



# C A M P A I G N S

LEGACY OF THE GREEN REGENT™

# KEY TO PHANTOMS' CLOISTER

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Sources for this work include the following: *Faiths and Pantheons*, the FORGOTTEN REALMS Campaign Setting, *Lords of Darkness*, *Monsters of Faerûn*, *Powers and Pantheons*, *The North FORGOTTEN REALMS ADVANCED DUNGEONS & DRAGONS 2nd Edition box set*, and *Volo's Guide to The North*.

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## INTRODUCTION

This adventure is optimized for 1st-level characters. This means that it is primarily designed and balanced for a group of four or five 1st-level characters. If your group deviates from this size and strength, each encounter features a section titled Scaling the

Encounter so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four or five PCs in your group, and all are of the same character level, it is pretty easy to use this section: just use the level entry that corresponds with the PCs' levels. For groups of mixed levels and groups with six PCs, first determine the average character level of the group then add a +1 modifier for groups with six players. Treat that value as the level of the group. Use your DM's discretion, though. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, not overwhelm or even underwhelm them. The most enjoyable D&D games are the ones where failure and death are a possibility, but success and reward are attainable through daring and smart play.

**Note:** If you are planning on playing this adventure, stop reading now. If you read

farther than this paragraph you'll know too much about its challenges, which kills the fun. Also, if you are planning on playing this adventure at an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

## PREPARATION

As DM you need a copy of the three revised edition (also called version 3.5) core D&D rulebooks to play this adventure. They are the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. It is also recommended that you have the *FORGOTTEN REALMS Campaign Setting* book, but it is not necessary. You'll also need a set of polyhedral dice, and something to use as the battle grid (a vinyl or laminated grid usually works best, so you can use wet-erase markers to draw battle grid features), and enough DUNGEONS & DRAGONS miniatures to represent combatants on the battle grids.

Throughout the adventure, shaded boxes provide player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instructions on running the adventure. Information on

nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on nonplayer characters and monsters will either be given in an appendix of this adventure or can be found in the *Monster Manual* or *FORGOTTEN REALMS Campaign Setting*.

At the end of this adventure you'll also find an RPGA Table Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, you need to complete it and return it to your senior gamemaster (see below for more details).

## RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website ([www.wizards.com/rpga](http://www.wizards.com/rpga)), but you may have received a copy of it from other means. In order to play this adventure as part of the LEGACY OF THE GREEN REGENT campaign, a worldwide ongoing D&D campaign, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at their DM's house.

In order to sanction the event you must be at least an RPGA Herald-level Gamemaster. The person who sanctions it is called the senior gamemaster, and is in charge of making sure the event runs and is reported in a timely manner. The person who runs this game is called the table DM (or usually just DM). Sometimes (and almost all the time in the case of home events) the senior gamemaster is also the table DM. You don't have to be a Herald-level Gamemaster to run this adventure if you are not the Senior GM.

By sanctioning and then reporting this adventure you accomplish a few things. First, it allows the PCs that participate in this adventure accumulate experience points (XP) and gold pieces (gp) to advance their LEGACY OF THE GREEN REGENT character. Second, the RPGA bases future adventures on what the majority of PCs do in past ones; the PCs' actions shape the direction of the campaign. And lastly, players and DMs gain rewards for sanctioned play if they have signed up for the DUNGEONS & DRAGONS PLAYER REWARDS. This adventure is worth four points for that program.

This adventure retires from RPGA-sanctioned play on January 25, 2004.

If you are looking for more information about LEGACY OF THE GREEN REGENT character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS PLAYER REWARDS, see the RPGA website.

### DUNGEONS & DRAGONS MINIATURES

To run this adventure it's recommend you have the following miniatures:

#### From the HARBINGER™ set:

- 2 Wraiths (53/80) to represent Brother Sheer and Brother Keeling (can also be used to represent the Dark Monk)
- 1 Tordek, Dwarf Fighter (13/80) to represent Eman
- 1 Devis, Half-elf Bard (20/80) to represent Douver
- 1 Elf Archer (21/80) to represent Kars
- 5 Werewolves (79/80) to represent groundlings
- 1 Evoker's Apprentice (5/80) to represent Felgratz
- 3 Man-at-Arms (10/80) to represent the Zhentarim Soldiers

#### From the DRAGONEYE™ set:

- 1 Large Monstrous Spider (54/60) to represent the Large monstrous spiders.
- 1 Dwarf Barbarian (18/60) to represent Vaijutt.
- 3 Grimlocks (42/60) for the grimlocks

## ADVENTURE BACKGROUND

Phantoms' Cloister was once the Monastery of the Fallen One, a holy place dedicated to the worship and the dream of the full divine return of the Momentary God, Karsus. The followers of the Momentary God believe that Karsus is not truly dead, and can be restored to his proper place of power. With the help of an item called the *shifting diadem*, the brothers and sisters of the fallen monastery believed they had limited contact with the object of their worship. The abbess of the monastery used the *shifting diadem* to move herself and the other faithful into a strange transitive demi-plane she called the Mind of Karsus. The Monastery of the Fallen One stood for only a few scant decades. As the abbess delved deeper in to "Karsus's mind," she became more driven in her goals of making full contact with, and the full restoration of, her master. Instead, her sanity abandoned her. In a last-ditch effort to reach her allusive goal, she used a ritual of her own device to plunge the entire Monastery of the Fallen one into the Mind of Karsus. It didn't quite work.

Today, almost six centuries after the monastery's fall, the people of the Delimbiyr Crescent call what is left of the monastery Phantoms' Cloister. It sits as a foliage-covered, crumbling ruin at the northern reaches of Southwood Forest, not far, but still out of sight of, the road between Loudwater and Orllbar. The magic of the place is usually inert, but the ruins still has its dangers. It's the home of the occasional bandit band, bugbear tribe, or worse, and occasionally the Loudwater Riders or a group of adventurers storm the place to make the road to Orllbar safe again. There are times, though, when the ruin's strange legacy becomes visually apparent.

In the tendays after most Shieldmeets something strange happens at the ruin—it "goes phantom," as the locals put it. A ghostly image of the old intact Monastery of the Fallen One rises up from the rocky remains of the ruins. Over the centuries, adventurers have attempted to discover the reason for the strange occurrence, but their efforts have always ended in failure. They have either not returned, returned telling stories of lost time and memory loss, or, worse yet, came back insane from their experiences within Phantoms' Cloister.

The truth is that during this time the Mind of Karsus demi-plane converges with the Material Plane, allowing those trapped inside to briefly interact with the denizens of the Material Plane, and vice versa. Some minions of the still existing, but trapped, abbess try desperately to free themselves, while others attempt to make headway in their mission of advancing the abbess's cause. Their work typically brings the attention of adventurers and powers of at least Loudwater and Llorck, and the current phantom cycle is no different.

Pelzen, a wizard, and member of the Cyricist faction of Llorck first stumbled upon some of the secrets of Phantoms' Cloister while subjugating a small tribe of centaurs in the Grey Highlands. The tribe's chief, a wizened shaman, remembered stories about the fallen monastery passed down by his line, and used those stories and their reference to a powerful magical crown that could "swallow magic and time" (the *shifting diadem*), to parlay freedom from the Zhentarim wizard. It did work, in a fasion. After Pelzen learned all he could from the shaman, he released the centaurs—he released them from the mortal coil.

Using the resources of the Cyricist clergy, and his own

quasit familiar, Delezart, Pelzen moved forward with plans to procure the *shifting diadem*. Through Delezart's *commune* ability, Pelzen found that the return of Phantoms' Cloister didn't automatically occur after every Shieldmeet. He learned there was a spectral catalyst to that event. After every Shieldmeet two ghosts appear, one in Loudwater, and the other in Llorck. Each leading to a different key to a great door found in the dungeons under the monastery ruin, each a key in the form of a strangely substantial shard of light. When both shards are place in the door, the cloister "goes phantom" for five days and nights. Pelzen also learned that within the Phantoms' Cloister the *shifting diadem* still sits, atop the head of the abbess. With this knowledge he quickly arranged a pair of expeditions to recover the shards: a groundling expedition to Loudwater; and one by his lead in Llorck.

Pelzen own expedition was stymied by the machinations of Delezart, who killed her master and recovered the Llorck shard. By the time the PCs stumble upon the strange secrets of Phantoms' Cloister, the treacherous quasit has teamed up with a group of strange allies—derro and their grimlock slaves—while the Cyricist Zhentarim, under the leadership of a wizard named Felgratz, try to thwart the quasit. The quasit has already reached Phantoms' Cloister and place the shard in the magical doorway. The two forces fight at the grounds of the cloister, while waiting for the groundlings to show up with the Loudwater shard.

Enter the PCs on a strange night in Loudwater; the only hope that the *shifting diadem* does not fall into evil hands.

## ADVENTURE SYNOPSIS

The PCs begin in Loudwater at the Red Boar Inn. There, late at night, they notice a strange sight outside the tavern. Three adventures—a human, a half-elf, and a dwarf—follow an apparition traveling down the city's streets toward a spot called Tragedy's Grotto. If the PCs follow, they stumble upon a savage battle, as groundlings, savage assassins of the Zhentarim, attack the adventurers. During the battle the ghost disappears into the ground.

After the groundlings are defeated, curiosity should hold sway, as the PCs try to uncover the ghost's path. When they do, they find an old tomb and a strange door with a puzzling lock. Beyond it is a shard of pure light, but somehow still semi-tangible, and some clues as to what purpose the shard may have and its connection to Phantoms' Cloister.

In the next part of the adventure, the PCs should pool their resources to find out all they can about Phantoms' Cloister. When they are ready, the action moves to the ruins.

There the PCs walk into a smoldering battle already engaged by the forces of Delezart the quasit and the Cyricist Zhentarim. Both sides are already depleted, and lay in wait for the groundlings to bring back the second shard. The PCs arrival on the scene creates problems for both sides, but especially for the Zhents, who were praying to their dark god for reinforcements. They find out how fickle Cyric can be, but attempt to make the best of the new situation.

Whether the PCs barter with or beat down the Zhents at the ruins, their other foes wait in the dungeons of the ruins, ready to battle for the shard at the very doorway that opens the secrets to Phantoms' Cloister. If the PCs can defeat Delezart's allies and

place the second shard into the door, it opens the opportunity to find the secret of Phantoms' Cloister.

In this adventure the PCs have the opportunity to stop the hated Zhentarim from retrieving a powerful artifact with significant, later plot ramifications, while finding out more of the strange history of the Delimbiyr region.

## ADVENTURE HOOKS

This adventure begins in the Red Boar Inn, one of the most renowned inns of Loudwater's human-dominated Low Town. Unlike much of the City of Grottos, this section of Low Town fractures very congested, muddy streets, and lacks the picturesque foliage-covered building many associate with Loudwater. The neighborhood surrounding the Red Boar Inn is a hive of taverns (most seedy by Loudwater standards) warehouses, craft guild buildings, and coster headquarters. It is a place teeming with commerce and merchants. There are many reasons why PCs could be in the area. Here are a couple of suggestions. Whenever possible, tailor the hook to the characters.

- The Red Boar Inn is a very common place for adventurers and mercenaries to look for work. At the inn's center is a large pillar made from a huge oak felled here a century or so ago by the Rein family. Would-be employers post bills on the pillar advertising their pay and needs. The search for work is always a good start for adventurous and mercenary groups.
- The PCs may be on a Low Town ale quest—a popular pastime for young adventurers—sampling the various brews of Low Town's taverns and inns. This is a good start for a group of whimsy adventurers played by mature players.
- An orc of the High Forest character, or a Scion of the Green Regent character may be investigating the murders of two orcs that were killed outside the tavern less than a tenday ago (see Adventure Start). Maybe one of the orcs was a relative of the orc of the High Forest PC, or maybe a scion heard that one of the orcs was related to Otar. While the PCs will not pick up any leads, it is a good way to get characters to the tavern. An interesting mystery, with personal significance is a good way to get players invested in the campaign's story to the Red Boar Inn.
- The Red Boar Inn is the unofficial headquarters of the Red Fellowship. Members of Stedd Rein's organization spend much of their down time at the establishment, as does its master from time to time. Groups with one or more Red Fellowship need little coaxing to spend a night at the Red Boar Inn.

