and through a section of wall that swings open as he approaches.*

This is Kirasov. He is a vampire. In life, he was human, a wiry man with dark brown hair cropped close to his head. He is still fairly slight of appearance, but his looks are definitely deceiving.

**Kirasov (vampire):** Int Supra-Genius (19); AL CN(E); AC -7; MV 12 (18f); HD 14; hp 107; THAC0 5; #AT2; Dmg 5-10; SA Energy Drain, Spells; SD Spells; immune to sleep, charm, & hold spells; 13 Stoneskins; MR 35; SZ M; ML 19

Saves: PPD 2; RSF 4; PP 3; BW 2; Spells 5

Spells: Precast: *stoneskin* (13); *contingency* (triggers *teleport* in response to any sudden change in

light level, as with the casting of spells such as *light*, *false dawn*, etc.); *chain contingency* (if he is the object of a physical attack, triggers *iron body* and *mystic shield*, spell descriptions attached as **DM Aid 2**)

1<sup>st</sup> level: *cantrip*, *unseen servant*, *magic missile*, *magic missile*, *metamorphose liquids*; 2<sup>nd</sup> level: *mirror image*, *ray of enfeeblement*, *vocalize*, *vocalize*, *forget*; 3<sup>rd</sup> level: *dispel magic*, *dispel magic*, *flame arrow*, *slow*, *blacklight*; 4<sup>th</sup> level: ~~*stoneskin*~~, *dimension door*, *fumble*, *thunderstaff*; 5<sup>th</sup> level: *chaos*, *wall of force*, *teleport*, *Snilloc's major missile*, *lower resistance*; 6<sup>th</sup> level: *power word: silence*, *disintegrate*, *true seeing*; 7<sup>th</sup> level: *reverse gravity*, *power word: stun*, *teleport without error*; 8<sup>th</sup> level: *great shout*, *symbol*; 9<sup>th</sup> level: *time stop*

Magic: *ring of protection* +3, *amulet of proof against detection and location*

In life, Kirasov was a 16<sup>th</sup> level fighter who changed to 18<sup>th</sup> level mage. He has had a henchman alter his appearance so that he does not look particularly like a vampire, and his amulet prevents divination magic from identifying him as such. He is not out to fight the party. He has no evil intent toward them whatsoever. He is currently under the thumb of Dominic, and is tired of it. Tantras is a town that he could own if he weren't a servant of the lich, and he'd be happy to see someone come through and do some damage to his undead master.

If the PCs attack Kirasov, one of two things will happen. If they cast any spell that creates substantial light (e.g., *false dawn*), or activate an item that will create light, his *contingency* will trigger and he will teleport away. If his *contingency* gets dispelled (as by a *quarterstaff of rapid magery* in the first round), and he is unable to win initiative to cast any of his other escape spells in memory, he will simply go vaporous and exit through a small hole in the ceiling, out into the night, where he will immediately disappear into a sewer grate. It's foggy enough outside that there's no way the party could follow him in mist-form regardless.

If they do manage to fight him, then they deserve anything they get – including the arrival, in round 3 of the fight, of all the patrons from the Lost Word. DO NOT, UNDER ANY CIRCUMSTANCES, ALLOW A PARTY BELOW TIER 5 TO GET WITHIN A HUNDRED MILES OF ACTUALLY HAVING THIS FIGHT. If by some fluke they do, the patrons will only attack to subdue any party below Tier 5, and will take one magic item or large jewel from each PC, picking first any such item in a PC backpack. Kirasov will outsmart almost any group who comes after him, and will leave to make sure he can take things over when and if the lich is removed from power, either by this group or some other. If by some fluke the party beats Kirasov, the magical items on him crumble to dust

when removed from his person, because they drew their magic from his ties to the Negative Material Plane.

*Kirasov leads you into the back room lit, by an elaborate candelabra on either wall, and sits down behind a large oaken desk. He gestures to several high-backed leather chairs across the desk from him. "Please. Sit. Tell me what you want."*

If the party chooses to act (casting offensive or light-creating spells or attacking) rather than talk, Kirasov will usually get away, either through his *contingency* or other spells, or in mist-form. If that happens, read the following:

*No trace of Kirasov remains except for a silver token, a little bigger than most coins from this area. One face of the token is blank, while the other is inscribed with the Crothers crest.*

As before, Dane will be unable to identify this token by itself, or with either the stone brooch from Encounter 5 or the bloodstone from Encounter 7 singly. It takes all three together before Dane figures out what they are. THE PARTY MUST FIND THE TOKEN, AND WILL FIND IT NO MATTER WHAT. IF YOU HAVE TO, HAVE ONE OF THE PARTY MEMBERS STEP ON IT, BUT DO NOT LET THEM FINISH THIS ENCOUNTER WITHOUT THE TOKEN.

If the party chooses to talk, they can gain a wealth of information from Kirasov.

- **About the Crothers family in general:** "They've had a lot of trouble. It's like a dark cloud has sprung up around their estate, and it never really goes away. Folk around here don't like them very much." And he smiles malevolently.
- **About Stanton Crothers:** "A no-good wastrel who spent all his time creating things and writing about creating things. Ran away from the responsibilities of his family, but still wanted to share in the glory. He understood that staying too near left him in danger. Unfortunately, he didn't go far enough, did he?"
- **About Dominic Crothers' burial site:** "He was buried in a grave in the statuary, beneath a statue of some god or other. He stayed buried all of a day before he got tired of it."
- **About Dominic Crothers:** "Dominic Crothers is an abomination. He's insane. He should realize that the Powers are simply not going to take him back. One failure... is one too many."
- **Powers? Huh?** "The Powers. The individuals who reign over Ravenloft, of course. The ones whose good graces he is trying to regain." [Note: the

Powers are not individuals, nor are they even understood by anyone. People who realize that something controls Ravenloft have dubbed them this way, and made them individuals. Don't talk about the Powers of Ravenloft. Kirasov's knowledge should break down on the next questions, since he really does not know any more about them.]

- **Is Dominic Crothers alive?** "Not like you. Not any more."
- **And you? What are you?** "I am a concerned individual who is tired of the influence of this foul creature. I am here to help... That is all you need know."
- **Where is Dominic Crothers?** "I don't know. He contacts me, I never contact him. He gave me this." He hands you a silver token, slightly bigger than most coins from this area. It's blank on one side, and is embossed with the Crothers crest on the other. "It may help you find him."
- **Why does he contact you?** "Because he controls me. And I'm tired of it. It's not..." He laughs. "It's not *natural*."

At this point, Kirasov has told the party everything he can. Another hidden door opens, letting light from the tavern spill into the room. Because several patrons lit lanterns and stoked the fire after he left (they obey him, but they don't like having him around!), the light is enough to trigger Kirasov's contingency-teleport. With a "pop," he disappears. The PCs will not be bothered as they leave the Lost Word, though Ike, who opened the door, will be fairly embarrassed at what he did to Kirasov, and will seem pretty anxious. None of the patrons will be willing to tell the party the truth about what Kirasov is, and there is no universal agreement anyway among the folk there. Opinions range from a dark paladin, to a disguised tanar'ri, to a priest of some sort. No good information can be gleaned from the patrons, or Ike himself, as Kirasov makes a point of not revealing his true nature.

To anyone.  
Ever.

## Encounter 7: Tantras (The Statuary)

The statuary is located on the western edge of the Crothers estate, and is absolutely enormous. If the PCs bother asking around about it, they can learn the following:

Over the years, local artists and sculptors, as well as sculptors from surrounding lands, have contributed to create an enormous stone garden, complete with figures in almost every imaginable size and form. It

began as a small statuary, probably not even 100 yards to a side, but now stretches a quarter mile or more in each direction. It's surrounded by a black wrought-iron fence, similar to the one surrounding the Crothers estate.

*The statuary rises out of the darkness in front of you, its stone and iron inhabitants standing perpetually at attention like an army of giants, ready to stride forth into the night. The statues stretch away into the darkness in all directions. A heavy wrought-iron gate, topped with a pair of leering gargoyle faces, stands open before you.*

*As you step through the gate, you hear a distant rumbling, and a high-pitched wail. A shaky voice, probably an old man's, cries, "Help me!"*

Matthias, the groundskeeper for the statuary, is under attack by Dominic's undead minions. Dominic has figured out that there are potentially troublesome adventurers in the area, and has decided to remove Matthias, as the old man knows a great deal about the Crothers family.

The fog has gotten heavier, and it's going to be just as fast to go on foot as it will be to fly, since they're going to be tracking by sound anyway; anyone flying low enough to actually see the ground through the fog will have to make a Dex check at half each round to keep from running into a statue; running into a statue causes 5 points of damage and will delay the individual another round in finding the combat. However, succeeding at this will allow the flying PC to arrive in 3 rounds, if all the dex checks are made. Anyone flying high enough to avoid all the statues will figure out where the combat is going on the same round those PCs on the ground arrive in the area, five rounds after entering the statuary. When the PCs arrive, read the following:

*Numerous dark, twisted shapes seem to have risen up from the ground and are gathering around an old man, who is huddled against the base of a particularly large statue. Between the old man and the creatures stand two enormous stone golems, each easily fifteen feet tall, who are punching the things as they come forward.*

Realistically, the party's assistance is not required in tiers 1-4. The undead cannot harm the stone golems, and Matthias is in relatively little danger, in spite of his fearful state. However, the party is more than welcome to wade in and help the golems out. For purposes of running the combat, the golems smash one of the undead each, per round.

In tiers 5 and 6, the golems may have trouble, as the stahnk and zombie golems are of sufficiently high

hit dice to be able to hit and damage them. Once the party has cleared out the wights in those tiers (which should not be overly difficult for a party in either tier), they can engage the bigger creatures, which will have been concentrating their attention on the golems to that point, in an attempt to get at Matthias.

Don't bother rolling dice for the stone golem combats. The first round in which the party gets to that portion of the combat, one of the stone golems crumbles beneath a stahnk attack, and the other continues fighting as the monsters will recognize the party as a more immediate threat to their mission (kill Matthias) and will go after the party instead. Note that all of the undead in this encounter can be turned (it's not like they're in Ravens Bluff, after all!), but additional penalties have been assessed for the special undead in tiers 5 and 6, because they are not native to these realms.