## TROUBLESHOOTING THE ADVENTURE

**Reequipping characters:** If you are playing this adventure as part of the LEGACY OF THE GREEN REGENT campaign, players come to their event with their characters fully equipped based on their current level and gold piece value. They can reequip their character when they are in a town by spending their coin on hand (CoH). They can even increase their CoH by selling items for half their listed value.

Loudwater is a small city with a 15,000-gp limit. This means that characters can find items worth 15,000 gp or less for sale within the city. LEGACY OF THE GREEN REGENT characters also have a gp limit on which items they can buy, based on their level. While it is possible to find items for sale in Loudwater, there are few shops that sell items "over the counter." As the PCs go up in level, their prestige grows and opportunities to purchase more powerful items become available. A 1st-level character can only purchase items found in the *Player's Handbook*. Characters that are 2nd-level and higher can purchase *Player's Handbook* items and any legal magic items (based on the above mentioned single item limit, and Campaign Standards). At 2nd-level the gp limit is 450 gp, while the 3rd level gp limit is 1,350 gp and the 4th-level gp limit is 2,700 gp. Consumable items bought with CoH cost the campaign prices—that is, usually five times the normal published cost.

At events where you have a limited session time, you'll want to put a limit on at-the-table equipment purchasing. No more than 15 minutes should be spent for this activity during a normal four-hour or five-hour session, and even then some groups may not finish the adventure.

**Playing the Fool:** Sometimes even the best groups can feel stalled, or find themselves stuck at a dead end due to the whim of the dice, lack of sleep on the player's part, or just a strange lack of inspiration. In the LEGACY OF THE GREEN REGENT campaign there is a strange NPC that you can use as a plot pusher. His name is Jekris the Mad.

Sometimes called Jekris the Luckturner, or the Happy Fool, Jekris is more mystic force than person. Dressed in soiled robes, this gaunt, frazzled, and almost toothless old man mostly babbles inanely, but sometimes his ramblings are mixed with the occasional bit of helpful advice. He has a habit of opening secret doors by stumbling on their trigger, finding clues and tracks seemingly accidentally, and then disappearing in to thin air; sometimes walking into walls or off cliffs without a trace. Most of all, he helps move adventurers toward the right direction when they are stymied.

Don't overuse Jekris, or players will find his arrival silly, obnoxious, or boring. He is tool of last resort. If using Jekris doesn't mesh with your own personal DM style, then you don't have to use him. That said, he is not a totally random NPC, PCs are going to encounter him later in the campaign and in different roles.

Jekris never remembers people he has met before. Even the most experienced tracker can't find him when he or she wants too, but he seems to find people at fortuitous times, and usually for the better.

Everyone in Loudwater, Shinning Falls, and Orlbar has at least heard story of Jekris. Some people believe that he is some sort of strange manifestation of Tymora, while others believe that he is a spirit of some strange Netherese wizards (explaining his strange accent) that forever walks the Delimbiyr Crescent.

**Raising the Dead:** This is the first LEGACY OF THE GREEN REGENT adventure where PCs can be affected by magics that bring them back from the dead. At this point the PCs may have gained enough renown, and hopefully enough gold and experience, to come back to life. Like many things that involve XP and gp cost, *raise dead* and other spells work differently in DUNGEONS & DRAGONS CAMPAIGNS. If a PC dies, and his or her companions are able to bring the body



back to Loudwater within 11 days after the time of death, Prior Athosar, the local leader of the temple of Lathander, is able to cast *raise dead* and bring the character back to life (assuming the soul is willing). This incurs a 1,100-gp debt, which may be divided up between the characters that were played during the session. This debt is forever subtracted from the equipment value of the character, and reported in the “GP Debt” field of the Session Tracking Sheet. Additionally, the character that came back from the dead has its experience points reduced. The amount of experience points reduced is dependent on the current character level (see Table LGR3—1, below) of the PC the *raise dead* was cast on. Record the proper amount on the “XP Drain” field of the Session Tracking sheet. These two costs are the only costs for the *raise dead* (even for 1st-level characters), and overrides the rules found in the *Player’s Handbook*. When a character is brought back from the dead it is not recorded as a character death. Just record the gold debt and experience drain.

#### LGR—1: Experience Point Drain for Raised Characters

Character Level	XP Drain
1st and 2nd	1,000 XP
3rd	1,500 XP
4th	2,000 XP
5th	2,500 XP

#### Playing the Adventure in Reverse

LGR3 *Key to Phantoms’ Cloister* should be played before its sequel, LGR4 *Secret of Phantoms’ Cloister*, but that may not happen all the

time. If you are running this adventure for a group who has already played LGR4 *Secret of Phantoms’ Cloister*, you have two options. Either run the adventure as what has happened before, or change the story so that the final banishment of the Phantoms’ Cloister only occurs if the strange keys are placed into the Mind of Karsus gateway into the cloister’s dungeon, running the adventure after the *shifting diadem* has been recovered as a mission to put the ill-fated monastery to a final rest.

## ADVENTURE START: CURIOSITY AT THE RED BOAR

In many ways the Red Boar Inn is more like a market than an inn. Within its spacious common room there is plenty of eat, drink, and be merriment, punctuated by intense mercantile and political maneuvering in the shadowy corners. Its patrons are mostly humans, dwarves, and halflings, but it is not without a small number of half-orcs, as well as a number of rogue elves and half-elves. Elf and half-elf patrons are usually outsiders, and of the adventure persuasion, as many local elves see the Red Boar Inn as a den of human insensitivity and pettiness.

Orcs of the High Forest, becoming more numerous in the city in the last month, are grudgingly served, but it took a decree from High Lord Twohands to move the Red Boar patrons to this toleration. Less than a tenday ago, two orcs were killed in the street out-

side the tavern. Though the slayings occurred only two bells after sunset—during a period of typical great activity at the Red Boar—not a single witness to the slaying could be found by the authorities. In response to the slayings the high lord issued the “Decree of Reception,” making the visiting orcs who obey the laws of the city protected persons, with rights comparable to citizens. While there are many folk (human and elf alike) who are puzzled by the high lord’s largess in this matter, the decree is respected by the people of Loudwater...at least for now. Because of the murder, two Loudwater guards are always posted here. After dusk the guard is doubled.

Current controversies aside, the Red Boar Inn is hot-bed of news and employment. The pillar in the center of the inn is littered with notices of employers looking for workers, adventurer and otherwise. Many folk in the tavern talk freely of thier business or engage in gossip, but stray away from sensitive subjects, such as the new Green Regent, the history of the inn’s pillar (at least they will not talk about pillar with elves, half-elves, or even gnomes), not to mention the recent orc slayings, the presence of the Loudwater guard, and the high lord’s current decree.

At some point, maybe when the PCs finally come stumbling out of the inn, they see a strange sight on the near empty Loudwater street.

Three adventurers, a human, a dwarf, and a half-elf, follow an apparition of a cloaked monk. The dwarf leaps to grab the ghostly monk, only to fall through the spirit, and onto a muddy patch of street. The ghost does not respond to its pursuers. It continues to walk with some haste and purpose down toward the next corner.

Use illustration 1 to describe this encounter.

The ghost and the pursuing trio quickly round the corner. An easy Knowledge (local) or bardic knowledge check (DC 10) recognizes that the group is heading toward Tragedy’s Grotto, one of city’s grottos. Tragedy’s Grotto is devoted to the god Ilmater, as it has historically been a place of suffering. Over the centuries the grotto has been the site of many suicides and sad happenings, and many folk believe restless spirits haunt the place. A successful Knowledge (history) or bardic knowledge check (DC 20) reminds the PC of the story of a ghost who roams the place after every Sheildmeet, usually brining sorrow and doom to those who follow it, but there are stories that he can lead those who follow to a great treasure.

The three adventurers following the ghost are the founding members of the newly formed Three Coins Fellowship: A ranger named Kars, Eman the dwarf, and the half-elf bard, Douver. Recognizing this ghost of legend the group is hoping to find the phantom’s treasure. Needless to say, they haven’t thought their whole plan through.

If the PCs attempt to talk or interfere with the Three Coins Fellowship, they are politely asked to mind their own business by Douver (mustering all of his natural charm while doing so). If pushed, polite overtures are blown asunder by Kars, who tells interlopers to “leave now or you’ll be aiding me with my target practice.” That statement is followed by a stream of colorful obscenities and uninspiring putdowns (remember your audience here, nothing too strong for younger players), and eventually with arrow shots if the PCs stay more than a respectable distance (30 feet or so) away.

**Creatures:** The ghost, a monk of the Monastery of the Fallen One named Brother Sheer, is manifested, but ignores all attempts at contact (except for a successful turn check, which it can’t ignore). Brother Sheer continues his walk to Tragedy’s Grotto unless attacked or turned. In the former case he unmanifests and leaves the area, returning the very next night. In the later case there is a slight chance he is destroyed, but if not he unmanifests and flees the area. Unless he is destroyed, he returns each night to walk the route to Tragedy’s Grotto until the *shard of the Fallen One* is taken from the vault.

➤ **Kars:** human male Rgr2; hp 17; see Appendix 1.

➤ **Eman:** dwarf male War3; hp 23; see Appendix 1.

➤ **Douver:** half-elf male Brd1/Sort; hp 9; see Appendix 1.

➤ **Brother Sheer:** hp 22; see Appendix 1.

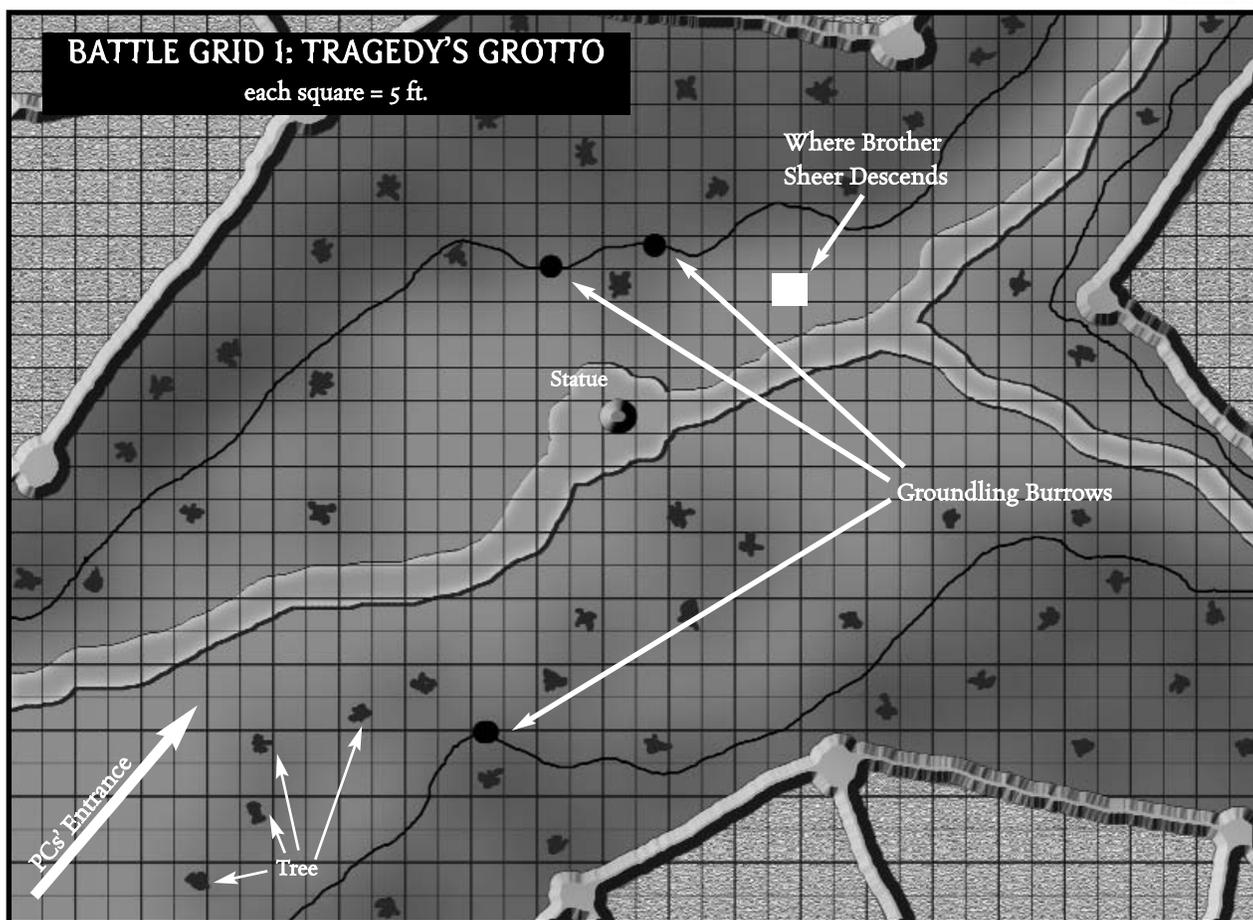
**Development:** Following the strange procession leads the PCs to Tragedy’s Grotto. There the PCs and the Three Coins Fellowship tangle with the Zhentarim’s groundlings.



## TRAGEDY’S GROTTTO (EL 4)

Crammed between a group of villas and merchant compounds, Tragedy’s Grotto is easy to avoid...and that’s just fine with the folks who inhabit this neighborhood of Loudwater. According to the sages of Velti’Enorethal, Loudwater’s many grottos are living incarnation of the city’s soul. While many of the city’s inhabitants don’t subscribe to high elven spiritualism, it is agreed that the grottos are sacred to the city, and those who disrupt grottos have been known to suffer the effects of strange and debilitating curses. While many grottos of Loudwater are well used and loved by its citizens, there are a handful of places that represent the city’s darker emotions and bitter history. Tragedy’s Grotto is one of those sites. It was here, almost four centuries ago, when no human villa stood near this site, that the last elven ruler of Loudwater took her own life for reasons still hidden by history. Stories say that it was also here that long-dead heroes of Loudwater first spied the dread Renshas approaching the city. The place has had more than its share of calamities, and thus has been dubbed Tragedy’s Grotto by the local denizens.

Like many places of pain and suffering, the grotto is sacred to the Crying God, and a small shrine to Ilmater, in the form of a statue of local St. Ulrich, stands in a small pool at the grotto’s center. A quick moving stream cuts the grotto in half, and is flanked by tree-topped knolls. Tended only periodically by the monks of



St. Ulrich, whose monastery stands two day's travel south of the City of Grottos, the grotto, while unkempt, is still rather picturesque for a place with such a dreary history.

When the PCs approach this place, the members of the Three Coins Fellowship are most likely still nipping at the heels of the monky apparition. Just as the trio reaches the center of the grotto (just past the statue of St. Ulrich) the ghost does something strange. Read or paraphrase the following:

Surprisingly, the ghost begins to sink into the ground. At first it makes what looks like a short hop downward, and then its form bobs slightly upward and then downward, as if descending down a flight of unseen stairs.

Zhentarim groundlings have been waiting here, well hidden, since the early morning. As the ghost descends into the Vault of the Shard (see the section of the same name), the groundlings attack with rage, angry that the ghost's destination was within their grasp throughout the day.

**Battle Grid Features:** Squares with water or a contour line count as difficult terrain. Moving into one of these squares is double the movement cost. Moving through the square with the statue of St. Ulrich counts as difficult terrain, and a combatant may not end its movement in that square. The statue does provide cover. Moving through a square with a tree is also difficult terrain, but combatants may end movement in the square. Trees do provide a kind of cover (see *DUNGEON MASTER'S Guide* page 87 for rules concerning trees and cover).

**Creatures:** The groundlings have buried 10-foot deep, winding burrows, and hid them with leaf-and-stick-disguised trapdoors. Hiding under their trap holes grants them a +20 to their Hide checks.

➤ **Groundlings (5):** hp 26, 25, 25, 18, 17; see Appendix 2.

**Tactics:** The groundlings attack any who follow the ghost. They tend to attack Kars, Eman and Douver first, just because they are usually the first on the scene. The groundlings attempt to drag opponents to their burrows where they can launch devastating killing attacks. Once an opponent is killed in such a manner, the groundling returns to the fray and selects a new victim.

**Development:** Once the PCs have dispatched the groundlings, likely they'll want to investigate the spot that the ghost walked into the ground. A successful Search of the area (DC 20) locates a hidden tombstonelike trapdoor just a few inches under the earth. A few minutes of digging uncovers the stone, which can be lifted with some effort (Strength, DC 18). Beyond, a steep stairway descends into the cobweb-choked darkness. See the Vault of the Shard, below.

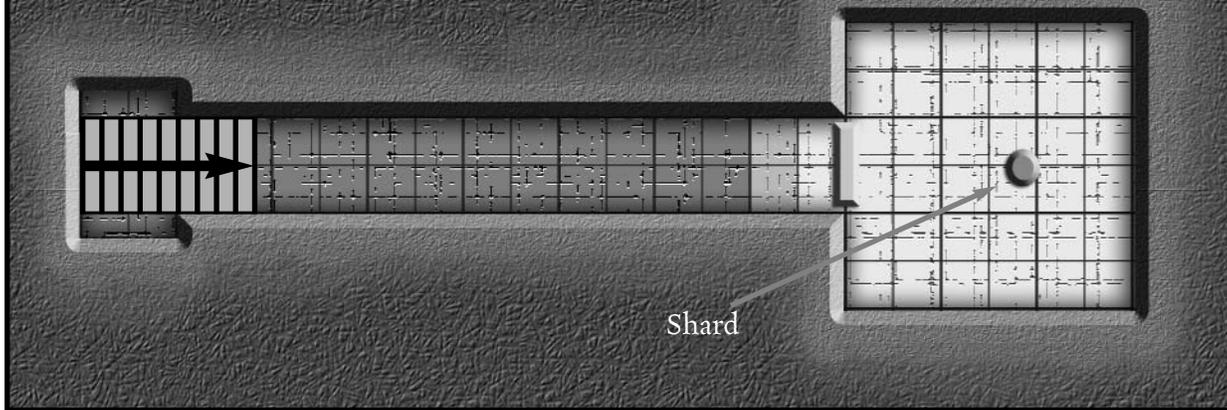
## VAULT OF THE SHARD

Once the family tomb of Brother Sheer's family, this place now serves as the resting place of one of the two shards of the Fallen One. The strange shards were entrusted to Brother Sheer and his Llorch counterpart, Brother Keeling, hundreds of years ago when the Monastery of the Fallen Once was plunged into the Mind of Karsus by its abbess. Now the place is disturbed, at most, once every Shieldmeet, as Brother Sheer attempts yet again to



**BATTLE GRID 2: VAULT OF THE SHARD**

each square = 5 ft.



ful Knowledge (religion) check (DC 25) remembers that Karsus, the Netheril wizard that caused the fall of Netheril, is commonly pictured as a man falling from one of the Netheril flying cities by the strange and deluded cults who worship his as a momentary god. If a creature utters the name “Karsus” before touching the door, not only is the trap suppressed, the door opens.

**3. Light-Bathed Vault**

**Light:** The room is lit by the continual light glow of the *shard of the Fallen One*.

**Sound:** Only the door that begins to hum some 1d4 minutes after the trap is suppressed by the password.

**Reaction:** None.

**Auras:** Strong magic (Transmutation and Enchantment) emanating from the *shard of the Fallen One*; no alignment auras.

This room was meant to be a tomb for many people, but it looks like it was never finished...or at least never fully populated. Recesses, obviously once meant for the resting dead, mark the walls of this chamber. All but one is empty.

A strange rock-hewn pedestal stands in the middle of the room, just off center. Carved roughly in the shape of billows of cloud or air, the pedestal stand just under a floating, glowing shard of light that bathes the place with a blue-white aura.

The remains of Brother Sheer lie in one of the recesses on the far wall. They have been here for so long, they are incrusting into the stone and dirt. If a character attempts to disturb them, Brother Sheer’s ghost appears and pleads in pantomime for the PCs to cease their desecration, but does not attack. If his remains leave this room, his ghost is destroyed, which affects some encounters later in the adventure, and may greatly affect the play of *LGR4 Secret of Phantoms’ Cloister* if you are playing the two adventures in succession with the same group of PCs.

The shard hovers some two feet over the top of a carved pedestal, which stands only two-and-a-half feet tall (use Illustration 3 to help describe the pedestal and the *shard of the Fallen One*). When someone touches or grabs the shard, that per-

son finds that the thing is strangely tangible—it can be grabbed, held, and stored, and is stopped by physical barriers but is still weightless. Because of this it can’t be thrown (it just stops at the place it is released) or dropped, but can be physically pushed, or pulled, as long as something solid (or even liquid) and physical is moving it. Also, after a PC takes the *shard of the Fallen One*, the shard beings to telepathically, and in the carrier’s own language, whispers to that PC. This whispering has a *charm monster* effect attached to it (Will save, DC 17, resists). At this point it makes two requests.

- “Let no other creature or thing possess me.”
- “Take me to the Monastery of the Fallen One.”

Inform the player of the PCs so affected, that the character is under a charm effect, so he or she should consider the requests as reasonable, and coming from a trusted friend or ally. If the player has a good reason to why his or her character may resist either of those two requests, allow an opposed Charisma check with the *shard of the Fallen One* (effective Charisma 16). Success allows the character to resist the request the check until the next day. As well, succeeding the initial saving throw grants the creature immunity from the *charm monster* effect for a full day. PCs only have to succeed at opposed Charisma checks if it possesses the shard. If the shard moves to a new possessor, the shard immediately makes the same requests of that creature, triggering a saving throw unless the new possessor has already succeeded in the initial saving throw already that day. The shard says nothing other than to make its two requests, and answers no questions.

**Development:** On the off chance that Kars, Eman, or Douver are still alive when the PCs enter the vault, they tag along. Once the *shard of the Fallen One* is recovered, any one of them attempts to do anything within their power to possess the shard. Crazy by some invisible force, they attack a band of adventurers they know

**Player’s Realms Knowledge**

Some FORGOTTEN REALMS fans may be able to figure out that the symbol on the door represents Karsus, even if their characters couldn’t possibly succeed the checks. Allow player knowledge to function as character knowledge in this instance, representing some bit of quirky knowledge an unlikely character may have picked up in his or her travels. It will also make a great adventuring story, as the “dim” barbarian may be able to rattle off the solution to a strange puzzle that had the bard and wizard stumped!

could defeat them to possess the shard. Strangely, while doing this any or all of them do radiate a moderate evil and lawful aura, but those auras may only be seen if the PC attempting to *detect evil* or *detect law* succeeds at a Spot check (DC 24). The reason for this will become clear in the adventure LGR4 *Secret of Phantoms' Cloister*. If one or more of them are subdued and questioned about their behavior, they claim not to remember the attack.



## FINDING OUT ABOUT THE CLOISTER

After the PCs discover the *shard of the Fallen One*, and apprehend its desires, they will no doubt be curious as to its purpose and may be magically motivated to find the Monastery of the Fallen One.

Because of the age and obscurity of the subject, PCs will receive the best results if they pursue numerous angles of information gathering when delving into the facts about the Monastery of the Fallen One. Gather Information grants them some leads, and some PCs may recall other bits thanks to their personal knowledge. Sometimes thought, the PCs will have to seek outside help. Use the following guidelines to adjudicate how and where the PCs dig up this information, and how much information they can gather before heading out to Phantom's Cloister. At the very least (regardless of bad die rolls) the PCs should be able to discover that Phantom's Cloister was once called the Monastery of the Fallen One.

Unless you feel that time is running short, don't just make all these checks die rolls without interaction. Gather Information checks and a bardic knowledge check can be a very interactive affair. Feel free to roleplay these interactions. Use Table 4—24: One Hundred Traits on page 128 of the *DUNGEON MASTER'S Guide* to come up with an interesting and unique personalities for the providers of information.