**Stone Golem (2):** Int non; AL N; AC 3; MV 6; HD 14; hp 60; THAC0 7; #AT 1; Dmg 3d8; SA breath weapon (slow every other rd.); SD +2 or better weapons to hit, immune to all spells but rock to mud, flesh to stone, & mud to rock; MR nil; SZ l; ML 20

Saves: PPD 5; RSF 7; PP 6; BW 5; Spells 8

### **Tier 1:**

**Skeletons (12):** Int non; AL N; AC 7; MV 12; HD 1; hp 7; THAC0 19; #AT 1; Dmg d6 (short sword); SA nil; SD Immune to sleep, charm, hold, fear, & cold-based spells; half-damage from edged weapons; MR nil; SZ m; ML n/a

Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

**Zombies (4):** Int non; AL N; AC 8; MV 6; HD 2; hp 13; THAC0 19; #AT 1; Dmg d8; SA nil; SD Immune to sleep, charm, hold, death magic, poisons, & cold-based spells; MR nil; SZ m; ML n/a

Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

### **Tier 2:**

**Zombies (10):** Int non; AL N; AC 8; MV 6; HD 2; hp 13; THAC0 19; #AT 1; Dmg d8; SA nil; SD Immune to sleep, charm, hold, death magic, poisons, & cold-based spells; MR nil; SZ m; ML n/a

Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

**Ghouls (4):** Int low; AL CE; AC 6; MV 9; HD 2; hp 16; THAC0 19; #AT3; Dmg d3/d3/d6; SA paralyzation; SD immune to sleep and charm spells; MR nil; SZ m; ML n/a

Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

### **Tier 3:**

**Ghouls (10):** Int low; AL CE; AC 6; MV 9; HD 2; hp 16; THAC0 19; #AT3; Dmg d3/d3/d6; SA paralyzation; SD immune to sleep and charm spells; MR nil; SZ m; ML n/a

Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

**Ju-ju Zombies (4):** Int low; AL NE; AC 6; MV 9; HD 3+12; hp 33; THAC0 15; #AT 1; Dmg 3d4; SA nil; SD immune to sleep, charm, hold, death magic, poison, & cold spells, require +1 or better weapons to hit, blunt weapons do half damage, immune to electrical attacks & magic missiles, half damage from fire (turn as specters); MR nil; SZ m; ML n/a

Saves: PPD 11; RSF 13; PP 12; BW 13; Spells 14

### **Tier 4:**

**Ghouls (16):** Int low; AL CE; AC 6; MV 9; HD 2; hp 16; THAC0 19; #AT3; Dmg d3/d3/d6; SA paralyzation; SD immune to sleep and charm spells; MR nil; SZ m; ML n/a

Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

**Wights (6):** Int avg; AL LE; AC 5; MV 12; HD 4+3; hp 30; THAC0 15; #AT 1; Dmg d4; SA energy drain; SD hit only by silver or +1 or better weapons; immune to sleep, charm, hold, cold-based spells, poisons, & paralyzation; MR nil; SZ m; ML n/a

Saves: PPD 11; RSF 13; PP 12; BW 13; Spells 14

### **Tier 5:**

**Wights (10):** Int avg; AL LE; AC 5; MV 12; HD 4+3; hp 30; THAC0 15; #AT 1; Dmg d4; SA energy drain; SD hit only by silver or +1 or better weapons; immune to sleep, charm, hold, cold-based spells, poisons, & paralyzation; MR nil; SZ m; ML n/a

Saves: PPD 11; RSF 13; PP 12; BW 13; Spells 14

**Stahnk (undead beast) (2):** Int non; AL N; AC 0; MV 9; HD 12+12; hp 110; THAC0 7; #AT3; Dmg 3d3/3d3/3d8; SA ensnare & fling; SD unaffected by fire, takes minimum damage (1 point plus bonuses) from edged or pointed weapons, unaffected by sleep, charm, & hold spells; MR 20; SZ H; ML 14; turn as "Special" with a penalty of 4 to any attempt

Saves: PPD 5; RSF 7; PP 6; BW 5; Spells 8

Any PC struck with a claw attack of the stahnk must save vs. death magic or be thrown for an additional d20 points of damage. The stahnk can also charge opponents (a trample attack; roll attack normally); success means the PC trampled must save vs. death magic, taking 1d8 if successful and 3d8 if failing. Additional, PCs who fail the save must then make a save vs. wands or be ensnared in the beast's ribcage

(can break free when stahnk goes below 1/2 hit points). Individuals ensnared can still attack, with a -3 penalty to hit and damage.

### **Tier 6:**

**Wights (10):** Int avg; AL LE; AC 5; MV 12; HD 4+3; hp 30; THAC0 15; #AT 1; Dmg d4; SA energy drain; SD hit only by silver or +1 or better weapons; immune to sleep, charm, hold, cold-based spells, poisons, & paralyzation; MR nil; SZ m; ML n/a

Saves: PPD 11; RSF 13; PP 12; BW 13; Spells 14

**Stahnk (undead beast) (2):** Int non; AL N; AC 0; MV 9; HD 12+12; hp 110; THAC0 7; #AT3; Dmg 3d3/3d3/3d8; SA ensnare & fling; SD unaffected by fire, takes minimum damage (1 point plus bonuses) from edged or pointed weapons, unaffected by sleep, charm, & hold spells; MR 20; SZ H; ML 14; turn as "Special" with a penalty of 4 to any attempt

Saves: PPD 5; RSF 7; PP 6; BW 5; Spells 8

**Zombie Golem (4):** Int non; AL N; AC -2; MV 6; HD 18; hp 60; THAC0 4; #AT2; Dmg 3d6/3d6; SA odor; SD immune to all spells but resurrection (instantly slays) and animate dead (heals to full HP); 7 Stoneskins; MR nil; SZ m; ML 20; turn as "Special" with a penalty of 7 to any attempt

Saves: PPD 3; RSF 5; PP 4; BW 4; Spells 6

Any PC struck with a claw attack of the stahnk must save vs. death magic or be thrown for an additional d20 points of damage. The stahnk can also charge opponents (a trample attack; roll attack normally); success means the PC trampled must save vs. death magic, taking 1d8 if successful and 3d8 if failing. Additional, PCs who fail the save must then make a save vs. wands or be ensnared in the beast's ribcage (can break free when stahnk goes below 1/2 hit points). Individuals ensnared can still attack, with a -3 penalty to hit and damage. Zombie golems always go last on initiative. PCs within 30' of a zombie golem must save vs. poison or be at a penalty of -2 to attack and save while in the area of the stench the golem gives off.

After the fight ends, and the undead have been defeated, read the following:

*One of the stone golems, satisfied that the old man is no longer in danger from the dark creatures, bends down and gently lifts him into the air, placing the man on the golem's shoulder to rest. Then the golems crosses its arms and turns to face you.*

*"Well, that was something." The old man looks you over. "Not many folk come in here, so I'm guessing by your look that you were after something.*

*Or someone. If there's a particular statue you were wanting to see, I can tell you where it is. I'm the caretaker here, after all."*

Matthias seems strangely unconcerned by the undead attack. Aside from the initial shock at seeing them come up out of the ground for him, it really wasn't all that unusual. He's known for quite some time that Dominic didn't like him, and these things do tend to happen. Fortunately, his guardians take care of him pretty well.

If the party searches the area, they will find that one of the undead minions was wearing a bloodstone in a gold setting, the setting marked with the Crothers crest. THE PARTY MUST FIND THE BLOODSTONE, AND WILL FIND IT NO MATTER WHAT. IF YOU HAVE TO, HAVE ONE OF THE PARTY MEMBERS STEP ON IT, BUT DO NOT LET THEM FINISH THIS ENCOUNTER WITHOUT THE BLOODSTONE.

Matthias can tell the party the following things, if they ask the right questions:

- I've been the caretaker of the statuary for a long time. I remember Cyrus Crothers.
- I had only been caretaker of the statuary for about a month when Dominic Crothers died. Yes, I'm THAT old. Now stop gawking.
- I was a close friend of Stanton Crothers, in spite of a 30-year age difference. I introduced the boy to the idea of creating "living statues."
- Stanton created the stone golems to help guard the statuary. They make perfect guardians, because they blend in with the other statues until they're needed.
- Stanton left Tantras because he was scared of dying. He feared his grandfather, Dominic, and Dominic's hatred of the rest of the Crothers family.
- I don't know how Stanton died. (He won't be surprised, though.) Stanton was very good at what he did. The golems that killed him must have been created by someone else and sent to find him.
- I know where Dominic Crothers was buried, and can take you to the statue.
- Dominic Crothers is most certainly not dead. But, at this point, he's probably not alive either. He's something much, much worse.

Matthias does not know exactly what Dominic has become, but he can make a pretty good guess.

When/if the party asks to see Dominic Crothers's burial site, read the following:

*Matthias leads you through the statuary, past lifelike statues of gargoyles and nymphs, small dragons and great cats, and human forms of all shapes and sizes.*

*He chatters about the history of the statues, about their age and significance and what each of them symbolizes to him, and seems for all the world like a proud parent*

*Along the way you're able to see holes in the ground, places where the creatures who attacked Matthias must have come up. Aside from the group of you making your way through the statuary, nothing moves here. Nothing lives. Nothing breathes. Even the wind is still.*

*Matthias leads you between a colossal pair of stone knights, closing for a joust but destined to never quite meet. Before you a great deal of earth has been overturned recently, as though a great many of the creatures who swarmed through the statuary came from beneath the statue – or rather, the half-statue – that stands before you.*

*The statue looks to have once been twenty feet tall, depicting an athletic young human male of exceeding beauty, wielding a huge mace, his face framed by a stone sunrise. However, the statue seems to have been sliced, quite neatly, from right shoulder to left hip, with the top portion of the statue having slid off. It now lies on the ground beside the rest of the body, its face turned toward the east.*

Any priest or paladin, or any human non-priest with religion, can immediately identify the statue as Lathander's avatar. No roll is necessary. Matthias will explain to the party that the statue was found exactly like this the morning after Dominic Crothers was buried here, and that when the grave was exhumed, the body was gone.

The PCs may attempt to repair the statue. Superior Mending, or similar magical effects, will work just fine, as will more mundane methods, provided the PC provides a reasonable explanation for what they are doing. Any such attempt, or any blessing on the statue (since it was desecrated by Dominic when he rose) will draw Lathander's attention. Parties who get Lathander's attention will have an easier time of things (if only slightly) with Encounter 9.

The party is free to investigate other leads at this point, if they so desire. No one in Tantras knows anything more detailed about Dominic's activities – past, present, or future.

Matthias will eventually wish the party luck and excuse himself, to see what kind of damage was done by the attack. As the caretaker, that is, after all, his job.

## **Encounter 8: Putting the Pieces Together**

At this point, the PCs should realize they are out of options and go talk to Dane. If they do not head back to

the Crothers estate, feel free to send a runner to them, from Dane, to find out their progress. Dawn is approaching by this point, and Dane has been up all night, worried about the safety of the party.

*The first rays of the sun sneak over the horizon as you make your way back to the Crothers estate, and a slight breeze picks up, bringing the salty tang of sea air from the nearby harbor. Slowly, the strange, ominous night yields to the dawn, and you find yourselves somewhat surprised to see that in the daylight, Tantras is quite a lovely city. Of course, after what you saw last night, anything would look lovely...*

Dane Crothers is sitting on the front porch of his estate, watching the rising sun with a soft smile on his face. He nods and rises as the party approaches.

*"I'm glad to see you made it through the night. I have to admit, I couldn't sleep. Please, come inside. Tell me what you've learned."*

Dane will lead the party inside and offer them food, drink, and a place to sleep. The food he provides will be exceptionally good; while he hasn't learned a great deal about the world, or himself, living alone for the last few years has allowed him to become an impressive cook. Breakfast happens to be his favorite meal, and he'll quickly prepare steak, eggs, bacon, or anything else the party wants, inviting them into the kitchen to talk while he works. He already had some pastries baking, and has fresh fruit available as well.

Dane would prefer to stick to "small talk" while he's cooking. He's happy to see the party in one piece, and is anxious to know what they've found out. But based on a strange sense of dread that he's been feeling since the party left, he "would prefer to sit down" to hear the full story.