### Talking to Kars, Eman and Douver

For whatever reason, if the one or more of these fellow are alive when the PCs start searching for information, they can be a source of some, albeit a reluctant source. Before the *shard of the Fallen One* is recovered, the three don't give their information willingly, preferring to try to request or even intimidate the PCs into leaving them alone in their pursuit of the Brother Sheer's ghost. If the PCs successfully use *detect thoughts*, they find that this is motivated by greed. They don't want the PCs to follow, because they don't want to share the treasure. Why they think that there is treasure associated with the ghost never comes to their surface thoughts.

Questioning them after the shard is recovered may be more fruitful...and could be more terrifying. Getting them to talk without magical coercion takes a successful Diplomacy check (DC 25) or a successful Intimidate check (DC 14 for Kars and Eman, DC 11 for Douver). If successful, the members of the Three Coins Fellowship tell the PCs that they were told that the ghost would lead them to a fantastic treasure, enough to make them kings. When asked who told them such, each looks a little sheepish, before they admit that it was a female voice that each heard in his head. The voice claimed to be Tymora.

If asked why they attacked the PCs after the shard was retrieved, they are puzzled, replying that they don't remember the attack. A successful Sense Motive check (DC 20—make sure to roll behind the screen) reveals only that they don't seem to be lying (but so does a failure). If asked the question within a *zone of truth*, or under the influence of a *charm person* (and the opposed Charisma check is failed) or similar effect, or even compelled to tell the truth by powerful intimidation (Intimidate DC 25) why they attacked, a very strange thing happens. The person questioned yells "because the key is mine!" in a high pitched, screech-

ing, and almost fiendish sounding voice. After, saying that the person begins to choke, and immediately begins to suffocate. The next round he becomes disabled (0 hit points). In the following round he falls unconscious as he drops to -1 hit points and is dying. In the third round he suffocates and dies. No healing will reverse the effect, but casting a *protection from evil*, or *protection from law* on the suffocating creature ends the attack. The strange suffocating attack foiled, it victim tells the PCs that he felt a terrible presence in his head—something evil, malicious, and cruel—and that thing in his head must have been in control when he attacked the PCs.

## Gather Information

Success at a DC 10 check picks up stories about Phantoms' Cloister, a ruined fortress in the northern Southwood Forest that goes ghostly and strange after each Shieldmeet (it is now roughly a month after Shieldmeet). Other than the Monastery of St. Ulrich on the eastern edge of the same forest, it is the only monastery around Loudwater, and it's definitely "fallen." So far, Phantoms' Cloister has not yet "gone phantom."

An Agent of the Red Fellowship or a Red Fellowship Recruit gains a +2 bonus to this check (this bonus is not cumulative if the character is a Knight of the Red Fellowship), and a little more information: Just after the last Shieldmeet (1368 DR, Year of the Banner), Geveral Telkku, at one time Deldron Rein's favorite caravan captain, was found in the Southwood, just north of Phantoms' Cloister. By all accounts he and a fellowship of adventurers entered the ruins just before or right after cloister "went phantom." Of the group, he was the only one to leave the ruins, but the experience shattered his mind. The Red Fellowship member the PCs gain this information from says that the old coot babbled inanely about "the Fallen One," the "monastery of the Fallen One," "whispering light" and the "dragon in the mind" until his death by suicide just last year.

Orcs of the High Forest don't gain a bonus on this check, but a check made by one is successful, he or she picks up reports of Zhentarim ("purple men") and a group of insane dwarves and blind savages seen lately in and around the ruins. A scouting party from the Black Wolf tribe was attacked and driven back only days earlier by these foes while scouting the ruins. The teller heard the story second hand, so can't give better descriptions of the "purple men," the dwarves, or the blind savages.

A character that is a Harper Friend and that succeed the check finds out about the cloister and the fact that occasionally the cloister does not "go phantom." He or she also finds that those who have entered after it does "go phantom" either never return, report feeling as though they have lost both time and memories of their experiences inside the Phantoms' Cloister, or go insane by what they encounter within. The character's Harper friend also tells him or her that in his youth, High Lord Kalahar Twohands entered the Phantom's Cloister.

A character that is a member of the Order of the Jade Blade (won by rescuing Twohand's sons from minions of the Hark in the Gen Con Indy 2003, Spring Revel Downunder 2003, Excalibur 2003, and Gen Con So Cal. 2003 special event XGR1 Under High Lord's Hall) can beseech his or her lord for information regarding his experience in Phantoms' Cloister. He or she will have to wait many long hours to get an audience with the

busy high lord, but he does finally agree to see the PC. During a brief audience, the high lord passes on the following about his experience:

I did enter the Phantoms' cloister when I was younger. Though my memories of what was inside that strange place are few. The place saps your mind. I feel like that part of my past has disappeared into a strange void. The few memories I do have a little more than images I have seen in dreams: a dragon queen, insane monks, and evil fiendish spiders. I have no idea what my dreams mean. I really wish I had more to tell you. I do feel lucky to even leave the place. My cousin, a paladin named Nardine, entered the place with me. I have not seen him since.

## Bardic Knowledge

A bardic knowledge check recalls something about the subject, based on the success of the check. The bard can recall the information for the DC that he or she hit, and any offered at a lower DC.

**DC 15:** There are only two monasteries in the immediate vicinity. An active one south of the City of Grottos dedicated to Ilmater the Crying God called the Monastery of St. Ulrich, and the ruins of an old monastery inside the Southwood the locals call Phantoms' Cloister due to the fact that a month or so after Shieldmeet the ruins turn into a ghostly image of its former self for no more than a tenday.

**DC 20:** The ruins of Phantoms' Cloister are more than 500 years old, and the place was once called the Monastery of the Fallen One.

**DC 25:** The Monastery of the Fallen One was dedicated to the worship of Karsus, the archmage who caused the fall of Netheril.

Scions of the Green Regent don't gain a bonus for this check, but any success recalls that a Scion of the Green Regent from the Moonshae Island, a bard named Isla Donrig recently composed an epic about the Delimbiyr Vale titled "The Unicorn's Blessed Crescent." That work mentions Phantoms' Cloister. In that song she calls the ruins "Ol' Fallen Man's monastery" and makes a comment that "it shifts from it prison, and into sight; luring others into its ancient plight." If the PC wants to track down Isla, they are foiled by the fact that she entered the High Forest a tenday or so ago, pursuing rumors about a group of dragon-worshipping wild elves dwelling near the Dire Wood, and has not yet returned. No one in the city knows where she got her information about the Phantoms' Cloister.

## Monastery of St. Ulrich the Twice Martyred

Two day's ride to the south of Loudwater stands a fortress atop a rocky crag. At the crag's base, along a winding creek is a thorp only known as St. Ulrich, named after a local Ilmatari saint who built the fortress and died for the second (and final) time almost a decade ago while protecting the Delimbiyr Vale from a rampage of hobgoblins lead by a cornugon.

Ulrich's small order of faithful has grown with his elevation to sainthood. Their teachings focus on the strength in suffering, and the holiness of living the simple life and the working of the earth.

If the PCs decided to visit the Monastery in the hopes of discovering the secret of the shard of the Fallen One, they quickly find it is a dead end, but may run into the sage Evendur Olvebranch (see the section on Consulting a Sage), who visits the Monastery from time to time to procure special herbs grown by the monks.

## Knowledge Checks

Various Knowledge skills can be employed to find out more information about the Monastery of the Fallen One.

Success at a Knowledge (history) check (DC 25) remembers that almost six centuries ago a monastery dedicated to a strange falling god fell somewhere in the Southwood Forest. Today the ruins of the site is called Phantoms' Cloister. The character also recalls that after almost every Shieldmeet the place "goes phantom," but also recalls that it doesn't happen every Shieldmeet. There does not seem to be a logical pattern to the missed events.

Knowledge (local) may remind a character (DC 20) that a local ghost story talks about a ghostly monk that walks this area of the town after every Shieldmeet. It is legend that the ghost leads folks to their doom. He disappears after a few days; usually right around the time that Phantoms' Cloister rises in its ghostly form.

Success at a Knowledge (religion) check (DC 25) reveals that the Fallen One is another name for Karsus, and that he is worshiped occasionally a god by strange cults.

## Consulting a Sage

There are a number of sages in Loudwater. PCs can hire one to research answers to various questions. Such answers usually don't come cheap, and the ones that do take time. The following chart gives examples of three sages in the city that can answer the question, how much they charge per question, and the time it takes to do the research each question. They can give any of the answer that the PCs could gather above, sans the information they could gain from members of the Three Coins Fellowship. Also given are some brief roleplaying notes for playing these personages. Alternatively, you could make up your own sage with his or her distinct personality and interesting quirks, but use one of the sages below to determine his or her cost per question and the time it takes him or her to research the answer.

◆ **Idriane Deslin (female half-elf Enchanter8/Exp5; Int 20; Spell Focus [enchantment] and Greater Spell Focus [enchantment]):** A wizened half-elf well over a century old, Idriane is sweet, kind, generous, and incredibly slow moving and slow talking. She takes rambling paths to get to her points, as she banging her walking stick with an off-kilter rhythm loudly on her home's hardwood floors. She does not tolerate rudeness though, dismissing the rude quickly with spells if need be. Her favorite tactic is to use a *lesser geas* (of which she has four prepared, Will save DC 22 negates).

◆ **Hebertal the Hunched (male human Brd4/Exp5; Chr 16; Bluff +17, Perform (fortunetelling) +18; Persuasive, and**

**Skill Focus [Perform]):** The hunch on his back is offset by his extremely charming—some would say suave—demeanor. He is very flirtatious with female characters, no matter the race. He is also a fortuneteller, which slows conversations with him (he is always trying to talk his employers into letting him read their cards) and his studies, as he takes in clients in talis readings throughout the day.

◆ **Evendur Olvebranch (female Halfling Exp8):** This young sage is a whirling dervish of a researcher, and a manic conversationalist. Prissy, orderly, and yet strangely chaotic in here speech and thought patterns, she asks many questions, and forgets nothing. Her services are well worth the cost, if one can stand spending more than a few minutes with the inquisitive halfling.

## PHANTOMS' CLOISTER

Once the PCs find that the Monastery of the Fallen One is Phantoms' Cloister, either by pure curiosity, or driven by the *charm* radiated by the *shard of the Fallen One*, the PCs should travel on to the site of the fallen fortress. The easiest path to the ruins starts by way the eastern road, the same road that eventually leads

to Orllbar and Llorck. After three days of travel (less if they travel by horse) the PCs go off the road, heading south toward the aptly named Southwood Forest.

The cloister stands in a forest clearing only a half a day's travel from the forest's edge.

Phantoms' Cloister sits on an easily defendable hill; unfortunately its fall came from power within rather than enemies from without. The upper ruins are a crumbling mess, covered with vines and overgrowth. From a distance the place looks like nothing more than a hill with some curious foliage formations. It is not until a person reaches the foot of the hill do the crumbling, moss-covered turrets and flagstones become more evident. When the PCs approach the place all is quiet. There is an uneasy truce of necessity between the Zhentarim and derro forces. For almost a tenday the two have done their best to whittle their opponents down. Now, each side having heavy casualties, they wait for the Zhentarim reinforcements—the groundlings sent to retrieve the second *shard of the Fallen One*. The Zhents wait to make their final push into the dungeon and the Mind of Karsus gateway. Delezart waits to for them to set his final trap and gain entrance to the true Phantoms' Cloister. The derro and grimlocks are just pawns in his plans.