Once breakfast is served, Dane will sit with the party and, while they eat, listen to their story. If the party has been back on at least one occasion since they left, he will ask what else they have learned. If this is the first time they have come back, he will listen gravely as they explain the situation.

The news that his great-grandfather is still around, as an undead of some sort, will disturb him greatly. He will be concerned at the level of depravity the party has witnessed in Tantras, and even more upset that it all seems to link back to his family.

When shown the three things the party has collected (and the party WILL have found all three items, one way or another), he will fiddle around with them for a few minutes while the party eats. If the party has the items, but does not ever show them to Dane, skip directly to Encounter 9C, as the module is functionally over (Dane will not make the necessary

connections to give them access to the family crypt, unless the party comes up with other compelling reasons – which is unlikely). DO EVERYTHING IN YOUR POWER, AS A JUDGE, TO AVOID HAVING THEM END UP IN ENCOUNTER 9C. IT IS INCLUDED ONLY AS A LAST RESORT FOR PARTIES THAT ARE COMPLETELY CLUELESS.

*Dane lays the three objects on the table in front of him. He frowns slightly. "Maybe..." He taps his chin with one finger, then places the brooch, token, and bloodstone in a line and examines the image of his family's crest that appears on each. He slides the token into a groove atop the bloodstone's setting, and attaches the brooch to the back of the new assembly. He holds up a small amulet in which the silver and gold family crests surround the bloodstone, while the stone of the brooch makes the entire assembly look like nothing so much as a miniature, very elaborate, headstone.*

Give the party a moment to ask questions. Dane will stare, incredulous, at the thing he's created. He's quite honestly surprised that he didn't see it sooner, but it never occurred to him to put the pieces together, and they didn't mean anything to him separately. This is a funereal amulet, which he distinctly recognizes as the one that was buried with his father, Nestor Crothers.

Nestor has NOT risen as undead. Dominic has simply been looting the family crypt, defiling everything in sight, and has been using artifacts of the family to tie his minions to him.

Dane can tell the party the following about the amulet:

- It was definitely buried with my father (Nestor Crothers).
- I placed it around my dead father's neck myself.
- My father was entombed in the cavernous family crypt that stretches beneath the estates, and even reaches beneath other parts of Tantras.
- If this has been taken from my father's body, that means someone – or something – is down in the crypt.
- I've only been down to the crypt a handful of times. It's a confusing, twisted place that has grown up over countless generations. Passageways lead off in all directions.

Dane will offer the party a place to sleep, so that if they decide to go investigate the crypt, they will be well-rested and fully-prepared. ENCOURAGE THE PARTY TO TAKE ADVANTAGE OF THIS OFFER. An augury will reveal that resting here is most emphatically a GOOD idea. Nothing bad will happen to them when they sleep, and they will be able to rest, re-memorize

spells, and go into the crypt fully prepared to face whatever is ahead of them.

In that vein, however, it is impossible to scry the crypt area. It is warded against divination and teleportation, so parties will have to go in and explore in order to find Dominic's lair. When they are ready, proceed to the following:

*Dane takes a deep breath, and motions for you to follow him. "The entrance to the crypt is off the basement." He looks over his shoulder at you as he walks. "There are fifteen or more generations of my family buried there. We've been in Tantras since before there was even a name for the city. The part of the crypt we're going to enter is the oldest section, and it's grown out from there. Something of a spider's web, but much more chaotic. Different generations have buried their own in different directions, but in general... in general, the more recently deceased are deep in the crypt. My father... he's probably entombed a good half-mile or more in."*

He can give the party basic directions on how to get to his father's tomb. First left, third right, and then there will be a large cavern and they should take the tunnel that leads off at about 2 o'clock from where they entered and follow it to its terminus. The DM is encouraged to make the trip through the passages as dark and winding as possible.

*The cellar is cool and dark, with a vaguely musty smell. Layers of dust cover crates and boxes, and along the walls are racks of wine in fine crystal decanters, and shelves laden with other potables. Dane holds a torch in front of him and leads you through the cobweb-riddled corridors until the area opens out, into a wide room with a wooden door on the far wall.*

At this point, the module must necessarily diverge into high-tier and low-tier versions of the final encounter. There is no way any group below tier 5 should be exposed to the lich himself. That's just dumb.

#### **For parties in Tiers 1 through 4, read the following:**

*"I've done a lot of thinking." Dane looks you over. "There's a lot we don't know. I have a few connections, and am going to call in a favor or two. Mine is an old family, and we do still have some debts. I don't want you to fight my great-grandfather, if you find him. But we need to know where he is. So go in, scout the catacombs, and come back. I'll have reinforcements ready to go in and take him out. Good luck."*

#### **For parties in Tiers 5 and 6, read the following:**

*He looks at you. "The crypt is through there. I'm... I'm going to wait here. In case you need help, I can go find someone." He takes a deep breath. "My great-grandfather needs to be put to rest. For all of us... Good luck."*

### **Encounter 9: Tantras (The Family Crypt)**

#### **Both High and Low Tier:**

*In your time, you've probably seen a good number of crypts. But few, if any, can match this one. A fetid odor assaults your nostrils as you step through the doorway from the mansion basement, and the air around you seems to hang like cold, misty curtains. The corridors are cut from the stone underbelly of the city, rough-hewn walls that stretch a mere eight feet to the ceiling, with room for two people to walk abreast.*

*Every twenty feet or so, you come to sections of wall that have obviously been worked down to smooth surfaces, with brass name plates affixed. The first plates you find are ancient and undated, but as you move further in, the plates become more ornate, and dates are inscribed along with the names of the Crothers line. The first date you see, over two hundred yards in, is still better than a century and a half ago. There's no telling how long these catacombs have been developing.*

Technically, that's not true. If the party decides to stop and cast divinations, it is possible (and potentially fairly easy for priests of Labelas) to determine how old the catacombs are. The most ancient of the corpses is around 400 years dead.

As they move further in, they will find that some of the graves have been desecrated. These are usually off side-tunnels. In some cases, the corpses are still there. In others, they are not. The layer of dust that covers the floor is disturbed in places; tracking will reveal that there have been humanoid individuals moving through here, and by the dragging strides they moved in much the same way as many undead. There also seems to be a substantial rat presence in the catacombs, although the rats will studiously avoid the party unless magics are used which are designed to attract them. Speak with Animals on the rats will only get information about cold two-leggers that wander the crypt and make the rats scared.

As they search the caverns, a whispered voice will come to them, seemingly from everywhere at once, and speak to each party member inside his or her head.

*“You are fools to come here, fools to involve yourself in the affairs of my family. If you do not leave now, then you may NEVER leave. For I will have my revenge...”*

*And with this, you see in your mind’s eye the image of a dark plain, stretching off in all directions, and ahead of you, on a hill seemingly made of ash, a many-spired castle built of gleaming black marble. The castle comes into focus, and you can sense swirls of evil and the taint of unlife. You know, with an unpleasant certainty, that you are being granted a glimpse of Ravenloft.*

*“My family is no longer my weakness. By destroying them, I prove my worth, and may return once more to the place that should have been my home for all eternity. I am no longer the same frail human who fell to emotion on the death of my son. Oh, no. I am much more than I ever dreamed possible. My son was but the first. My great-grandson shall be the last...”*

*And with that, the voice fades.*

Dominic actually has no intention of letting anyone leave. Low tier groups will be ambushed on their way out if they elect to cut and run. Any high tier group that decides to leave should be given the Tier 4 fight, at the end of which the walls of the cavern crumble and reveal the cavern in which the Lich and his minions await. Since he has only limited minions, however, any monsters that overlap from the Tier 4 fight to the high tier fights should not be duplicated.

Parties in tiers 1-4 will be intercepted on their way to find Dominic, after seeing numerous desecrated graves, by undead minions. In tiers 3 and 4, these minions are led by Ancient Bob, a decrepit necromancer who assisted Dominic in becoming a lich. Parties weaker than that are not worthy of Dominic’s full attention, and thus only receive undead. Parties in tiers 5 and 6 will encounter Dominic himself. Appropriate introductory text is included with each set of tiering

### **Tier 1 through 4 Fight**

*Rounding a bend, you find yourselves standing at the top of a steep grade. The tunnel slopes down into a large cavern, the opening to which is flanked by a pair of statues of well-dressed human men. Each has a scimitar at his hip. A strange shuffling sound comes from the cavern.*

The statues are mundane. Spellcraft at half, even from a distance, can tell the spellcasters this. However, given the plethora of golems to this point, it’s worth making the parties wonder!

*The smell of death assaults your nostrils as a nightmarish creature with chunks of flesh hanging from it steps into view between the two statues. Behind it scurries a veritable army of skeletal rats. Very briefly, you see a set of glowing red eyes appear deep in the cavern, and hear a rumbling, ominous voice:*

*“Kill them, my children!”*

The first two rounds of the combat will run like any combat. Ideally, the party will feel overmatched. This all changes at the end of round 2; text for this is provided after the combat statistics.

#### **Tier 1:**

**Hill Giant Zombie (1):** Int non; AL N; AC 7; MV 6; HD 8; hp 52; THAC0 14; #AT 1; Dmg d6+7 (bone club); SA none; SD immune to sleep, charm, hold, and other mind-affecting spells; other immunities per zombies; turn as 7 HD undead; MR nil; SZ L; ML n/a  
Saves: PPD 10; RSF 12; PP 11; BW 12; Spells 13

**Rat Skeletons (15):** Int non; AL N; AC 8; MV 9; HD 1/2; hp 2; THAC0 25; #AT 1 (bite); Dmg d2; SA annoyance; SD nil; MR nil; SZ s; ML n/a  
Saves: PPD 16; RSF 18; PP 17; BW 20; Spells 19

Good-aligned priests attempting to turn the undead will automatically turn 2d6 of the rat skeletons, because of their inherent weakness regardless of level, and should roll normally for anything beyond that.

**Zombies (3):** Int non; AL N; AC 8; MV 6; HD 2; hp 13; THAC0 19; #AT 1; Dmg d8; SA spells; SD Immune to sleep, charm, hold, death magic, poisons, & cold-based spells; MR nil; SZ m; ML n/a  
Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

The zombies have each been imbued with a single spell (per *imbue undead with spell* Ability). The first zombie has been imbued with a *slow* spell. The second zombie has been imbued with *magic missile* (it casts 3 missiles). The third zombie has been imbued with *protection from good, 10’ radius* (duration of 10 rounds). The first and third zombies will cast their spells during the first round of combat. The other zombie will cast its *magic missiles* during the second round of combat. Remember that zombies always go last on initiative; however, this will not matter during the first round of combat, because the zombies are at the back of the cavern, separated from the party by the Hill Giant Zombie and the Skeletal Rats, so they should be able to successfully get the spells off.

## Tier 2:

**Hill Giant Zombie (1):** Int non; AL N; AC 7; MV 6; HD 8; hp 52; THAC0 14; #AT 1; Dmg d6+7 (bone club); SA none; SD immune to sleep, charm, hold, and other mind-affecting spells; other immunities per zombies; MR nil; SZ L; ML n/a

Saves: PPD 10; RSF 12; PP 11; BW 12; Spells 13

**Rat Skeletons (20):** Int non; AL N; AC 8; MV 9; HD 1/2; hp 2; THAC0 23; #AT 1 (bite); Dmg d2; SA annoyance; SD nil; MR nil; SZ s; ML n/a

Saves: PPD 16; RSF 18; PP 17; BW 20; Spells 19

Good-aligned priests attempting to turn the undead will automatically turn 3d6 of the rat skeletons, regardless of level, and should roll normally for anything beyond that.