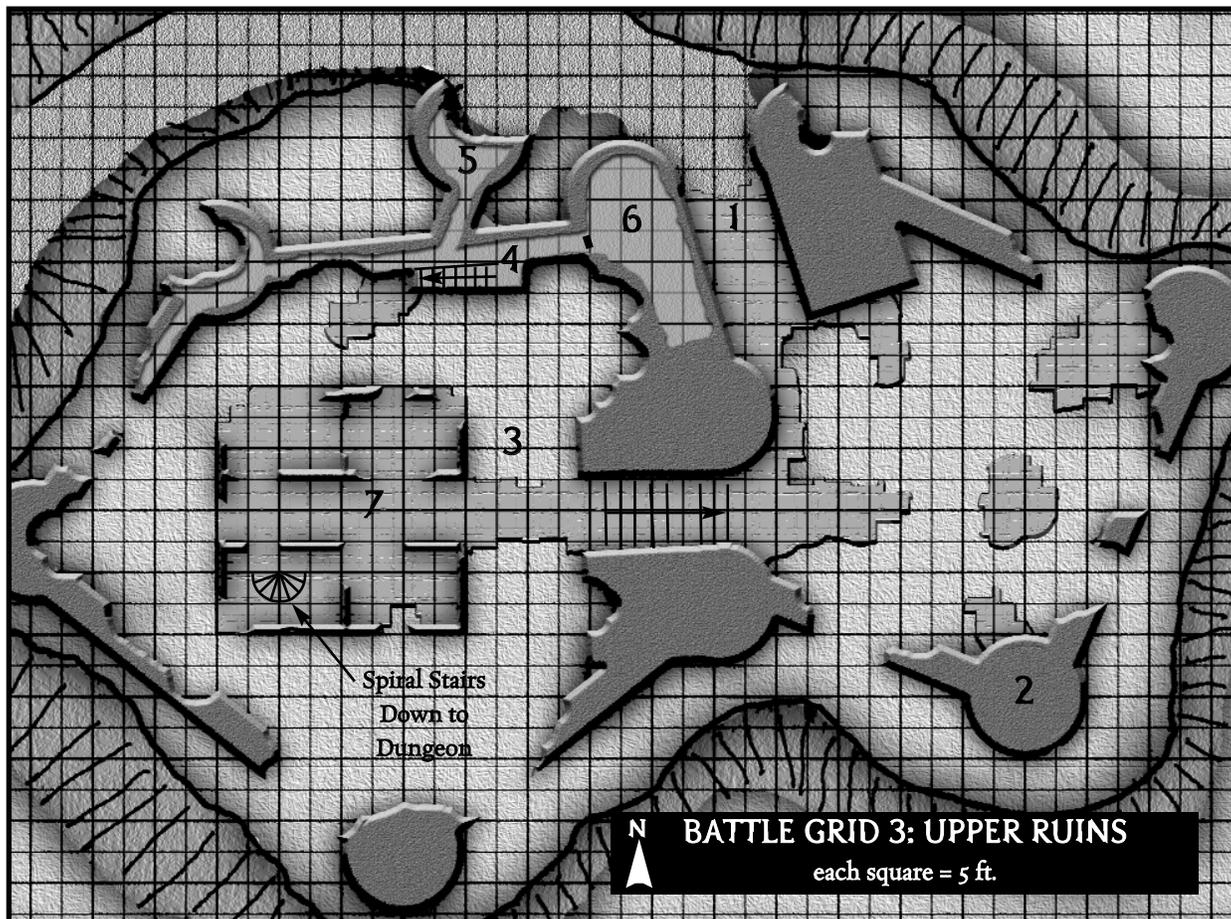
## The Upper Ruins

The lighting in the upper works of the ruins depends on the time of day. Even at night the Zhentarim keep a cold camp, their only fire being in the Makeshift Hospital (area 6). All



### LGR3—2: Loudwater Sages

Sage	Cost per Question	Research Time per Question
Idriane Deslin	5 gp	two days
Hebertal the Hunched	15 gp	a day
Evendur Olvebranch	20 gp	two hours



the Zhents radiate a faint evil aura, and some of their equipment may radiate magic.

### 1. Front Gate

A somewhat clear path winds its way up the hill to the ruined front gates. Crows roost atop the gates, occasionally picking the bones of the dead in the inner courtyard (area 3). A successful Listen check (DC 15) picks up hints of moans coming from the wounded in the Makeshift Hospital (area 6) distorted a bit by the ruined walls. Unless the PCs are moving quietly up this path, the Zhents will be aware of their progress by way of the soldier posted as lookout from the Overlooking Tower (area 5). He alerts his companions after the PCs pass.

Beyond the front gate is the outer courtyard of the cloister. Here and there the original stonework of the courtyard floor peeks out from the masses of foliage that infest the place. On the battle grid, any patch that doesn't contain stonework is considered difficult terrain.

### 2. Spider's Gate (EL 2)

The lower parts of this tower are entirely intact. A doorway on the ground level is without a door; it was long ago sundered and then rotted into the moist earth. Beyond the doorway is cobweb-choked circular chamber, with a spiral stairs leading up to the second level. Up the stairway is a chamber similar to the lower one, but features two routes of egress to what is left of the crumbling wall outside. It is also home to a Large monstrous spider,

that attacks all that enter its domain.

**Creature:** This vermin, while hungry, values its life more than a meal. It flees if seriously wounded, to find easier prey elsewhere.

➤ **Large Monstrous Spider:** hp 22; see *Monster Manual*.

**Treasure:** Amid the rubble and webbing on the second level is the body of an unfortunate Zhentarim warrior. Among its normal equipment (see Appendix 1) is an *oil of magic weapon*.

### 3. Inner Courtyard

Through the inner gate, and up its stairway, the PCs find the cloisters inner courtyard; the scene of may skirmishes between Delezart's allies and the Zhentarim forces. Now all is relatively quiet as the two forces wait for the arrival of the second shard. The ruins of a central square tower (area 7), and the broken outer walls and watch towers dominate the courtyard. Zhentarim forces inhabit the northeastern group (areas 4, 5 and 6) of the latter group of features.

Like the outer courtyard the vegetation is rather thick here, with the occasional old cobblestone paths keeping some of the green stuff at bay for a century or two longer. Occasionally one of the crows perched upon the Front Gate swoops down to peck at one of the five corpses that litter the area between the stairs leading up to the current Zhentarim (area 4) position and the Central Tower (area 7). Amid the foliage lie the relatively fresh corpses of three Zhentarim soldiers and two grimlocks (Spot DC 10 picks them out at a distance). Not as easy to find (Search DC 12) are the

strangely charred black skeletons of two dwarf-like creatures—derro whose corpses have been disintegrated by the sunlight. Knowledge (nature) DC 20 recognizes the derro remains as such. A similar but easier check (DC 15) recognizes the grimlock corpses.

The PCs also have a chance to Spot (DC 15) Delezart the quasit, in his purple raven form, peeking out from among the debris of the of the central ruins (area 7).

**Development:** Felgratz and his Zhent soldiers stay hidden on the wall for as long as possible, scouting out the newcomers (Hide +10 due to the almost total cover). If the PCs approach the stairway, Felgratz calls out to them.

Stop. Tell me who you are, and what you are doing here, or I will order my soldiers to fire.

A successful Knowledge (local) check (DC 15) recognizes Felgratz's accent to be Moonsea, and thus probably Zhent. For further development of the encounter with Felgratz and the Zhentarim soldiers, see area 4, below.

### Zhentarim Aid

After Felgratz is killed, Zhent survivors are more willing to talk. It only takes a successful Intimidate check or a rather easy attempt at Diplomacy (DC 15) to get them to barter information about the derro and grimlocks for their lives and freedom. Wounded Zhents saved need even less coaxing. Some have seen the quasit in its real form, and inform the PC to beware the "foul imp" that leads the Underdark blight. They also know that they are here to "unlock a door that leads to a powerful magical crown that can steal spells," but Felgratz didn't share more details about the quest. The Zhentarim soldiers know that the underground dungeons are extensive, but they were unable to breach farther than the

### 4. Zhent positions (EL 4)

In position along the ruined wall next to a still functional staircase connecting it with the courtyard, the Zhentarim mageling Felgratz and his soldiers wait for groundling reinforcements. Intruders entering the inner courtyard are not immediately seen as enemies, but rather potential fodder. Felgratz, an intelligent and calculating man, believes that he can outsmart anyone into doing his bidding—which may be an overestimation of his talents on his part. In parley he attempts to convince the PCs that he and his guard are here to stop "foul Underdark hoards from raiding the surface." If possible he gets the PCs to storm the dungeons under the central ruin. If the PCs do this, he and his men follow some minutes later, hoping they can mop up after the

PCs...killing Felgratz's unwitting pawns if necessary.

There are circumstances that make this plan's fruition unlikely, though. First off, he and his men are wearing the purple livery of the Llorck Zhentarim. And there will be few PCs who willingly do the Zhentarim's bidding. Also, if during any parley the PCs show the shard or mention it, or ask Felgratz why his men are here in conflict of the Oath or Orlbar, the mageling orders his men to fire on the PCs.

**Creatures:** If the Felgratz doesn't feel that he can use the PCs for his plans, or he sees them a treat to his mission, he doesn't hesitate in attempts to eliminate them, using his higher ground to tactical advantage. Note that if the PCs were able to reach the inner courtyard without alerting the Zhentarim soldier standing watch in the Overlooking Tower (area 5) that soldier is not along the wall, but Felgratz signals him to move forward with a poor bird whistle (Listen DC 12 alerts the PCs—give a +2 circum-

stance bonus to this check to characters with at least two ranks of Knowledge [nature] or Survival).

➤ **Zhentarim Soldiers (3):** hp 15, 15, 13; see Appendix 1.

➤ **Felgratz:** hp 13; see Appendix 1.

**Tactics:** The Zhents make the most from their cover (+4 AC and +2 Reflex saves) and the higher ground (+1 to attack rolls) for as long as possible. If the PCs successfully advance on their position they retreat to the makeshift hospital, and hole themselves in. If Felgratz dies, and it looks like the fight is going against them, surviving soldiers surrender, offer information in return for their lives.

### Scaling the Encounter

**1st-level characters (EL 3):** Felgratz is an Evoker<sub>2</sub> (hp 8; see Appendix 1), and there are only two Zhentarim soldiers (hp 15, 13; see Appendix 1).

**3rd-level characters (EL 5):** There are two more Zhentarim soldiers (hp 14, 8; see Appendix 1).

**4th-level characters (EL 6):** Felgratz is an Evoker<sub>4</sub> (hp 18; see Appendix 1), and there are two additional Zhentarim soldiers (hp 14, 8; see Appendix 1).

### 5. Overlooking Tower (EL 1)

The second story of this ruined tower is open-faced looking out toward the winding pathway heading to the Front Gate. Standing—or rather sitting and hiding—guard here is a Zhentarim soldier, awaiting the groundlings. Because of the rubble he is difficult to spot (Hide +10), and waits patiently until passerbys are out of sight before warning his companions on the wall (area 4) of the PCs' approach.

➤ **Zhentarim Soldier:** hp 13; see Appendix 1.

### 6. Makeshift Hospital (EL 2)

In this large room is a makeshift hospital for the Zhentarim wounded. If saved from death these men will be grateful, and will provide aid to the PCs in the form of information freely (see the Zhentarim aid sidebar).

➤ **Wounded Zhentarim Soldier (3):** hp 17 (currently -2), 14 (currently -5), 12 (currently 0); see Appendix 1.

### 7. Central Ruins (EL Variable)

**Light:** Dependent on the time of the day.

**Sound:** The sound of wind whistling through the ruins. The PCs have a chance of hearing Delezart in the rafters (Move Silently +9, -2 to the Listen check for distance).

**Reaction:** See below.

**Auras:** None; moderate evil and chaos (Delezart the quasit). Delezart keeps watch over the central ruins in the form of a deep purple raven. Extremely conscious of his allies' weakness, her tactic is to draw enemies into the lower ruin, where they will run afoul to her many traps and ambushes. The hope is that they can defeat these last rivals, take the second shard, and retrieve the *shifting diadem*.

By the time the PCs enter the central ruins there is a good chance that they have already spotted Delezart in raven form. If

they have, the quasit uses her *invisibility* to hide in the rafters. If they haven't, she is careless, and hides in the rafters only in her raven form.

The central tower's crumbling remains impede movement at every step. It is not hard to figure out that some of the obstructions have been deliberately placed, slowing progress.

The obstructions have been deliberately placed so that Delezart can observe the PCs and set up his trap for when they descend the partially buried spiral stairs leading down to the Entrance Chamber.

**Creature:** Delezart is hiding in ruined rafters, some 25 feet above the gravelly ground (granting her a +2 DM's best friend circumstance bonus). If she is invisible, she stays immobile, granting him a +40 bonus to her Hide check.

➤ **Delezart the Quasit:** hp 17; instead of a Knowledge skill, Delezart has Craft (trapmaking) +6; see *Monster Manual*.

**Tactics:** If visible, and the PCs discover her whereabouts, Delezart's first action is to go invisible, and find another hiding place. She waits in her hiding spot until invaders descend into the lower halls via the spiral stairs, at which point she follows, moving silently, using her *cause fear* spell-like ability on the PCs after they enter the Entrance Chamber (area 1) of the lower halls (see below).

## Dungeon Level

### 1. Entrance Chamber (EL variable)

**Light:** If the PC enter in daytime, the few rays of light coming down from the central ruin (shadowy illumination on the stairs, darkness in the rest of the chamber).

**Sound:** None

**Reaction:** Once Delezart uses here fear spell-like ability, she flies to warn Vai-jutt and the grimlocks in area 6 and 7.

**Auras:** None; moderate evil and chaos (Delezart the quasit).

Entering this crumbling chamber, the PCs are likely to come under the magical assault of Delezart, who uses her *cause fear* spell-like ability to cause as many PCs as possible to run down the southern corridor and then on to the Delezart's tenderizer (area 4). If they are able to shake off the fear effect, or even thwart the quasit, the PCs have a better chance of exploring this chamber, maybe of even finding the secret door.

This chamber is hundreds of years old, and it shows. Here and there the ceiling crumbles and bends to the weight of the ruins atop. Dust and grime cover the deteriorating walls.

Checking the floor, the PCs may discover (Search DC 10) the tracks of the many derro, grimlock, and Zhentarim troops that have been battling here for the past few days. They are scattered and many, leading both up and down the spiral stair. While the tracks of Zhent troops don't lead that way, the grimlocks and derro tracks also head up and down the southern passage. No tracks lead to the secret door, as neither side has discovered that path to the Keyhole Chamber.

The partial remains of the mosaic on the west wall (Search DC 12) contain a clue that the PCs are on the right path. While the details crusted with dirty and layers of dust, and cobwebs, a



few minutes of cleaning reveal a clear, if not somewhat muted, scene of a scarlet robed figure wearing strange looking crown. The person is touching a giant heart encased in a stone pillar. Under the scene the following is written in Thorass:

The crown wearer pays homage to the unchanging master...

czcho nho4 Jh71PE1PE #h00h7  
+1PEh> 1P Eh n001h7PE 00E1E#

Use illustration 4 to describe the mosaic.

## KEY TO THE PHANTOMS' CLOISTER



The end of the statement has been destroyed. Given that the PCs have already found that the cloister was once holy to the strange cult of Karsus, it is easy to ascertain that the crowned person is one of the Fallen God's priests or worshippers (Knowledge [religion] or bardic knowledge DC 10). Those who are privy to more obscure knowledge (Knowledge [religion] or bardic knowledge DC 25, if that character also recognized other bits of lore about Karsus earlier in the adventure) discern that the figure is touching the legendary Heart of Karsus, which is rumored to lie somewhere within the Dire Woods.

**Development:** The secret door on the north wall can be detected as normal (Search DC 20), but the keystone that opens is located in area 2. A successful Disable Device check (DC 20) can circumvent the normal opening mechanism, allowing the PCs to open the secret door from this room. Beyond the secret door the PCs can traverse the Shadowy Path (area 8) to the Keyhole Chamber (area 7).

### 2. Trigger's Rotting Room (EL 2)

**Light:** A patch of phosphorescent fungus grows on the southern wall (shadowy illumination).

**Sound:** The occasional sound of dripping water.

**Reaction:** None

**Auras:** None.

Once an antechamber where the abbess prepared for the transfiguration ritual that took here and her followers into the

Mind of Karsus, this dank and decaying place is now inhabited by fungus and mold: A good size patch of phosphorescent fungus on the southwestern end of the room, and a patch of brown mold to the north. The mold covers the keystone that opens the secret door in area 1. See the battle grid for its exact position.

**Hazard:** A 10-foot patch of Brown Mold—see *DUNGEON MASTER'S Guide* page 76.

### 3. Phantom Conclave (EL 0)

**Light:** Faint light coming from the ghosts of Keeling and Sheer (shadowy illumination). **Sound:** None

**Reaction:** None

**Auras:** Moderate undead.

Use Illustration 5 to describe this room.

This chamber is empty except for the ghosts of Keeling and Sheer. They stand in the middle of this room having a silent, ghostly argument. Though silent, the argument is defiantly heated. The two ghosts point and gesture to one another, and circle around one another like two potential combatants. They don't respond to anything or anyone else in the room, short of a successful turn check.

**Development:** The ghosts are having their silent conversation in Thorass. Bits of the ghosts' conversation can be discerned by a successful attempt to read their spectral lips (Spot, DC 20) if the PC speaks that language. If the PC only speaks only modern Common, the chances that he or she can figure out what the ghosts are arguing about is slim indeed (DC 30). If the check is successful the PC knows that they are arguing about which one of them deserves to take the crown, they both blame each other for the abbess's fall, accusing the other of "betraying her trust."

### 4. Tenderizer (EL 2)

**Light:** None

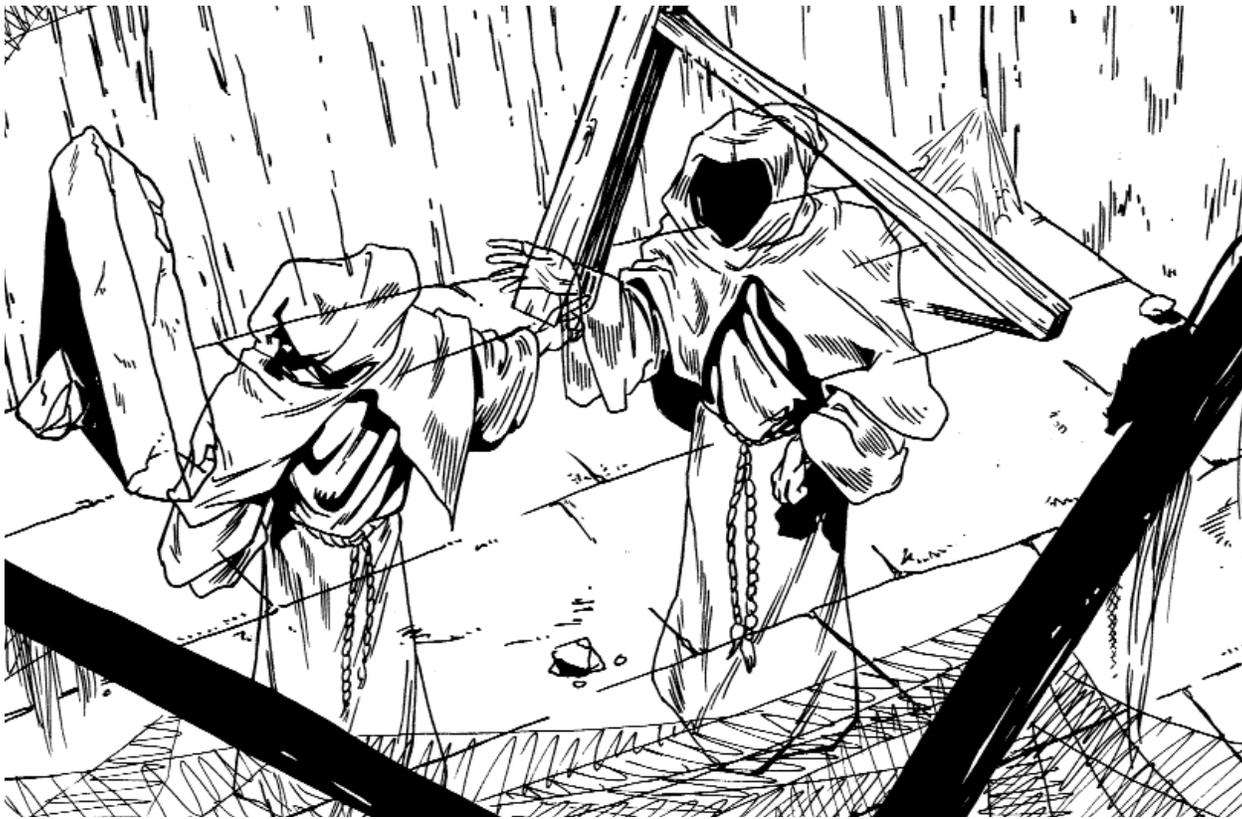
**Sound:** None

**Reaction:** None, but Vai-jutt and the grimlocks at the gauntlet (area 6) definitely become aware of intruders if the trap is sprung.

**Auras:** None

Delezart has set a falling stone trap in this place as a "tenderizer." It also serves to warn the derro and grimlocks in area 6 that foes approach, if the quasit has not done so already.

**Trap:** Stones fall upon those entering the spaces marked "X" on the battle grid.



➤ **Falling Stone Trap:** CR 2; mechanical; location trigger, repair reset; Atk +10 melee (2d6, stone blocks); Search DC 22; Disable Device DC 20.

## 5. Spider Lair (EL 2)

**Light:** None

**Sound:** Before opening the door, on a successful Listen (DC 15) the PCs can hear a strange clicking sounds (the spider's movements).

**Reaction:** The spider attempts to stay hidden until a PC disrupts or, better yet, gets caught in the webbing. Then it strikes.

**Auras:** Two faint (two *potions of cure light wounds*, DC 16 conjuration)

The derro, Vai-jutt, loves spiders. So when he found this one dwelling in the under ruins he was overjoyed. There was no better place to store live captives, or even the occasional friend that he tired of. The spider is now kept behind this close door, its lair a jumble of webbing, and dried and discarded corpses. When the PCs open the door, read or paraphrase the following:

Webs, cobwebs, and the dried out husks of Zhent soldiers and pale-skinned dwarflike creatures cram this chamber.

Use Illustration 6 to describe this scene.

The webs are a considerable obstacle if the PCs want to move into the room. Treat the entire room as if contained a *web* spell, but reduce the Strength check to DC 16 and the Escape Artist to 12. Beyond the webs, the spider hides (Hide +15).

**Creature:** A crafty hunter, the spider waits until it can attack

from within its web, and retreats deeper into it to escape death.

➤ **Large Monstrous Spider:** hp 15; see *Monster Manual*.

**Treasure:** Two of the Zhentarim corpses still have *potions of cure light wounds* in belt pouches. They somehow escaped Vai-jutt's greedy searches.

## Scaling the Encounter

**1st-level characters (EL 1):** A Medium monstrous spider (hp 9); see *Monster Manual*. And only one *potion of cure light wounds*.

**3rd-level characters (EL 2):** Spider is a large monstrous spider (hp 25); see *Monster Manual*.

**4th-level characters (EL 3):** There are two large monstrous spider (hp 25, 21) here; see *Monster Manual*.

## 6. The Gauntlet (EL 4)

**Light:** None

**Sound:** If Delezart or the falling of the tenderizer trap (area 4) have alerted Vai-jutt of the PCs' approach, the PCs hear weeping coming from the chamber beyond (area 7), a product of Vai-jutt's *ghost sound* spell-like ability. Other than that, the only sound to be heard is Vai-jutt mumbling under his breath in Undercommon. A successful Listen check (DC 14) can make out the mumbling as, "it's a good ambush—a very good ambush" followed by a dry chuckle. He repeats the statements and the chuckle like mantra until he spots the PCs.

**Reaction:** Once Vai-jutt sees the PCs (or even a light source peek from around the corner), he drops his darkness on the bridge, while letting out a shrill whistle that alerts the grimlocks that he has done so.