**Skeletons (5):** Int non; AL N; AC 7; MV 12; HD 1; hp 7; THAC0 19; #AT 1; Dmg d6 (short sword); SA nil; SD Immune to sleep, charm, hold, fear, & cold-based spells; half-damage from edged weapons; MR nil; SZ m; ML n/a

Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

**Giant Skeleton (1):** Int non; AL NE; AC 4; MV 12; HD 4+4; hp 36; THAC0 15; #AT 1; Dmg d12; SA 8d6 *fireball* from ribcage (once); SD immune to sleep, charm, & hold spells; half damage from cold, no damage from fire, half damage from edged & piercing weapons, one point of damage per die from all arrows, quarrels, or missiles; MR nil; SZ L; ML 20

Saves: PPD 11; RSF 13; PP 12; BW 13; Spells 14

IMPORTANT NOTE: Having a Giant Skeleton throw an 8d6 *fireball* at a tier 2 party is really not nice. But it IS scary. The fireball will only be thrown once Dane arrives, and his sword will automatically dispel the incoming fireball. Be sure to scare the party with it before the magic is dispelled, however!

**Zombies (5):** Int non; AL N; AC 8; MV 6; HD 2; hp 13; THAC0 19; #AT 1; Dmg d8; SA spells; SD Immune to sleep, charm, hold, death magic, poisons, & cold-based spells; MR nil; SZ m; ML n/a

Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

The zombies have each been imbued with a single spell (per *imbue undead with spell* Ability). The first zombie has been imbued with a *slow* spell. The second zombie has been imbued with *magic missile* (it casts 4 missiles). The third zombie has been imbued with *protection from good, 10' radius* (duration of 10 rounds). The first and third zombies will cast their spells during the first round of combat. The other zombie will cast its *magic missiles* during the second

round of combat. Remember that zombies always go last on initiative; however, this will not matter during the first round of combat, because the zombies are at the back of the cavern, separated from the party by the Hill Giant Zombie and the Skeletal Rats, so they should be able to successfully get the spells off.

## Tier 3:

**Ancient Bob hm W(N)7 (1):** Int High; AL NE; AC 3; MV 10; HD 12; hp 40; THAC0 17; #AT 1; Dmg d6 (staff); SA Spells; SD Spells; Stoneskins (7); MR nil; SZ m; ML 14

Saves: PPD 11; RSF 7; PP 9; BW 11; Spells 8

Spells: Precast: *stoneskin* (7), *vampiric touch*. 1st level: *chill touch*, *magic missile*, *wall of fog*, *burning hands*, *enlarge*; 2nd level: *vocalize*, *spectral hand*, *protection from paralysis*, *Snilloc's snowball swarm*; 3rd level: *vampiric touch*, *slow*, *dispel magic*; 4th level: *contagion*, *dimension door*

**Giant Skeleton (2):** Int non; AL NE; AC 4; MV 12; HD 4+4; hp 36; THAC0 15; #AT 1; Dmg d12; SA 8d6 *fireball* from ribcage (once); SD immune to sleep, charm, & hold spells; half damage from cold, no damage from fire, half damage from edged & piercing weapons, one point of damage per die from all arrows, quarrels, or missiles; MR nil; SZ L; ML 20

Saves: PPD 11; RSF 13; PP 12; BW 13; Spells 14

The Giant Skeletons will use their fireballs in rounds 3 and 5 of the fight. The one in round 3 will be automatically dispelled by Dane's sword. The one in round 5 may be directed anywhere, depending on how the party has spread out, so may not be dispelled by the sword.

**Rat Skeletons (20):** Int non; AL N; AC 8; MV 9; HD 1/2; hp 2; THAC0 23; #AT 1 (bite); Dmg d2; SA annoyance; SD nil; MR nil; SZ s; ML n/a

Saves: PPD 16; RSF 18; PP 17; BW 20; Spells 19

Good-aligned priests attempting to turn the undead will automatically turn 4d6 of the rat skeletons, regardless of level, and should roll normally for anything beyond that.

**Zombies (7):** Int non; AL N; AC 8; MV 6; HD 2; hp 13; THAC0 19; #AT 1; Dmg d8; SA spells; SD Immune to sleep, charm, hold, death magic, poisons, & cold-based spells; MR nil; SZ m; ML n/a

Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

Three zombies have each been imbued with a single spell (per *imbue undead with spell ability*). The first zombie has been imbued with a *slow* spell. The second zombie has been imbued with *magic missile* (it casts 4

missiles). The third zombie has been imbued with *lightning bolt* (7d6) The first zombie will cast its spell during the first round of combat. The other zombies will cast during the second round of combat. Remember that zombies always go last on initiative; however, this will not matter during the first round of combat, because the zombies are at the back of the cavern, separated from the party by the Hill Giant Zombie and the Skeletal Rats, so they should be able to successfully get the *slow* spell off.

**Shadows (3):** Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 25; THAC0 17; #AT 1; Dmg d4+1; SA Strength Drain; SD +1 or better weapons to hit; immune to sleep, charm, hold, and cold spells; MR nil; SZ m; ML 20  
Saves: PPD 13; RSF 15; PP 14; BW 16; Spells 16

The shadows are hiding on either side of the cavern entrance, and will attempt to attack from behind during the first round of combat. PCs with Alertness or Observation, or who state that they are looking for things in the shadows, make a surprise roll with a bonus of 2 to notice the shadows before they attack the party. Anyone else rolls surprise with a penalty of 2. Failing the surprise check makes the PC a prime target to be hit from behind by a shadow.

#### Tier 4:

**Ancient Bob hm W(N)9 (1):** Int High; AL NE; AC 3; MV 10; HD 12; hp 40; THAC0 17; #AT 1; Dmg d6 (staff); SA Spells; SD Spells; Stoneskins (7); MR nil; SZ m; ML 14

Saves: PPD 11; RSF 7; PP 9; BW 11; Spells 8

Spells: Precast: *stoneskin* (7), *vampiric touch*. 1st level: *chill touch*, *magic missile*, *wall of fog*, *burning hands*, *enlarge*; 2nd level: *vocalize*, *spectral hand*, *protection from paralysis*, *Snilloc's snowball swarm*; 3rd level: *vampiric touch*, *vampiric touch*, *slow*, *dispel magic*; 4th level: *contagion*, *dimension door*, *fire shield*; 5th level: *summon shadow*, *teleport*

**Skeleton Warriors (2):** Int Exceptional; AL NE; AC 2; MV 6; HD 9+2; hp 60; THAC0 11; #AT 1; Dmg d10+3 (two-handed sword); SA fear; SD Cannot be turned, require +1 or better magical weapons to hit; MR 90; SZ m; ML 15

Saves: PPD 8; RSF 10; PP 9; BW 9; Spells 11

The Skeleton Warriors are definitely being controlled by Ancient Bob.

**Giant Skeleton (2):** Int non; AL NE; AC 4; MV 12; HD 4+4; hp 36; THAC0 15; #AT 1; Dmg d12; SA 8d6 *fireball* from ribcage (once); SD immune to sleep, charm, & hold spells; half damage from cold, no damage from fire, half damage from edged & piercing

weapons, one point of damage per die from all arrows, quarrels, or missiles; MR nil; SZ L; ML 20

Saves: PPD 11; RSF 13; PP 12; BW 13; Spells 14

The Giant Skeletons will use their fireballs in rounds 3 and 5 of the fight. The one in round 3 will be automatically dispelled by Dane's sword. The one in round 5 may be directed anywhere, depending on how the party has spread out, so may not be dispelled by the sword. They have also been imbued with a single spell each (per *imbue undead with spell ability*). The first is imbued with a *lightning bolt*, (9d6) which it will use in round 2. The second is imbued with *magic missile* (it casts 5 of them), which it will use in round 4.

**Rat Skeletons (20):** Int non; AL N; AC 8; MV 9; HD 1/2; hp 2; THAC0 23; #AT 1 (bite); Dmg d2; SA annoyance; SD nil; MR nil; SZ s; ML n/a  
Saves: PPD 16; RSF 18; PP 17; BW 20; Spells 19

Good-aligned priests attempting to turn the undead will automatically turn 4d6 of the rat skeletons, regardless of level, and should roll normally for anything beyond that.

**Shadows (5):** Int Low; AL CE; AC 7; MV 12; HD 3+3; hp 25; THAC0 17; #AT 1; Dmg d4+1; SA Strength Drain; SD +1 or better weapons to hit; immune to sleep, charm, hold, and cold spells; MR nil; SZ m; ML 20

Saves: PPD 13; RSF 15; PP 14; BW 16; Spells 16

The shadows are hiding on either side of the cavern entrance, and will attempt to attack from behind during the first round of combat. PCs with Alertness or Observation, or who state that they are looking for things in the shadows, make a surprise roll with a bonus of 2 to notice the shadows before they attack the party. Anyone else rolls surprise with a penalty of 2. Failing the surprise check makes the PC a prime target to be hit from behind by a shadow.

#### Dane's Arrival, Low-Tier

At the end of round 2 of the fight, read the following:

*Over the din of the battle, you hear a clanking sound coming from the corridor behind you. Turning, you see an armor-clad figure wielding a glowing sword and carrying a shield emblazoned with the holy symbol of Lathander running down the tunnel toward you. The visor on his helm is up, revealing the determined countenance of Dane Crothers. Even from here, his eyes glow, and it is clear that something has changed inside him.*

*With a battle cry, "For the glory of the Morning!" he throws himself into the battle.*

**Dane Crothers hm Pal11:** Int Avg; AL LG; AC -9 (Full Plate +3, Shield +3, Helm +3, dex); THAC0 4 (-1 vs. undead); #AT 2 (Holy Sword +5 (Purifier, +10 vs. Undead)); Dmg d8+8(13); HD 11; hp 91; SA none; SD Paladin's aura of protection; Sword automatically dispels incoming harmful magic from casters 11<sup>th</sup> level or less, provides 50% MR in a 10' radius against any incoming evil magics; MR per sword; SZ M; ML 18; Str 18/01; Dex 15; Con 16; Int 8; Wis 15; Chr 15.

Saves: PPD 5; RSF 7; PP 6; BW 6; Spells 8 (plus armor bonuses for applicable spells)

Dane will go after the biggest undead threat first, before turning his attention to other threats. Any skeletal rats that remain when he arrives will automatically flee at his approach. His sword is a full-power Purifier, granted him by Lathander to help him deal with his great-grandfather, and the DM is encouraged to look the sword up in the *Complete Paladin's Handbook* to ensure it is run appropriately.

Do not allow Dane to totally mop up the fight and keep the PCs from contributing. He is there as an inspirational force, not as a means to make the party feel less competent. Feel free to add extra undead to attack Dane, to make sure that the party knows that they are necessary to the success of the mission, but don't add so many as to create problems for the party.