**Auras:** No magic; faint evil and chaos (Vai-jutt) and faint evil (the grimlocks).



Once a large room, or a number of connected smaller rooms, this place is now a large chamber thanks to some strange cave-in, or the utter destruction of some of the rock and stone that was once here. Now a bridg-like structure traverses the center of the chamber, from the entrance to a doorless portal leading to some darkness-shrouded room. On each side of the bridge there are drops where the floor of the old structure sank into the earth. This walkway was obviously once the floor of the former structures. Its grime-covered and aged tiles now only faintly hint at their once-radiant color. On each side of the walkways, ruined chamber floors now serve as flanking balconies. On one stands a dwarf-like creature with light-blue skin and strange bulbous white nose without irises or pupils. He seems maniacally amused by your presence.

Use illustration 7 to describe this chamber once Vai-jutt unleashes his grimlock minions.

Vai-jutt has rallied the last of his grimlocks here in a last stand to defend the keyhole from the Zhents...or anyone else. After letting out a shrill whistle (a free action), he drops his *darkness* spell-like ability on the intersection marked "D" on the battle grid. With that, hearing Vai-jutt's whistle, the grimlocks climb up from the 10-foot deep depressions (very rough, DC 10 Climb) of the makeshift bridge (Climb +4), and wait to attack intruders.

**Creatures:** These creatures don't really comprehend why they are defending the door, but do so at the cost of their lives if necessary—the grimlocks to please their master, Vai-jutt because he is insane.

➤ **Vai-jutt the Derro:** hp 20; see *Monster Manual*, weapon is not poisoned.

➤ **Grimlocks (3):** hp 16, 13, 13; see *Monster Manual*.

**Tactics:** The grimlocks attack any who attempt to pass via the bridge, and pursue those who try to bypass them. The derro attacks with his *sound burst* to best effect, preferably keeping its blast away from the grimlocks (who also suffer a reduction of their blindsight ability for 1d6 rounds if they are caught in the radius and fail their save). After the spell-like ability assault, he fires his crossbow at the best possible target, entering into melee only as a last resort.

**Development:** Visually missing for this encounter is Delezart the quasit. She stays back, *invisible*, waiting to see how the encounter plays out. She knows that even if the PCs are the victor, all she has to do is wait until they place the shard in the great door of the Keyhole Chamber, to gain access to the true Phantoms' Cloister within the Mind of Karsus. She is arrogant enough to believe that she will be able to secure the *shifting diadem* before the PCs do.

### Scaling the Encounter

**1st-level characters (EL 3):** As above, but only two grimlocks.

**3rd-level characters (EL 5):** As above, but with another derro (hp 16)

**4th-level characters (EL 6):** As above, but with another derro (hp 16; see *Monster Manual*) and advance Vai-jutt to a 2nd-level sorcerer (hp 28; see Appendix 1). Weapons are poisoned. Vai-jutt has six doses of Medium monstrous spider venom; the other derro has 4 doses.



### 7. Keyhole Chamber (EL variable)

**Light:** None

**Sound:** None

**Reaction:** None, if the grimlocks and derro have been defeated.

**Auras:** Strong magic (Transmutation) from the Mind of Karsus gateway door; usually moderate evil and chaos (Delezart, who is *invisible* and waiting for the PCs to place the shard in the Mind of Karsus gateway door).

Beyond the derro and grimlocks there is a large room that sports four pillars in the shape of praying monks, and a large, faux door carved in the center of the north wall. This faux door is the Mind of Karsus gateway. It has two sockets: one contains a glowing shard similar to the ones the PCs likely possess; the other is empty. Use Illustration 7 to describe the door.

The *shard of the Fallen One* that the PCs do have makes a new request to be placed in the empty slot. This request has the same *charm* effect that the other two requests had. If the PCs do, the remains of the monastery “goes phantom.” And the adventure is over. The PCs are transported to the Mind of Karsus. What happens next is covered in this adventure’s sequel LGR4 *Secret of Phantoms’ Cloister*.

If the PCs attempt to take the other shard out of its socket, they find the task impossible: the thing is now insubstantial.

When a shard is placed in a socket, it becomes only light.

### 8. Shadowy Path (EL 3)

**Light:** None

**Sound:** When the PCs reach halfway down the corridor they hear the hoarse crackling of the Dark Monk within, giddy with anticipation at feeding on PCs’ life force.

**Reaction:** The dark monk attacks when the PCs reach the halfway mark point of the corridor. It doesn’t get a surprise round, due to the fact that it makes so much noise before it strikes.

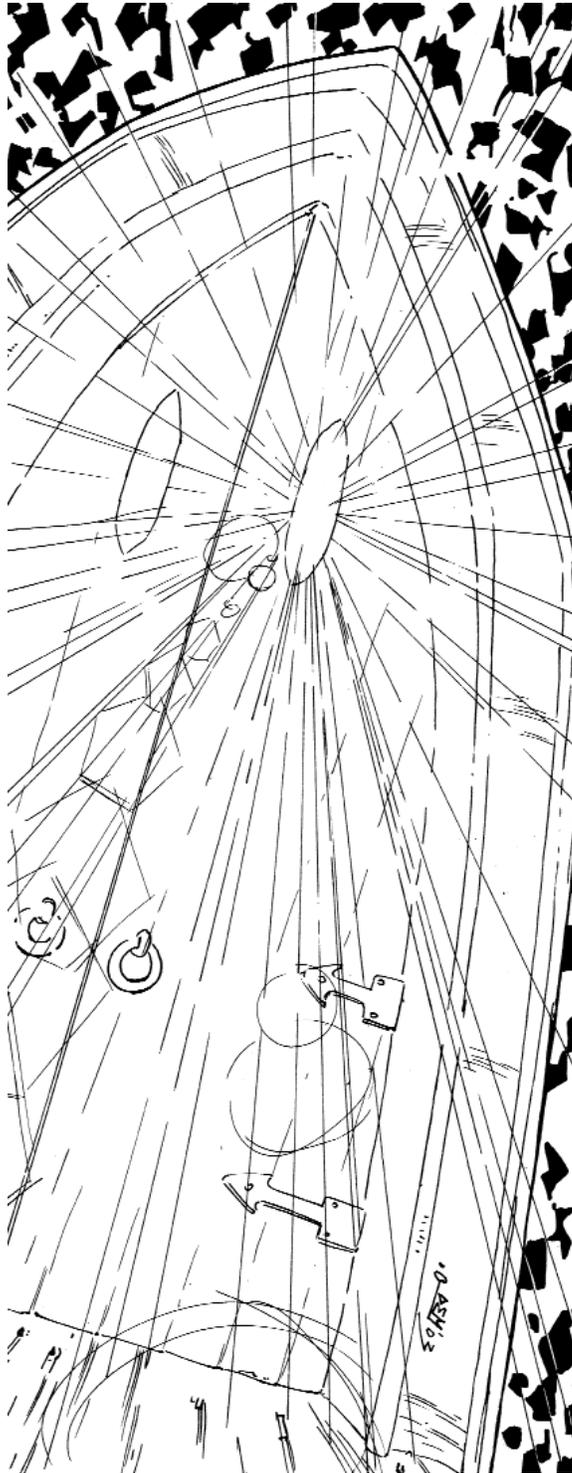
**Auras:** No magic; moderate evil and chaos; moderate undead.

This secret passage is haunted by a shadow, the Dark Monk whose own personal demons keep it in this secret passage—at least for now. If the PCs discover the secret door and use this passage to travel to the Keyhole Chamber (area 7) the shadow attacks as the PC progress past its center point. It attacks until the PCs are defeated, or driven out of the passage. It does not leave this passage. The secret door at the end is standard, requiring a normal Search check (DC 20) to discover it and its opening mechanism, a keystone in the center of the door, which once depressed, opens the door. That secret door can’t be opened from the Keyhole Chamber.

**Creature:** The Dark Monk has been here alone for many cen-

turies, and is overjoyed by its chance to finally flee, but it is bound in this room, and cannot escape until at least one secret door is open, and the cloister “goes phantom.” After that part it is free to wreak havoc and hunt unbound.

➤ **The Dark Monk (Shadow):** hp 20; see *Monster Manual*.



## CONCLUDING THE ADVENTURE

Barring character death, this adventure usually ends with the PCs placing the *shard of the Fallen One* from Loudwater in the Mind of Karsus gateway door. At that point the phantom of the Monastery of the Fallen One rises from the ruins, and the PCs are transported into the Mind of Karsus.

If you are playing this adventure before the release of *LGR4 Secret of Phantoms' Cloister*, the PCs are going to have to wait to play the second adventure, but that doesn't limit them from playing other adventures in between if they desire. While such play doesn't follow an exact continuity, it is not barred in the spirit of episodic play, which *DUNGEONS & DRAGONS CAMPAIGNS* emulates. Of course, if the players want to wait, to give their characters more story continuity, they are more than welcome to do so.

## ADVENTURE QUESTIONS

*DUNGEONS & DRAGONS CAMPAIGNS* (of which *LEGACY OF THE GREEN REGENT* is that program's first offering) tracks character progression digitally. At the adventure you report what the characters did by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points awarded and gold piece value increase each character gains.

At the end of this adventure you'll find an RPGA Session Tracking form tailored to this adventure. On the section titled “Adventure Questions” fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn the XP that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make that decision.

For traps, PCs get experience points just for encountering them, whether or not they have been disabled.

### 1. Did the PCs defeat the Zhentarim groundlings and retrieve the shard?

- Yes. The PCs defeated the groundlings and retrieved the shard.
- Almost. The PCs defeated the groundlings, but didn't retrieve the shard.
- No. The PCs neither defeated the groundlings, nor retrieved the shard.

### 2. How much did the PCs find out about the Phantoms' Cloister before they went to explore it?

- They found out nothing about Phantoms' Cloister.
- They found out that the Monastery of the Fallen One is the former name of Phantoms' Cloister.
- They were able to uncover the cloisters former name and a

good amount about its history and current events.

**3. Did the PCs defeat Felgratz and the Zhentarim soldiers?**

- a. No. They were not able to defeat the Zhents.
- b. Mostly. They defeated some of the Zhents, but bypassed others.
- c. Yes. They defeated all of the Zhents.
- d. Yes. They defeated all of the Zhents, and were able to gain intelligence about the dungeon forces by the Zhent survivors.

**4. Did the PCs encounter the fallen rock trap?**

- a. Yes
- b. No
- c. No. They encountered the Dark Monk instead and defeated him.
- d. No. They encountered the Dark Monk instead, but didn't defeat him.
- e. Yes. And they encountered the Dark Monk and defeated him.

**5. Did the PCs defeat Vai-jutt and the grimlocks?**

- a. No
- b. Almost. They defeated some, but not all of the encounter.
- c. Yes. They defeated both Vai-jutt and the grimlocks.

**6. Did the PCs place the shard of the Fallen One in the Mind of Karsus gateway door?**

- a. Yes
- b. No

## APPENDIX I: STATISTICS

➤ **Kars:** Male human Rgr3; Medium humanoid (human); CR 3; HD 3d8+6; hp 17; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +3; Grp +4; Full Atk +6 ranged (1d8+1/x3, masterwork composite longbow [+1]), or +5 melee (1d6+1/19-20, masterwork short sword); Atk +6 ranged (1d8+1/x3, masterwork composite longbow [+1]), or +5 melee (1d6+1/19-20, masterwork short sword); SA Favored enemy (gnoll +1), archery combat style; SQ wild empathy; AL N; SV Fort +5, Ref +5, Will +2; Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Handle Animal +7, Heal +7, Knowledge (geography) +6, Knowledge (nature) +6, Move Silently +7, Survival +7; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.

*Possessions:* Studded leather armor, masterwork composite longbow (+1), masterwork short bow, *potion of cat's grace*.

**Power-up Suite:** AC 17, touch 14, flat-footed 13, Atk +8 ranged (composite longbow); Ref +7, Dex 19; Move Silently +9.

➤ **Eman:** Male dwarf War3; Medium humanoid (dwarf); CR 2; HD 3d8+9; hp 23; Init -1; Spd 20 ft.; AC 14, touch 9, flat-footed 14; Base Atk +3, Grp +5, Full Atk +7 melee (1d10+3/x3, dwarven waraxe); Atk +7 melee (1d10+3/x3, dwarven waraxe); SQ Dwarf traits; AL LN; SV Fort +6, Ref +0, Will +3; Str 15, Dex 8, Con 16, Int 10, Wis 13, Cha 10.