IF THE PCS ATTEMPTED TO DO ANYTHING TO REPAIR OR RESANCTIFY THE STATUE OF LATHANDER, then they are under the effects of a double-strength *prayer* spell (+2 to hit, +2 to damage, +2 to saves) from the time Dane arrives until the end of the combat. This applies to ALL tiers. A standard *prayer* will cumulate with this effect. The PCs will be aware of the change, and a Wisdom check will allow them to figure out that a god has intervened on their behalf. Note that they only receive the ally portion of the *prayer* effect; the enemy portion does not affect the undead in the cavern.

#### **Tier 5 and 6 Fights**

*The passages reek of death and decay. Rats scurry past your feet, some carrying hunks of rotting flesh which seem, in some cases, unfortunately fresh for this environment. Every one of the rats seems to be moving in the opposite direction from where you're going – and in quite a hurry.*

*You round a corner and a large, bone-strewn cavern opens before you. Torches line the walls, and on the far side of the cavern, over a hundred feet away, is a dais. Atop the dais stand several figures. Two men stand in the center of the dais, facing you. The one on the left leans heavily on a staff, a black cowl hanging down to cover his face, while the man on his right stands erect, grinning a fleshless grin at*

*you. Even from here, you can see the red points of light that are his eyes. They are flanked on either side by several very angry looking undead. Behind the dais is a black altar with a glassy top.*

The altar is decorated with a holy symbol of Garagos. Dominic's phylactery, an enormous red diamond, is resting on top of the altar, underneath a hemispherical Wall of Force. In all tiers, the phylactery is AC -3, and requires 100 points of damage to destroy it. It can only be damaged by weapons of +2 or better enchantment, and only takes ¼ damage from slashing or piercing weapons, though it takes full damage from bludgeoning weapons. Its save vs. spells (Disintegrate, etc.) is a 4.

The cavern's dimensions are 150 feet in length, 200 feet in width, and 200 feet in height. The cavern is NATURAL, the only worked stone is the dais, and as such spells which only work on natural stone will function in the cavern.

Finally, you will note that Dominic is only a 16<sup>th</sup> level caster, lower than what is typical for lich conversion. He was of a higher level, but lost experience levels in the process of becoming a lich, through slight (non-critical) flaws in the process.

#### **Tier 5:**

In Tier 5, Dominic and Ancient Bob have already been busy today, having killed an adventuring party outside the city walls, and thus do not possess their full spell complements. Spells which are crossed off are either precast (and listed as such) or were used earlier in the day.

**Dominic Crothers (Lich; P12/F13/M16) (1):** Int Supra-Genius; AL CE; AC -4; MV 6; HD 13; hp 105; THAC0 7; #AT 5/2; Dmg d10/hit; SA fear, paralysis, spells; SD spells; immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity, & death spells; requires +1 or better weapons to hit; cannot be turned (due to Scarab of Anger); MR 60; SZ m; ML 18

Saves: PPD 3; RSF 5; PP 4; BW 3; Spells 6

Spells: Precast: *contingency* (casts *wall of ice*, centered above Dominic, when he is the object of a melee attack), *stoneskin* (12), *spell immunity* (*magic missile*), *mass invisibility* (30 zombies), *imbue undead with spell ability* (*lightning bolt*, 3 zombies), *enlarge* (skeleton warrior)

Wizard: 1st level: ~~*enlarge*~~, *magic missile*, *charm person*, *protection from good*, *ventriloquism*; 2nd level: *levitate*, *Melf's acid arrow*, *ray of enfeeblement*, *vocalize*, *vocalize*; 3rd level: ~~*Maximilian's stony grasp*~~, *dispel magic* (3 zombies imbued with lightning bolts); 4th level: *wall of ice*, ~~*stoneskin*~~, *minor globe of invulnerability*, *thunderlance*, *dig*; 5th level: ~~*cone of cold*~~, *cone of cold*, *wall of force*, ~~*transmute rock to mud*~~,

chaos; 6th level: *true seeing*, ~~conjure animals~~, *Bigby's forceful hand*; 7th level: *delayed blast fireball*, ~~mass invisibility~~; 8th level: *power word: blind*

Priest: 1st level: *command*, *curse*, *cure light wounds*, *putrefy food and drink*, *darkness*, ~~darkness~~; 2nd level: *mind read*, *silence 15' radius*, *hold person*, ~~hold person~~, *heat metal*; 3rd level: *dispel magic*, ~~dispel magic~~, *prayer*, *animate dead*, *protection from fire*; 4th level: ~~spell immunity (magic missile)~~, ~~protection from lightning~~, *protection from good*, 10'; 5th level: *whirlwind of steel*, *flame strike* (double damage); 6th level: ~~antianimal shell~~

Granted Powers (Garagos innate abilities): Berserk Self (+2 damage, +2 THAC0, and +1 to initiative.); Chaotic Combat 1/day; ~~Blood Mantle 1/day~~; ~~Whirlwind of Steel 1/day~~; Targets suffer -2 to saves against Combat Sphere spells; Combat sphere spells do double damage.

Magic: *cloak of protection* +2, *scarab of anger*, *ring of concentration*

**Ancient Bob hm W(N)12 (1):** Int High; AL NE; AC 3; MV 10; HD 12; hp 40; THAC0 17; #AT 1; Dmg d6 (staff); SA Spells; SD Spells; Contingency (feign death when damaged by a physical attack); Stoneskins (9); MR nil; SZ m; ML 14

Saves: PPD 11; RSF 7; PP 9; BW 11; Spells 8

Spells: Precast: *stoneskin* (9), *contingency* (feign death when damaged by a physical attack), *vampiric touch*; *enlarge* (skeleton warrior). 1st level: *chill touch*, ~~magic missile~~, *wall of fog*, *burning hands*, *enlarge*; 2nd level: *vocalize*, *spectral hand*, *protection from paralysis*, *Snilloc's snowball swarm*, *irritation*; 3rd level: ~~vampiric touch~~, ~~vampiric touch~~, *slow*, *dispel magic*, *haste*; 4th level: *contagion*, *dimension door*, ~~bestow curse~~, *minor globe of invulnerability*, *fire shield*; 5th level: *animate dead*, *ironguard*, *summon shadow*, ~~summon shadow~~, *teleport*; 6th level: ~~lich touch (fra)~~, *stone to flesh*

Ancient Bob is a coward. He fears the lich, but he fears death even more, because of bargains that he has made over the course of his evil life. If things appear to be going badly, he will attempt to teleport away.

**Skeleton Warriors (2):** Int Exceptional; AL NE; AC 2; MV 6; HD 9+2; hp 70; THAC0 7; #AT 1; Dmg d10+3 (two-handed sword); SA fear; SD Cannot be turned, require +1 or better magical weapons to hit; MR 90; SZ m; ML 15

Saves: PPD 8; RSF 10; PP 9; BW 9; Spells 11

**Enlarged Skeleton Warrior (2):** Int Exceptional; AL NE; AC 2; MV 6; HD 9+2; hp 70; THAC0 7; #AT 1; Dmg 2x(d10+3) (two-handed sword, enlarged); SA

fear; SD Cannot be turned, require +1 or better magical weapons to hit; MR 90; SZ m; ML 15

Saves: PPD 8; RSF 10; PP 9; BW 9; Spells 11

**Zombies (30):** Int non; AL N; AC 8; MV 6; HD 2; hp 13; THAC0 19; #AT 1; Dmg d8; SA nil; SD Immune to sleep, charm, hold, death magic, poisons, & cold-based spells; MR nil; SZ m; ML n/a

Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

The Zombies are all under the effects of a *mass invisibility* spell, and will remain invisible until the spell effect is dispelled, or until they attack the party. Three of the zombies (randomly interspersed throughout the throng) have been imbued with *lightning bolt* (10d6), which they will use the same round the rest of the zombies attack the party.

Tactics: When the party enters, Dominic will open with a magely *dispel magic* (base 16<sup>th</sup> level), while Ancient Bob will cast *summon shadows*. In round 2, Dominic will put up a *prayer*, while Bob *hastes* everyone on the dais. The zombies will close on the party in round 2, and the three lightning bolts will be thrown. In round 3, the Skeleton Warriors will close to melee, while Dominic will attempt to *power word: blind* the spellcasters in the party and Bob puts up his *minor globe of invulnerability*. Other summoning and conjuration spells will not be used by the casters unless their minions are being mowed through too quickly. Note that Dominic will be casting every round. During the first round in which he would be disrupted by anything other than a *dispel magic*, treat him as having activated the *ring of concentration*; his spell goes off, unimpeded, at the end of the round, assuming he did not take enough damage to go unconscious or die. If he was disrupted by a melee attack, the spell will usually be *flame strike*, which will (because he is a priest of Garagos) do double damage (save still applies) on the individual who attacked him. Note that the *flame strike* will go off at the end of the round, and that if the attacker triggered his *contingency: wall of ice*, both spells will damage the PC who closed on Dominic. For dramatic purposes, if it's Dane who triggers these effects, have him make his sword's MR against both effects.

### Tier 6:

**Dominic Crothers (Lich) (1):** Int Supra-Genius; AL CE; AC -4; MV 6; HD 19; hp 155; THAC0 7; #AT2; Dmg d10; SA fear, paralysis, spells; SD spells; immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity, & death spells; requires +1 or better weapons to hit; cannot be turned (due to Scarab of Anger); MR 80; SZ m; ML 18

Saves: PPD 3; RSF 5; PP 4; BW 3; Spells 6

Spells: Precast: *contingency* (casts *wall of ice*, centered above Dominic, when he is the object of a melee attack), *stoneskin* (12), *spell immunity* (*magic missile*), *mass invisibility* (30 zombies), *imbue undead with spell ability* (*lightning bolt*, 3 zombies), *enlarge* (skeleton warrior)

Wizard: 1st level: ~~*enlarge*~~, *magic missile*, *charm person*, *protection from good*, *ventriloquism*; 2nd level: *levitate*, *Melf's acid arrow*, *ray of enfeeblement*, *vocalize*, *vocalize*; 3rd level: *Maximillian's stony grasp*, *dispel magic* (3 zombies imbued with lightning bolts); 4th level: *wall of ice*, ~~*stoneskin*~~, *minor globe of invulnerability*, *thunderlance*, *dig*; 5th level: *cone of cold*, *cone of cold*, *wall of force*, *transmute rock to mud*, *chaos*; 6th level: *true seeing*, *conjure animals*, *Bigby's forceful hand*; 7th level: *delayed blast fireball*, ~~*mass invisibility*~~; 8th level: *power word: blind*

Priest: 1st level: *command*, *curse*, *cure light wounds*, *putrefy food and drink*, *darkness*, *darkness*; 2nd level: *mind read*, *silence 15' radius*, *hold person*, *hold person*, *heat metal*; 3rd level: *dispel magic*, *dispel magic*, *prayer*, *animate dead*, *protection from fire*; 4th level: ~~*spell immunity*~~ (~~*magic missile*~~), *protection from lightning*, *protection from good*, 10'; 5th level: *whirlwind of steel*, *flame strike* (double damage); 6th level: *antianimal shell*

Granted Powers (Garagos innate abilities): Berserk Self (+2 damage, +2 THAC0, and +1 to initiative.); Chaotic Combat 1/day; Blood Mantle 1/day; Whirlwind of Steel 1/day; Targets suffer -2 to saves against Combat Sphere spells; Combat sphere spells do double damage.

Magic: *cloak of protection* +2, *scarab of anger*, *ring of concentration*

Dominic prayed to Garagos this morning while burning *incense of meditation*; hence, all of his priest spells function at maximum effect.

**Ancient Bob hm W(N)12 (1):** Int High; AL NE; AC 3; MV 10; HD 12; hp 40; THAC0 17; #AT 1; Dmg d6 (staff); SA Spells; SD Spells; Contingency (feign death when damaged by a physical attack); Stoneskins (9); MR nil; SZ m; ML 14

Saves: PPD 11; RSF 7; PP 9; BW 11; Spells 8

Spells: Precast: *stoneskin* (9), *contingency* (*feign death* when damaged by a physical attack), *vampiric touch*; *enlarge* (skeleton warrior). 1st level: *chill touch*, *magic missile*, *wall of fog*, *burning hands*, ~~*enlarge*~~; 2nd level: *vocalize*, *spectral hand*, *protection from paralysis*, *Snilloc's snowball swarm*, *irritation*; 3rd level: ~~*vampiric touch*~~, *vampiric touch*, *slow*, *dispel magic*, *haste*; 4th level: *contagion*, *dimension door*, *bestow curse*, *minor globe of invulnerability*, *fire shield*; 5th level: *animate dead*, *ironguard*, *summon*

*shadow*, *summon shadow*, *teleport*; 6th level: *lich touch* (*fra*), *stone to flesh*

Ancient Bob is a coward. He fears the lich, but he fears death even more, because of bargains that he has made over the course of his evil life. If things appear to be going badly, he will attempt to teleport away.

**Skeleton Warriors (2):** Int Exceptional; AL NE; AC 2; MV 6; HD 9+2; hp 70; THAC0 7; #AT 1; Dmg d10+3 (two-handed sword); SA fear; SD Cannot be turned, require +1 or better magical weapons to hit; MR 90; SZ m; ML 15

Saves: PPD 8; RSF 10; PP 9; BW 9; Spells 11

**Enlarged Skeleton Warrior (2):** Int Exceptional; AL NE; AC 2; MV 6; HD 9+2; hp 70; THAC0 7; #AT 1; Dmg 2x(d10+3) (two-handed sword, enlarged); SA fear; SD Cannot be turned, require +1 or better magical weapons to hit; MR 90; SZ m; ML 15

Saves: PPD 8; RSF 10; PP 9; BW 9; Spells 11

**Vampires (2):** Int Exceptional; AL CE; AC 1; MV 12 (Fl 18); HD 8+3; hp 55; THAC0 11; #AT 1; Dmg d6+4; SA Energy Drain, Spells; SD +1 or better weapons to hit; regeneration; immune to sleep, charm, hold, poison, paralyzation; gaseous form at will; spider climb at will; 10 Stoneskins; MR nil; SZ M; ML 16

Saves: PPD 10; RSF 12; PP 11; BW 12; Spells 13

Spells (both are 9<sup>th</sup> level casters): 1st level: *reduce*, *magic missile*, *cantrip*, *color spray*; 2nd level: *vocalize*, *darkness 15' radius*, *detect invisibility*; 3rd level: *wind wall*, *slow* (1) or *haste* (2), *dispel magic*; 4th level: *fire shield*, *solid fog* (1) or *polymorph other* (2); 5th level: *chaos* (1) or *domination* (2)

The vampires are not on the dais. They are perched on ledges 50 feet above the dais, and to either side, watching the party enter.

**Zombies (50):** Int non; AL N; AC 8; MV 6; HD 2; hp 13; THAC0 19; #AT 1; Dmg d8; SA nil; SD Immune to sleep, charm, hold, death magic, poisons, & cold-based spells; MR nil; SZ m; ML n/a

Saves: PPD 14; RSF 16; PP 15; BW 17; Spells 17

The Zombies are all under the effects of a *mass invisibility* spell, and will remain invisible until the spell effect is dispelled, or until they attack the party. Three of the zombies (randomly interspersed throughout the throng) have been imbued with lightning bolts (10d6), which they will use the same round the rest of the zombies attack the party.

Tactics: When the party enters, Dominic will open with a priestly *dispel magic* (will automatically dispel all effects on the party at 21<sup>st</sup> level because of the

incense), while Ancient Bob will cast *summon shadows*. One vampire opens with *slow*, while the other opens with *chaos*. In round 2, Dominic will put up a *prayer*, while Bob casts *haste* on everyone on the dais. The zombies will close on the party in round 2, and the three lightning bolts will be thrown. In round 3, the Skeleton Warriors will close to melee, while Dominic will attempt to use *power word: blind* on the spellcasters in the party and Bob puts up his *minor globe of invulnerability*. Other summoning and conjuration spells will not be used by the casters unless their minions are being mowed through too quickly. Note that Dominic will be casting every round.

During the first round in which he would be disrupted by anything other than a *dispel magic*, treat him as having activated the *ring of concentration*; his spell goes off, unimpeded, at the end of the round, assuming he did not take enough damage to go unconscious or die. If he was disrupted by a melee attack, the spell will usually be *flame strike*, which will (because of the *incense* and the fact that he is a priest of Garagos) do 96 points, save for 48, on the individual who attacked him. Note that the *flame strike* will go off at the end of the round, and that if the attacker triggered his *contingency: wall of ice*, both spells will damage the PC who closed on Dominic. For dramatic purposes, if it's Dane who triggers these effects, have him make his sword's MR against both effects.

### Dane's Arrival, High-Tier

At the end of round 2 of the fight, read the following:

*Over the din of the battle, you hear a clanking sound coming from the corridor behind you. Turning, you see an armor-clad figure wielding a glowing sword and carrying a shield emblazoned with the holy symbol of Lathander running down the tunnel toward you. The visor on his helm is up, revealing the determined countenance of Dane Crothers. Even from here, his eyes glow, and it is clear that something has changed inside him.*

*With a battle cry, "For the glory of the Morning!" he throws himself into the battle.*

**Dane Crothers hm Pal 14:** Int Avg; AL LG; AC -9 (Full Plate +3, Shield +3, Helm +3, dex); THAC0 1 (-4 vs. undead); #AT 3 (Holy Sword +5 (Purifier, +10 vs. Undead)); Dmg d8+8(13); HD 11; hp 101; SA none; SD Paladin's aura of protection; Sword automatically dispels incoming harmful magics from casters 11<sup>th</sup> level or less, provides 50% MR in a 10' radius against any incoming evil magics; MR per sword; SZ M; ML 18; Str 18/01; Dex 15; Con 16; Int 8; Wis 15; Chr 15.

Saves: PPD 3; RSF 5; PP 4; BW 3; Spells 6 (plus armor bonuses for applicable spells)

Dane will go after his great-grandfather first, before turning his attention to other threats. His sword is a full-power Purifier, granted him by Lathander to help him deal with his great-grandfather, and the DM is encouraged to look the sword up in the Complete Paladin's Handbook to ensure it is run appropriately.

IF THE PCS ATTEMPTED TO DO ANYTHING TO REPAIR OR RESANCTIFY THE STATUE OF LATHANDER, then they are under the effects of a double-strength *prayer* spell (+2 to hit, +2 to damage, +2 to saves) from the time Dane arrives until the end of the combat. A standard *prayer* will cumulate with this effect. The PCs will be aware of the change, and a wisdom check will allow them to figure out that a god has intervened on their behalf. Note that they only receive the ally portion of the *prayer* effect; the enemy portion does not affect the undead in the cavern.

Dane is a lot of things at this point, but he is not invulnerable. When he attacks Dominic, the non-enlarged Skeleton Warriors will interpose themselves while the party is kept busy with the other threats. Dane will single-mindedly go after the lich, however, even if that means that he has to go through the things in front of him. He will ignore anything behind him, so feel free to make it clear that while he's pretty powerful, he is in a lot of trouble without the party's help.

### IF THE FIGHT MAKES IT TO ROUND 10, or if Dane falls, read the following:

*The air ten feet above the altar shimmers and swirls, and a dark hole opens. Through soot and fog, a many-spined castle emerges on the far side of the strange portal. Dominic looks up and howls with delight. He lifts his arms, and begins to float toward the opening, toward Ravenloft. The gem in the center of the altar slowly floats toward the opening as well.*

IF DANE IS STILL ALIVE, he will grab the lich by the feet and begin to be lifted toward the opening as well.

The portal can be dispelled at 18<sup>th</sup> level of ability. It will take the lich one round to reach the portal, and he will begin trying to go through at the beginning of round 11. He will not be able to move all the way through the portal until the end of round 12 (initiative segment 15). During this time, he will be taking no actions other than trying to get back to Ravenloft. He may be dragged down by no fewer than 3 individuals, with a combined strength of at least 40 or weighing a total of at least 700 lb. (Dane, in armor, weighs around 270). If neither of these conditions is met, he will begin to take the PCs through the portal with him, as well as Dane.

The PCs can also attempt to stop him by capturing his phylactery, at which point he will begin to battle them again. He can't very well go to a different plane

without his soul. Allow the PCs latitude in trying to keep Dominic from escaping; this is NOT designed to be box-text escape for an incredibly evil person. It is designed to allow characters to be heroic and creative in their attempts to destroy a being of great evil.

If Dominic does escape, the portal will stay open one more round before closing, allowing PCs the opportunity to follow him, or allowing PCs who were taken through one round to let go and jump back. When the portal closes, any PC on the other side is now trapped in Ravenloft, where they may continue to fight Dominic. Let them sweat the idea of being trapped for a couple of minutes (maximum of 3 combat rounds), and then read the following:

*With a jolt, the world around you fades and you feel yourself falling. You hit the stone floor and open your eyes to see the cavern in which you fought the lich. You have been forcibly ejected from Ravenloft – not an altogether bad thing.*

The magic that sends the PCs back is just short of Divine. This, combined with the fact that some of their items did not seem to function as normal in the section or Ravenloft where they arrived, means that MR and *scarab of protection* saves DO NOT APPLY to being sent back to Toril.

Dane, if he goes through, will also be sent back. He will be utterly useless until he gets a *heal* spell cast on him, or until he is affected by the box text in Encounter 9a or 9b, however, gibbering and drooling as a result of his exposure to the intense evil of Ravenloft.

### **Encounter 9a: Success (Lich and/or Phylactery Destroyed)**

As the lich (or the last of the undead, for low tier) falls, a low moan fills the cavern. Then, everything is still.

#### **LOW TIER:**

*Dane looks at you, at the carnage all around, then cocks his head to one side and listens. “Go back to the house. Now! The backup group I summoned has found my great-grandfather, and I must go help them.” He looks at you fondly, and a single ray of sunlight seems to stretch through the stone ceiling to touch him. “I will meet you back at the house. Go now.”*

The party cannot effectively follow him, and will end up disoriented and back in the basement if they attempt to do so. Lathander isn't going to let low-power adventurers go against the lich any more than the authors are!

When Dane returns to the basement, or wherever the party waits for him, he leans against the wall and slowly slides to the floor.