*Skills and Feats:* Climb +4; Cleave, Power Attack.

*Possessions:* Breastplate, masterwork dwarven waraxe, *potion of cure light wounds*.

➤ **Douver:** Male half-elf Sor1/Rog1; Medium humanoid (elf); CR 2; HD 1d6+1d4+2; hp 9; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11 (5% arcane spell failure); Base Atk +0; Grp +0; Full Atk +1 melee (1d6/18-20, masterwork rapier), or +2 ranged (1d8/19-20, light crossbow); Atk +2 melee (1d6/18-20, masterwork rapier), or +2 ranged (1d8/19-20, light crossbow); SA Sneak attack +1d6; SQ Half-elf traits, trapfinding; AL CN; SV Fort +1, Ref +4, Will +3; Str 10, Dex 15, Con 12, Int 13, Wis 8, Cha 14.

*Skills and Feats:* Balance +6, Bluff +6, Climb +4, Diplomacy +8, Escape Artist +6, Forgery +5, Gather Information +8, Listen +0, Search +6, Spellcraft +4, Spot +5; Iron Will.

*Possessions:* padded leather armor, masterwork rapier, *wand of cone of frost* (5 charges).

Spells Known (5/4; DC = 12 + spell level): 0—*acid splash*, *dancing lights*, *read magic*, *touch of fatigue*; 1st—*burning hands*, *shield*.

➤ **Brother Sheer:** male human ghost Mnk3; CR 5; Medium undead (incorporeal); HD 3d12; Init +2; Spd 30 ft. fly (perfect); AC 15, touch 15, flat-footed 13; Base Atk +2; Grp +3; Full Atk +1/+1 melee (1d6+1, unarmed strike); Atk +3 melee (1d6+1 unarmed strike); SA Manifestation; SQ Rejuvenation, Evasion, Still Mind; AL LN; Fort +3, Ref +5, Will +5; Str 13, Dex 15, Con -, Int 10, Wis 14, Cha 12.

*Skills and Feats:* Diplomacy +9, Hide +10, Knowledge (arcana) +6, Knowledge (religion) +6, Listen +10, Search +8, Sense Motive +9, Spellcraft +6, Spot +10; Deflect ArrowsB, Iron Will, Negotiator, Skill Focus (Spellcraft), Stunning FistB.

**Manifestation (Su):** Brother Sheer dwells on the Mind of Karsus demi-plane as a special ethereal creature, he cannot

affect or be affected by anything in the material world unless he manifests. When Brother Sheer manifests, he partly enters the Material Plane. When manifested he can only be harmed by other incorporeal creatures, magic weapons, or spells, with a 50% chance of ignoring any damage from a corporeal source. He can pass through solid objects at will (with the exceptions noted in the adventure), and his own attacks pass through armor. As a manifested ghost, he always moves silently.

Brother Sheer can strike with his touch attack, and can sneak attack with his corrupting touch. He remains partially on the Mind of Karsus demi-plane, where it is not incorporeal. Opponents on either the Material Plan or the Mind of Karsus demi-plane can attack him. His incorporeality helps protect it from foes on the Material Plane, but not from foes on the Mind of Karsus demi-plane.

Brother Sheer has two home planes, the Material Plane and the Mind of Karsus demi-plane. It is not considered extraplanar when on either of these planes.

**Rejuvenation (Su):** It is difficult to destroy Brother Sheer through simple combat. When "destroyed" he restores himself in 2d4 days. Even the most powerful spells are usually only temporary solutions.

➤ **Zhentarim Soldier:** human male or female Ftr1; CR 1; Medium humanoid (human); HD 1d10+5; Init +1, Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +1; Grp +3; Full Atk +3 melee (1d6+2/19-20, short sword), or +2 ranged (1d8/19-20, light crossbow); Atk +3 melee (1d6+2/19-20, short sword), or +2 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +4, Reflex +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb -1, Jump -1, Ride +5; Endurance, Toughness.

*Possessions:* Splint mail, large metal shield, masterwork short sword, masterwork light crossbow, 20 bolts.

➤ **Felgratz (EL 3 version):** male human Evoker2; CR 2; Medium humanoid (human); HD 2d4+5; Int +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +1; Grp +0; Full Atk +0 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20 light crossbow); Atk +0 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20 light crossbow); AL CE; SV Fort +1, Ref +2, Will +4; Str 8, Dex 14, Con 13, Int 15, Wis 12, Cha 10.

*Skills and Feats:* Concentration +6, Diplomacy +2, Knowledge (arcana) +7, Ride +3, Spellcraft +9; Combat Casting, Scribe Scroll, Spell Focus (evocation), Toughness.

*Possessions:* dagger, light crossbow, 10 bolts, *potion of cure light wounds*, scroll of *mage armor*, *burning hands*, and *sleep*.

Spells Prepared (4+1/3+1; DC = 12 + spell level; DC 13 + spell level for evocation spells): 0—*ray of frost*† (4), *resistance*; 1st—*magic missile*† (3), *shield*.

†Evocation spells.

➤ **Felgratz (EL 4 and 5 version):** male human Evoker3; CR 3; Medium humanoid (human); HD 3d4+6; Int +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +1; Grp +0; Full Atk +0 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20 light crossbow); Atk +0 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20 light crossbow); AL CE; SV Fort +2, Ref +3, Will +4; Str 8, Dex 14, Con 13, Int 15, Wis 12, Cha 10.

**Skills and Feats:** Concentration +7, Diplomacy +3, Knowledge (arcana) +8, Ride +4, Spellcraft +10; Combat Casting, Scribe Scroll, Spell Focus (evocation), Toughness.

**Possessions:** dagger, light crossbow, 10 bolts, *bracers of armor* +1, *potion of cure light wounds*, scroll of *web*, *touch of idiocy*, and *invisibility*.

**Spells Prepared** (4+1/3+1/2+1; DC = 12 + spell level; DC 13 + spell level for evocation spells): 0—*ray of frost*† (4), *resistance*; 1st—*magic missile*† (3), *shield*; 2nd—*protection from arrows*, *scorching ray*†(2).

†Evocation spells.

➤ **Felgratz (EL 6 version):** male human Evoker4; CR 4; Medium-humanoid (human); HD 4d4+7; Int +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +2; Grp +1; Full Atk +1 melee (1d4-1/19-20, dagger) or +4 ranged (1d8/19-20 light crossbow); Atk +0 melee (1d4-1/19-20, dagger) or +3 ranged (1d8/19-20 light crossbow); AL CE; SV Fort +2, Ref +3, Will +5; Str 8, Dex 14, Con 13, Int 16, Wis 12, Cha 10.

**Skills and Feats:** Concentration +8, Diplomacy +3, Knowledge (arcana) +10, Knowledge (the planes) +4, Ride +4, Spellcraft +12; Combat Casting, Scribe Scroll, Spell Focus (evocation), Toughness.

**Possessions:** dagger, light crossbow, 10 bolts, *bracers of armor* +1, *potion of cure moderate wounds*, scroll of *web*, *touch of idiocy*, and *invisibility*.

**Spells Prepared** (4+1/4+1/3+1; DC = 13 + spell level; DC 14 + spell level for evocation spells): 0—*ray of frost*† (4), *resistance*; 1st—*magic missile*† (4), *shield*; 2nd—*protection from arrows*, *scorching ray*†(3).

†Evocation spells.

➤ **Vai-jutt (EL 6 version):** male derro Sor2; CR 4; Medium monstrous humanoid; HD 3d8+2d4+5; Init +6; Spd 20 ft.; AC 15, touch 13, flat-footed 13; Base Atk +4; Grp +0; Full Atk +6 melee (1d4/19-20, masterwork short sword), or +7 ranged (1d6/19-20 plus poison, repeating light crossbow); Atk +6 melee (1d4/19-20, masterwork short sword), or +7 ranged (1d6/19-20 plus poison, repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +1d6, spells; SQ Madness, spell resistance 17, vulnerability to sunlight; AL CE; SV Fort +2, Ref +5, Will +9; Str 11, Dex 14, Con 13, Int 10, Wis 5, Cha 16.

**Skills and Feats:** Bluff +5, Concentration +5, Hide +10, Listen +1, Move Silently +8; Blind-Fight, Improved Initiative.

**Madness (Ex):** Derro use their Charisma modifiers on Will save instead of their Wisdom modifier and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or a *wish* spell.

**Poison Use (Ex):** Vai-jutt carries 6 doses of Medium monstrous spider venom, which is applied to his crossbow bolts. Like all derro, Vai-jutt is at no risk of poisoning himself when handling poison.

**Sneak Attack (Ex):** Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals and extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

**Spell-Like Abilities:** at will—*darkness*, *ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15). Caster-level 5th. The save DCs are Charisma-based.

**Vulnerability to Sunlight (Ex):** A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at a rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

**Spells Know** (6/5; DC 13 + spell level): 0—*acid splash*, *daze*, *detect magic*, *read magic*, *resistance*; 1st—*magic missile*, *shield*.

**Possessions:** masterwork short sword, repeating crossbow, 10 bolts (6 poisoned with Medium monstrous spider venom), *potion of cure moderate wounds*, scroll of *mage armor*.

## APPENDIX 2: NEW MONSTER

## Groundling

## Medium Monstrous Humanoid

**Hit Dice:** 3d8+6 (19 hp)

**Initiative:** +1

**Speed:** 20 ft. (6 spaces), burrow 30 ft.

**Armor Class:** 16 (+1 Dex, +5 natural) touch 11, flat-footed 15

**Base Attack/Grapple:** +3/+4

**Attack:** claw +4 melee (1d4+1)

**Full Attack:** 2 claws +4 melee (1d4+1), bite -1 melee (1d8)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Grab

**Special Qualities:** Resist magic, resist poison, scent

**Saves:** Fort +3, Ref +4, Will +4

**Abilities:** Str 13, Dex 12, Con 15, Int 5, Wis 12, Cha 6

**Skills:** Escape Artist +3, Listen +3, Survival +6.

**Feats:** Skill Focus (Survival), Track

**Environment:** Any land or underground

**Organization:** Solitary or Pack (2—8)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always lawful evil

**Advancement:** 4—9 HD (Medium)

Groundlings are assassins magically altered by evil wizards. Originally of dwarven stock, they have been hideously transformed to incorporate the features of giant badgers.

Groundlings are short and stocky, sharing the build of dwarves—in fact, they can easily be mistaken for dwarves from a distance or in poor light. Their stunted ears are buried in wild fur, and their eyes appear as narrow slits. A long, bristled snout replaces their dwarven nose, and large fangs protrude from their extended mouth. A groundling's hands end in powerful talons. The creatures generally stink of spoiled meat.

Most groundlings know at least a few words of Common and can snarl out basic conversation.

## Combat

Groundlings are cunning in combat, using their ability to burrow quickly through the earth to gain tactical advantage, attacking from below to gain surprise on their foes. They are known to use ambushes, feign retreats, and attack conversing from various directions against a quarry whose location is known.

**Improved Grab (Ex):** Groundlings are powerful grapplers. If a groundling hits a Medium or smaller creature with both claw attacks it deals normal damage, and attempts to start a grapple without provoking an attack of opportunity. Not touch attack is required. Furthermore if a groundling attempts to move an opponent on a successful grapple check, it may move at its full land speed rather than half of its speed. It cannot burrow while performing this maneuver. If the groundling is able to move an opponent an already made burrow, it has a clear advantage (+2 to attack rolls) in combat, while its opponent suffers severe disadvantages (-2 to attack rolls).

**Resist Magic (Ex):** Like Dwarves, groundlings gain a +2 racial bonus on saving throws against spells and spell-like effects.



**Resist Poison (Ex):** Groundlings also gain a +2 racial bonus on saving throws against all poisons.

## In the Realms

Wizards of the Zhentarim breed groundlings in the dungeons of Darkhold. Groundlings serve the Zhentarim by tracking down and destroying the enemies of their masters. They form a structured guild with strict rules imposed by the Black Network. These rules forbid them to kill creature other than their assigned targets (unless they are interfered with).