#### **HIGH TIER:**

*IF DANE IS ALIVE:*

*Dane Crothers removes his helm and slumps against a wall, his head in his hands. Low sobs rack his body.*

*IF DANE IS DEAD:*

*A bright golden shaft of light breaks through the stone ceiling of the cavern and surrounds Dane's body. A gentle voice resonates through the cavern. “Arise, child, and go to see the morning.” Dane shudders, his eyes flutter open, and he sits up and presses his back to the wall. He stares up into the shaft of light, and when it fades, he lowers his face into his hands and sobs gently.*

#### **ALL TIERS:**

If he is asked what is wrong, Dane will explain the story to the PCs.

*“I was waiting for you in the basement when a man appeared in front of me. Not a... not a normal man. He told me that you were in danger, and that my great-grandfather needed to be destroyed. Then he touched me, and I understood... so much... I am one of Lathander's chosen holy warriors. He had been trying to tell me for years, but the evil of my great-grandfather kept the truth from me. So now... now I must dedicate my life to his service. I know my destiny, and I owe it all to you.*

*“Thank you. I am forever in your debt.”*

*With that, he stands, and offers his hand to each of you.*

*“Come, friends. Let us go and watch the sunrise.”*

After breakfast, Dane will thank them for their interest in his family's affairs, and give them the *endless diary*, a potion of flying, a potion of invulnerability, and a wizard scroll (spells in Treasure Summary). He will also give the PCs 15,000 gp to split amongst themselves.

### **Encounter 9b: Survival (Lich Escapes to Ravenloft)**

*You search the caverns, but turn up no sign of the lich, Dominic Crothers, or his minions. While he may not have been destroyed, he is definitely gone from this plane, and that, at least, is a comfort. With your search complete, you accompany Dane out of the*

*crypt, up the stairs from the basement, and out the front door of the manor house.*

*“At least he’s gone.” Dane sounds wistful. “I feel as though something remains to be done, though. My quest has yet to be fulfilled.*

*“I should explain. I was waiting for you in the basement when a man appeared in front of me. Not a... not a normal man. He told me that you were in danger, and that my great-grandfather needed to be destroyed. Then he touched me, and I understood... so much... I am one of Lathander’s chosen holy warriors. He had been trying to tell me for years, but the evil of my great-grandfather kept the truth from me. So now... now I must dedicate my life to His service. I know my destiny, and I owe it all to you.*

*“Thank you.”*

*With that, he stands, and offers his hand to each of you.*

*“I hope that, if my great-grandfather ever returns, I have individuals as brave as yourselves to stand beside me. Until the final day dawns, I remain in your debt.”*

After breakfast, Dane will thank them for their interest in his family’s affairs and give them the *endless diary*, a potion of flying, a potion of invulnerability, and a wizard scroll (spells in Treasure Summary). He will also give the PCs 15,000 gp to split amongst themselves.

## Encounter 9c: Missing the Crypt

If the party does not give Dane the three pieces of the funereal amulet, which were found in Encounters 5-7, then he will have no reason to direct them to the family crypt. The party will be able to keep the amulet pieces, which are worth 5000 gp total. Any knight or squire who does not turn over the pieces of the amulet should receive a negative chivalry point, however.

After breakfast, Dane will sigh, thank them for their interest in his family’s affairs, and give them the *endless diary* (but no other treasure from the family’s vaults).

*You return to Ravens Bluff, feeling good to have helped rid the world of several inordinately foul creatures. A few days later, you notice an unusual Trumpeter headline:*

TANTRAS ESTATE BURNS IN BLUE FLAME,  
RUMORS POINT TO RAVENLOFT.

*The story which follows gives a short biography of the Crothers family, including the late Dane Crothers, killed in the fire. It concludes with a quote from a very disturbed eyewitness.*

*“I’ve never seen anything like it. There were blue flames all over the house, and the grasses, and the trees, and everything was screaming in pain. And then it stopped, and there was just crackling flames. And then – silence.”*

## Encounter 9d: Failure

If the party is killed in the final encounter of the low tier adventure, Dane will find them and bring them out, and provide a total of 300,000 gp for purposes of resurrecting and raising dead characters. He feels more than a little responsible for their predicament, and as a paladin he doesn’t have much use for that money any more.

If they are killed in the final encounter of the high tier adventure, their bodies will be recovered by a group hired to search for Dane Crothers a month later. Dane will be resurrected for free at the temple of Lathander for free when the priests see the sword he still grasps in his hand, and will provide a total of 300,000 gp for purposes of resurrecting and raising dead characters.

The party will, in either case, receive only the *endless diary* from the Crothers vaults, in addition to treasure gained elsewhere in the adventure.

End

## Experience Point Summary

Experience is calculated as follows for Living City events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. NEW: PCs get the experience for the tier for which their INDIVIDUAL level qualifies them, according to the chart below. If the PC falls into a higher individual tier than the party’s tier, he or she gets the experience at the adventure tier level. Under no circumstances can a character’s individual award exceed the party tier.

For example, if the party has a 2<sup>nd</sup> level PC, a 5<sup>th</sup> level PC, three 6<sup>th</sup> level PCs, and an 11<sup>th</sup> level PC, the group falls into tier 3. The 2<sup>nd</sup> level PC gets tier 1 experience, the four PCs on tier 3 get tier 3 experience, and the 11<sup>th</sup> level PC also gets tier 3 experience.

Tier 1:	Character levels 1 and 2
Tier 2:	Character levels 3 and 4
Tier 3:	Character levels 5 and 6

Tier 4: Character levels 7 and 8  
 Tier 5: Character levels 9 and 10  
 Tier 6: Character levels 11+

Tier 6: 4,000 xp

Multiply the total experience for tier 1 by the tier for each PC. Then add bonus experience if the PC played in either Tier 5 or Tier 6.

**Total Possible Experience:**

Tier 5: 9,500 xp  
 Tier 6: 11,800 xp

**Encounter 2:**

Defeating the Glass Golems: 100 xp

**Encounter 3:**

Not setting off *alarm* spell: 25 xp  
 Searching the room without harming or stealing anything: 25 xp  
 Identifying spell components: 25 xp  
 Accepting Jonni's assistance to go to Tantras: 25 xp

**Encounter 4:**

Giving Dane information: 25 xp  
 Learning about the poison: 25 xp  
 Avoiding the poison: 25 xp  
 Solving the puzzle: 25 xp

**Encounter 5:**

Defeating the werewolves: 100 xp

**Encounter 6:**

Getting information from Kirasov: 25 xp

**Encounter 7:**

Fighting the undead: 50 xp  
 Finding Dominic's grave: 25 xp  
 Repairing/blessing statue of Lathander: 25 xp

**Encounter 8:**

Giving amulet pieces to Dane: 25 xp  
 550

**Encounter 9:**

Defeating the undead minions and/or the necromancer: 150 xp  
 Following the lich to Ravenloft: 100 xp

Total Experience for Objectives: 800 xp  
 Roleplaying Experience: 0-500 xp

**Total Possible Experience: 1,300 xp**

Tier 2: 2,600 xp  
 Tier 3: 3,900 xp  
 Tier 4: 5,200 xp

**For Tiers 5 and 6:**

Multiply total from above by tier, then add the following to get the total:  
 Killing the lich: Tier 5: 3,000 xp

**Treasure Summary**

PCs may keep items from the scenario which are listed on the treasure list 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 PCs 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 PC to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the PC. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some PCs. Items which are worth more than 5,000 gp, which are of personal significance to the owner (including family heirlooms), and magical items will be discovered in the possession of the PC by one means or another. The PC who stole them must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives one Infamy point for being a known thief. For other items which meet the criteria in #1 above, use your judgment on 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 which it later finds unreasonable but which were allowed at the time.

**Encounter 1:**

- 200 gp per PC

**Encounter 3:**

- 1000 gp diamond
- Ivory Scroll Tube worth 75 gp

#### Encounter 4:

One book from the Crothers Library (the book must be selected before players leave the table, and denoted on the cert)

\_\_\_ The Denizens of the Netherworld by E. Hunter: This book will, with the expenditure of 8 time units, allow the reader to gain the Necrology NWP. Once read, the book cannot be used by anyone other than the PC named on the cert, as it must be kept as a reference. GP value 0.

OR

\_\_\_ A Revised Look at the Artifice of The Plane of Madness, With Expanded Consideration Given to the Particulars of the Creation of Non-Living Entities, by Stanton Crothers: This book can be used as a reference by the PC to determine the powers and weaknesses of any golem. This requires two full rounds of reviewing the book when a new type of golem (one not previously encountered since obtaining the book). Once a type of golem has been encountered it can be noted on the back of this certificate along with the adventure name and the signature of the judge. From then on information can be referenced about that golem type after one full round of research. If this book is ever traded, lost or given away, the knowledge gained is lost. The contents of the book may not be copied by any means. GP Value 0.

#### Encounter 5:

- *Billy club +1*: Size S, Type B, Dmg d3+2/d2+2 (including magical bonus), wielded with the club proficiency

#### Encounter 9:

High Tier ONLY:

- *Cloak of protection +2*: This mottled gray cloak looks like most standard *cloaks of protection*, with one exception. When held up against a bright light source, an outline of the holy symbol of Garagos is visible in the weave. The item itself is not evil, although followers of Tempus and the Red Knight will be uncomfortable around anyone wearing this cloak.
- *Ring of concentration*: Activation of this ring must be declared before initiative dice are rolled for the round in which the ring is used and the ring must be worn by the caster on the round before the action is declared. The ring allows a spellcaster (wizard, bard, or priest) to concentrate on a single spell so completely that he or she possibly can avoid being disrupted unless hit with a *dispel magic* spell, knocked unconscious, or killed. Weapon attacks and spells which do not kill or

render the PC unconscious will not disrupt the casting of the spell, provided the necessary components (verbal, somatic, material) can still be completed and the spell caster makes a completely unmodifiable save vs. spells. The spell will go off at the end of the round, after all other PCs and NPCs have acted if the save is successful. If the save fails then the spell is disrupted. In any case the caster will suffer any negative effects of the attack regardless of the success or failure of the ring of concentration. Further, the wearer loses any Dexterity bonuses to Armor Class or saving throws for the round. The ring can only be used once per adventure. The power of this ring expires on August 1<sup>st</sup>, 2001. GP Value 13,500

*Scarab of anger*: This item turns anyone who wears it evil instantly, as it uses their anger to undermine any goodness they may have. There is no saving throw for this effect, and no possibility of atonement. Paladins can detect the evil of the item immediately. Thus, there is no certificate. Any PC who insists on keeping this is removed permanently from play. Collect the character sheet and certs and give them to the convention coordinator for forwarding to the LC Board.

#### Encounter 9a or 9b (reward from the Crothers family vaults):

- 15,000 gp for the party to divide
- *Endless diary*: This ornate diary is bound in dragon-hide, and has been specially enchanted to never be filled, no matter how much text is in it. It cannot be used as a spellbook. It saves as hard metal, because of its binding, and has an additional +5 bonus to any item save vs. the effects of any breath weapon. Attempting to tear pages from the diary requires a save vs. Crushing Blow, with failure resulting in the destruction of the enchantment on the diary. Succeeding in the save means that the page is not successfully removed.
- *Potion of flying* [2 doses]
- *Potion of invulnerability* [2 doses]
- Wizard Scroll: *metamorphose liquids*, *wind wall*, *thunderlance*, all written at 12<sup>th</sup> level of ability

The *endless diary* ONLY is given out in 9c and 9d as well.

#### Fame Award

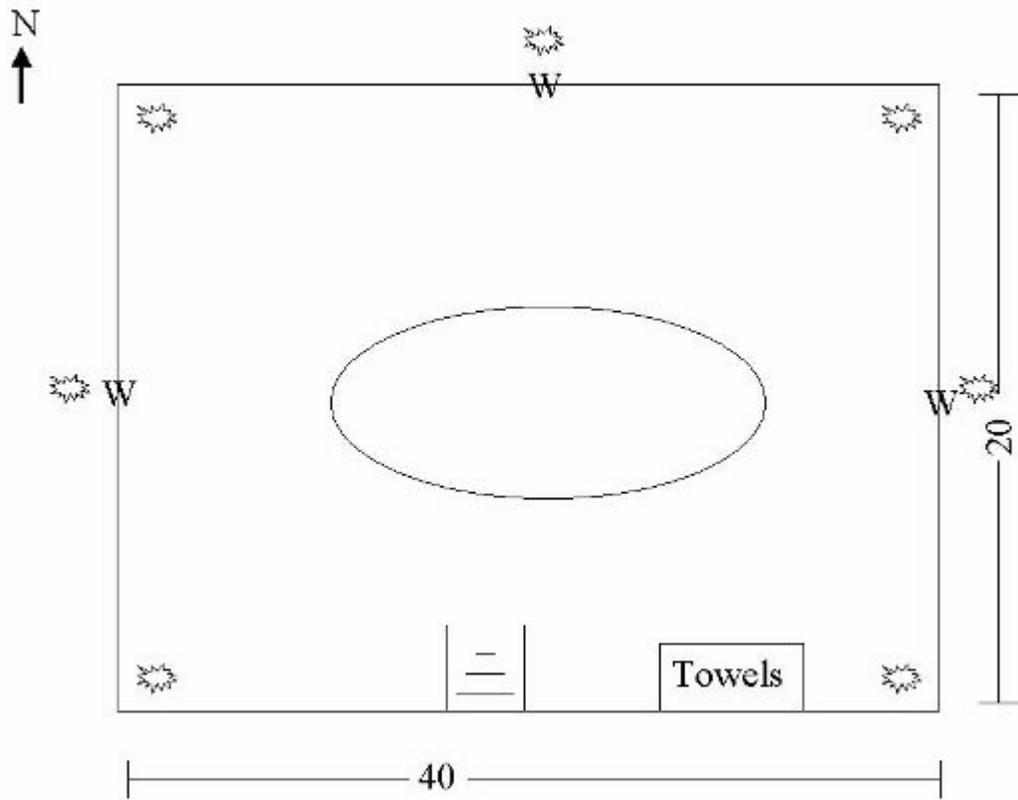
1 point in any category the player wants to put it in. The story of these events goes everywhere once the lich is destroyed.

**Player Handout 1: The Summons**

*I would appreciate your assistance in dealing with a small problem that has recently arisen in my inn. I understand that you have done work for others in the city, and that you may be trusted to handle delicate situations with appropriate discretion. Please meet me in the grand hall of the Overlook Inn at three bells past high sun today.*

*- Jonni Zel'de'Kai  
Proprietor, The Overlook Inn*

**Player Handout 2: Basement of the Overlook**



*Note: W = Window; Stars are Continual Light sources*

**Player Handout 3: Inscription on the Plaque Below the Family Crest**

*Pride, honor, zeal - these are the traits which allow the Crothers family to survive and prosper in the quixotic world upon which we have been forced. Just as we strive from day to day to increase our understanding of that world, so does the world continue to strive to understand us. With fortune as our guide, perhaps one day we shall meet our world, and find all to be complete.*

#### **Player Handout 4: Books in the Crothers Library**

**The Plane of Dread: A History Out of Time** *by Dar Chase*

**The Denizens of The Plane of Dread** *by E. Hunter*

**Portals, Gates, Folds and Holes: Extradimensional Travel in a Nutshell** *by L.I. Space*

**Demiplanes I've Run Away From** *by B.A. Coward*

**The Powers of The Plane of Dread** *by A. van Hellsing*

**One Crothers Family, V. I** *by Susan Crothers*

**One Crothers Family, V. II** *by Nestor Crothers*

**The Artifice of The Plane of Dread** *by G. Maker*

**A Revised Look at the Artifice of The Plane of Dread, With Expanded Consideration Given to the Particulars of the Creation of Non-Living Entities** *by Stanton Crothers*

**Player Handout 5: Last Page, One Crothers Family, V. II**

*It is not enough to simply tell the story of the family for all to see. While I wrote the book to be complete, I realize the folly of providing certain pieces of information to our progeny. I have therefore excised a portion of the book, and hidden it. If help is needed to discern its location, look to the family, and avoid the quixotic mess surrounding it. The key is below.*

*Nestor Crothers*

25 17 73 - 22 7 84 - 68 28 70 3 18 73 - 9 17 70 5 - 22 7 5 9 -  
25 43 3 9 308 - 32 7 5 - 1 18 17 105 106 5 - 68 2 8 70 -  
22 7 5 - 53 17 18 18 - 22 8 - 2 5 81 5 17 18 - 22 23 24 -  
70 3 25 25 3 9 308 - 1 17 308 5.

## **Player Handout 6: The Green Page**

*...ultimately, it may be that fascination with the strange, evil land that is The Plane of Dread that becomes the undoing of our family. We have been given to understand that our connection to the vile place began with the researches of Dominic Crothers, a member of the family most of us would as soon forget. His legacy is one of evil, and his passing was an occasion of great joy. It is good that he is no longer of this world.*

*His researches began when he was young, and only mildly demented. The evil that he would become took hold of him and led him into dark alleys, where he learned of blood sacrifice and the black arts. Exploring further, he discovered that he had a gift for such twisted ways, and, perhaps more frightening, an indescribable joy in their perpetuation.*

*It is with great shame that I, his grandson, do put the truth to paper, for it would do infinite harm to the Crothers name if it were to come to light. But enough out there know pieces of the truth that it only makes sense for the whole truth to be found in one place, if only to keep fiction from becoming more awful than fact. Though, to be honest, I scarcely know how that could be.*

*The fact is that as he grew to manhood, Grandfather Dominic became more and more vile. He bought children from the Thayvians to use in his rituals, and sometimes there were whispers around the city that he bought locals as well. Nothing was ever proven, but it didn't matter, the power of rumor being what it is.*

*He could not have been all evil, however, as he sired two children. His eldest son, Baron, was always his favorite, but he loved my father, Cyrus, as well. His wife died giving birth to Cyrus, and he never remarried. I loved my father dearly, though I can scarce begin to guess how much his life may have been twisted by his father's influence.*

*One day, Grandfather Dominic went for a walk in the forest outside the city walls. He didn't reappear for days, then weeks, and we began to wonder (hope, truth be told) if he had been killed. Two months passed, and then Baron disappeared from his bedroom in the middle of the night. They searched for him all the next day, but to no avail. He was nowhere on the estate, nor was he anywhere in Tantras proper. Baron was never found.*

*The next night, Dominic returned. He said nothing to anyone, simply walked up the stairs to Baron's room and sat, in silence, for almost three days, refusing food and water. He finally passed out, and was taken to his own room.*

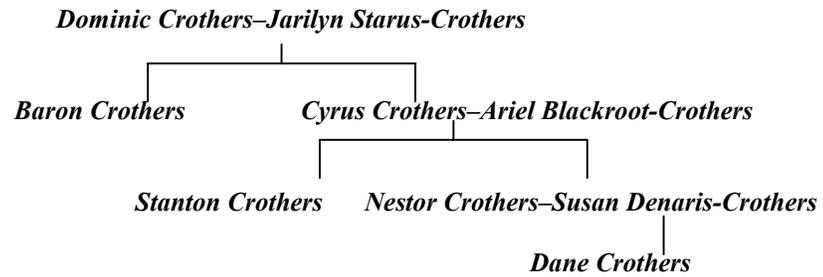
*He never spoke of where he had been, or what he had seen, but everyone knew. He had seen The Plane of Dread, in all its evil splendor, and wanted to return. But in the night, as he slept, he would call out for his son. And then, in an anguished voice, scream, "Why am I not a Power? Why?"*

*The rest of his life was spent in research on The Plane of Dread, gathering book upon books, laughing at them, burning them, scribbling in them, and always – always – trying to find the spells to open a way back.*

*I knew him briefly, during the last years of his life. He was an angry, bitter man, who seemed to hate no one so much as his own family. I remember being afraid every time I was around him and very glad when I woke up one morning to the news that he had died in his sleep. At the time, I was just glad to know that he was gone. Now... now I wish I'd actually seen the body.*

*Family or no, he was a vile, evil man. May he never rest, and may he never find the favor of that damnable land which, even now, threatens to destroy our family with its influence.*

**DM Aid #1: The Crothers Family Tree**



## **DM Aid #2: Spell Descriptions (from Wizard's Spell Compendium)**

**Iron Body** (8th level spell; duration of 18 rounds): This spell transforms the caster's body into living iron, which grants him several powerful resistances and abilities. While the spell is in effect, the caster can be injured only by blunt weapons of +3 or better value, or monsters of 8+3 Hit Dice or more. Slashing weapons, falling, crushing, and constriction attacks of all types are completely unable to harm the caster, although an attack may knock him off-balance or pin him beneath tons of debris. Spells or attacks that affect the subject's physiology or respiration -- for example, cloudkill, poison, enfeeblement, contagion, or pain touch -- fail completely, since the caster has no physiology or respiration while the spell is in effect. Also, spells that have weight limits should be applied to the wizard as if he weighed over 3,000 pounds. The wizard ignores electrical attacks and saves at +4 against fire attacks. If he saves, he takes quarter damage; if not, he takes half damage. In addition to the natural immunities of an iron body, the wizard enjoys powerful offensive capabilities. His strength score is raised to 20 (+3 to hit, +8 damage) for the duration of the spell, and he can punch or bludgeon his enemies twice per round for 1d4 points of damage per blow, plus his Strength bonus. Unfortunately, his movement becomes slow and awkward, so he is reduced to a move of 3 and suffers a -2 penalty to his initiative rolls. Most importantly, the wizard's clumsiness and lack of breath prevent him from casting any spells while the iron body is in effect. \*\*

**Mystic Shield** (8th level spell, duration of 18 rounds): This spell creates an invisible aura around the caster. It moves with the caster, and prevents all wizard spells of 7th level or less, and all priest spells of 6th level or less, from having any effect on the being. The protected being can, however, cast spells and wield magical items normally (even on himself, within the aura). This usage has no effect on the mystic shield, nor does it prevent the protected being from casting any spell which brings things to the caster. Magical armor and protections worn or used by the protected being function normally within the aura. To physical attacks and senses, the mystic shield does not exist. A magical blade striking the protected being inflicts only physical damage: any magical damage bonuses, attack bonuses, or magical special effects are negated.

\*\*Note that Kirasov has a magical pin which allows him to cast many of his spells without vocal or somatic components, so is still able to cast spells, and is still able to revert to mistform after the Iron Body goes into effect.